



THE BARBARIC SORCERER

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THE SORCEROUS ARTS

Within this section you will find new options with which to customize your sorcerers, including new feats and an entirely new addition to the OGL Barbarian rules: sorcerous maneuvers.

New Feats

Adept of the Lotus (General)

Whether by continued exposure or natural resistance, you are better able to resist the black lotus' dream inducing effects.

Benefits: You gain a +4 competence bonus to Fortitude saving throws to resist being put to sleep from exposure to the black lotus flower. If you wish to succumb to the lotus, you can ignore this bonus.

Rules on lotus addiction may be found in OGL Barbarian: The Barbaric Warrior.

Arcane Builder (Sorcery)

You have a knack for building Places of Power.

Prerequisites: Knowledge (Arcana) 6 ranks, Profession (Architect) 4 ranks, know at least one Sorcery Style

Benefit: You gain a +3 bonus to the Knowledge (Arcana) checks for the purpose of making a Place of Power, as well as to any related Profession (Architect) and Craft checks. Details on Places of Power and how to construct them are to be found on pages @@ to @@.

Beyond the Limits

You are able to push your sorcerous limits farther than normal.

Prerequisites: Con 13, Magic Attack Bonus +2, Knowledge (Arcana) 8

Benefit: Your PP can be reduced to a negative number equal to your Base PP plus your Constitution bonus.

Normal: Your PP can be reduced to a negative number equal to your Base PP.

Blood Link (Sorcery)

You can use the blood of a spell's target to enhance the chance of success.

Prerequisites: Magic Attack Bonus +2, Knowledge (Arcana) 6 ranks

Benefit: By adding at least 4 fluid ounces of blood taken from the intended target of a spell, you gain a +1 enhancement bonus to any check or magic attack roll made as part of spell so long as it involves the blood's donor.



Chilled Blast (Sorcery)

When invoking your most primal defensive ability, you devastate your foes with frost rather than flame.

Prerequisites: Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Concussive Blast or Poisoned Blast

Benefit: When using the Rule of Defense, your defensive blast does cold damage rather than fire damage. You lose the ability to use a fiery defensive blast.

Concussive Blast

When invoking your most primal defensive ability, you toss your foes about with raw force rather than flame.

Prerequisites: Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Chilled Blast or Poisoned Blast

Benefit: When using the Rule of Defense, your defensive blast does 1d4 force damage rather than fire damage. You lose the ability to use a fiery defensive blast. For every point of force damage inflicted, the target is forced back 5 feet. A DC (14 + 1 per point of damage) Reflex saving throw must also be made or anyone damaged by the defensive blast is knocked off

TABLE 1-1: NEW FEATS

feat	prerequisites
Adept of the Lotus	—
Arcane Builder	Knowledge (Arcana) 6 ranks, Profession (Architect) 4 ranks, Sorcery Style: Oriental Magic
Beyond the Limits	Con 13, Magic Attack Bonus +2, Knowledge (Arcana) 8
Blood Link	Magic Attack Bonus +2, Knowledge (Arcana) 6 ranks
Chilled Blast	Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Concussive Blast or Poisoned Blast
Concussive Blast	Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Chilled Blast or Poisoned Blast
Continued Success	Magic Attack Bonus +3, Concentration 8 ranks
Draw from the Well	Magic Attack Bonus +2, Concentration 4 ranks, Sorcery Style: Any
Extended Blast	Magic Attack Bonus +2, Wis 13, Knowledge (Arcana) 6 ranks
Flashing Blast	Magic Attack Bonus +2, Knowledge (Arcana) 10 ranks
Grand Success	Magic Attack Bonus +2
Greater Blast	Magic Attack Bonus +5, Knowledge (Arcana) 12 ranks, at least one other sorcery feat
Hypnotist	Magic Attack Bonus +1, Sorcery Style: Hypnotism
Master's Will	Cha 15, Magic Attack Bonus +2, Intimidate 10 ranks
Magus	Magic Attack Bonus +1, Sorcery Style: Oriental Magic
Mystic Potency	Magic Attack Bonus +1, Wis 13, Sorcery Style: Any
Naturalist	Magic Attack Bonus +1, Sorcery Style: Nature Magic
Necromancer	Magic Attack Bonus +1, Sorcery Style: Necromancy
Persistent Magic	Wis 15
Poisoned Blast	Magic Attack Bonus +3, Knowledge (Arcana) 9 ranks, cannot also have Chilled Blast or Concussive Blast
Powerful Presence	Cha 13, Magic Attack Bonus +2, Knowledge (Arcana) 10, Perform (Ritual) 10
Prestidigitator	Magic Attack Bonus +1, Sorcery Style: Prestidigitation
Seer	Magic Attack Bonus +1, Sorcery Style: Divination
Set's Blood	This feat can only be taken at 1st level
Warder	Magic Attack Bonus +1, Sorcery Style: Counterspells
Will of Obscurity	Magic Attack Bonus +4, Cha 13

their feet, making them prone (standing up is a move action and provokes an attack of opportunity.)

Continued Success

You are better able to retain the benefits of previous spells that have successfully slain one's opponents.

Prerequisites: Magic Attack Bonus +3, Concentration 8 ranks

Benefit: If the sorcerer loses hit points during the round following the actions that gave him a bonus, as per the Rule of Success, he is permitted a DC (15 + damage suffered) Will saving throw to prevent losing that bonus.

Normal: Any bonus gained due to the Rule of Success is cancelled if the sorcerer loses any hit points

during the round following the actions that gave him the bonus.

Draw from the Well (Sorcery)

You are better able to tap into a Place of Power to manipulate its raw energies.

Prerequisites: Magic Attack Bonus +2, Concentration 4 ranks, any Sorcery Style

Benefit: You gain a +3 bonus to tap into a Place of Power and for the Concentration check to use the Power Well feature.

Extended Blast (Sorcery)

By adjusting the focus of your arcane energies, you can

stretch your defensive blast to strike down more foes.

Prerequisites: Magic Attack Bonus +2, Wis 13, Knowledge (Arcana) 6 ranks

Benefit: Per 1 PP sacrificed to this feat rather than using them to cause damage when invoking a defensive blast, as per the Rule of Defense, you extend the blast's radius by 5 feet. The most PP you may expend in this manner is (Wis bonus x 3.) Any PP spent on extending the defensive blast's radius cannot also be used for damage.

Flashing Blast

Your defensive blast is blinding

Prerequisites: Magic Attack Bonus +2, Knowledge (Arcana) 10 ranks

Benefit: Anyone even looking in your general direction and who is also within 10 ft., plus 5 ft. per 1 PP spent on the defensive blast, when you invoke the Rule of Defense must make a successful Fortitude save against your magic attack roll or be *dazzled* (-1 penalty on attack rolls, Search checks, and Spot checks) for 1 round per 1 PP of the blast due to its bright, blinding light. Sightless creatures, as well as creatures already *dazzled*, are not affected by the blinding aspect of your defensive blast.

Grand Success (Sorcery)

Success at your mystical art reinforces your resilience.

Prerequisites: Magic Attack Bonus +2

Benefit: Apply the Morale Bonus gained from the Rule of Success to your saving throws.

Greater Blast (Sorcery)

Your defensive blast is more devastating than usual.

Prerequisites: Magic Attack Bonus +5, Knowledge (Arcana) 12 ranks, at least one other sorcery feat

Benefit: Your defensive blasts, as per the Rule of Defense, cause 1d8 points of damage per PP.

Normal: A defensive blast causes 1d6 points of damage per PP of the sorcerer.

Hypnotist (Sorcery)

You are particularly adept at bending others to your will.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Hypnotism

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Hypnotism

Sorcery Style. You also gain an additional +2 hypnotist bonus to your magic attack roll when engaging in a war of souls.

Magus (Sorcery)

You are particularly adept at working the mysterious forces of the Far East.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Oriental Magic

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Oriental Magic Sorcery Style.

Master's Will

Your ability to impose your will over your thralls is exceptional.

Prerequisites: Cha 15, Magic Attack Bonus +2, Intimidate 10 ranks

Benefit: If you are the master, as per the Rule of the Master, you gain a +4 circumstance bonus to Bluff and Intimidate checks against your thralls, and a +2 circumstance bonus to magic attack rolls against them.

Normal: If you are the master, you gain a +2 circumstance bonus to Bluff and Intimidate checks against your thralls, and a +1 circumstance bonus to magic attack rolls against them.

Mystic Potency (Sorcery)

Your reservoir of sorcerous strength is greater than normal.

Prerequisites: Magic Attack Bonus +1, Wis 13, Sorcery Style: Any

Benefit: Increase your Base Power Points by +2.

Special: You can take this feat multiple times, but no more than is greater than your Wisdom bonus. For example, a scholar with Wisdom 18 (+4) can take this feat no more than four times.

Naturalist (Sorcery)

You are particularly adept at using sorcery to manipulate nature.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Nature Magic

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Nature Magic Sorcery Style.

Necromancer (Sorcery)

You are particularly adept at twisting life and death.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Necromancy

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Necromancy Sorcery Style.

Persistent Magic

Your sorcery is not as easily influenced by your well-being as is normal.

Prerequisites: Wis 15

Benefit: Any time you are affected by the Rule of Impermanence, make a DC 20 Will saving throw for each of your sorcerous creations to keep them functioning.

Normal: Any time a sorcerer is reduced below 0 hit points, he must make a separate DC 25 Will saving throw for each of his sorcerous creations.

Poisoned Blast (Sorcery)

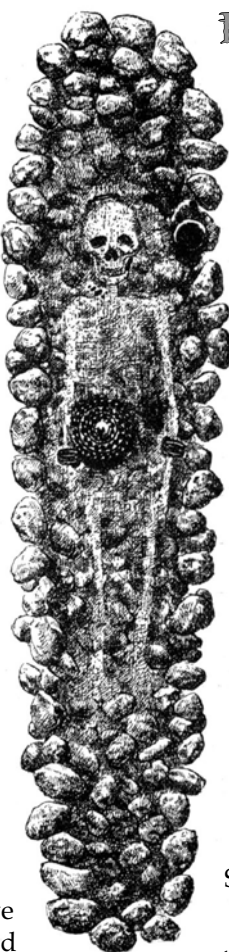
When invoking your most primal defensive ability, you poison your foes with a toxic cloud rather than scorch them with flame.

Prerequisites: Magic Attack Bonus +4, Knowledge (Arcana) 12 ranks, cannot also have Chilled Blast or Concussive Blast

Benefit: When using the Rule of Defense, your defensive blast releases a poison that fills a 10-foot radius around you. The toxins require a Fortitude save (DC determined by a magic attack roll) of anyone inhaling the poison with 1d4 points of temporary Constitution damage being suffered each round the subject spends in the cloud if the save fails. Success halves this damage. Holding one's breath doesn't help, but creatures immune to poison are unaffected.

The toxic cloud moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new radius each round based on its new point of origin, which is 10 feet farther away from the point of origin where you unleashed the defensive blast.

The poisons cannot penetrate liquids, nor can the defensive blast be invoked underwater. You lose the ability to use a fiery defensive blast.



Powerful Presence

You bring more power than normal to a power ritual.

Prerequisites: Cha 13, Magic Attack Bonus +2, Knowledge (Arcana) 10, Perform (Ritual) 10

Benefit: When joining in a power ritual, your participation is counted as the presence of (1 + Charisma bonus) celebrants.

Prestidigitator (Sorcery)

You are particularly adept at prestidigitation.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Prestidigitation

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Prestidigitation Sorcery Style.

Seer (Sorcery)

You are particularly adept at seeing what is and what shall be.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Divination

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Divination Sorcery Style.

Set's Blood (General)

Thinned though your blood may be, Set Himself has mingled his essence with your family line.

Prerequisites: This feat can only be taken at 1st level

Benefit: You gain a +4 competence bonus to save against poison, but suffer a -1 penalty to save against Corruption.

Warder (Sorcery)

You are particularly adept at defending against other magics.

Prerequisites: Magic Attack Bonus +1, Sorcery Style: Counterspells

Benefit: You gain a +2 bonus to your magic attack roll whenever you are casting a spell from the Counterspells Sorcery Style.

Will of Obscurity

Your will is such that you may better prevent others from unlocking the secrets of your sorcerous strengths and weaknesses.

Prerequisites: Magic Attack Bonus +1, Cha 13

Benefit: You add your Charisma bonus to your Will saving throw when resisting the Rule of the Sorcerer's Soul being used upon you.

Sorcerous Maneuvers

Just as warriors may perform specialized combat maneuvers by meeting their requirements, so too may sorcerers (and sometimes dabblers) attempt sorcerous maneuvers. Unless otherwise noted, you may only perform one of the following sorcerous maneuvers per round.

Many sorcerous maneuvers incur a PP cost that must be paid in addition to any PP for spells the maneuver relies upon to be performed.

Bar the Door

You enter a battle of wills with another sorcerer over the opened status of a container or door

Prerequisites: 3 levels of scholar, Concentration 6 ranks, *conjuring*

PP Cost: 1 point fuels as many opposed roll as is equal to your Wisdom modifier (minimum of 1 PP per roll); for example, Wisdom 16 would give three opposed rolls per 1 PP while Wisdom 9 would require 1 PP per roll.

Circumstance: You are trying to open or close a door, container or the like using the *conjuring* spell while someone else opposes the effort with their muscles or another *conjuring*. You cannot enter a situation that requires a separate Concentration check for the duration of the battle of wills – such an action will immediately stop your effort, causing your attempt to Bar the Door to fail.

Effect: Make an opposed magic attack roll if using sorcery or a Strength check if employing physical effort. This is a full-round action against one's opponent with the winner succeeding at their desired condition for the door or container in question. If the rolls tie, the door's or container's status remains unaltered for that round. If more than one sorcerer is attempting to achieve the same result, each adds their base Magic Attack Bonus as a bonus to the roll of the highest level scholar attempting the same result as they instead of rolling separately.

The stress of this contest requires each sorcerer

involved to make a Will save against his opponent's magic attack roll result for that round with failure resulting in the sorcerer suffering 1d4 points of damage, possibly breaking the sorcerer's concentration and ending the battle of wills (check Concentration as normal for suffering damage while casting a spell.) Someone using physical strength need not make such a saving throw.

Focus Dependency

To save your energy, your spell is cast to rely upon a fragile focus not normally associated with the spell.

Prerequisites: Magic Attack Bonus +3, Knowledge (Arcana) 12 ranks, know at least one Sorcery Style

PP Cost: None, but the spell's normal point cost is halved (rounded up)

Circumstance: You do not draw an attack of opportunity, suffer damage or enter a situation that requires you to make a Concentration check while casting.

Effect: By taking triple the usual casting time and using an item worth at least 20 sp per PP of the spell to benefit from this sorcerous maneuver, you are able to halve the spell's PP cost. The object is transformed into a persistent focus for the spell (thereby reducing the cost), but the infusion of energy makes the object brittle and fragile. The item's Hardness is reduced to 1 and its hit points to 2 per point of the spell's *normal* PP cost; if the item's normal Hardness and hit point totals are worse than this use the original values instead. This change is permanent. Making a spell dependent on such a focus is not without its risks, though. If the focus is destroyed, the spell immediately ends.

Only spells with a duration longer than 1 round



may benefit from this sorcerous maneuver, with the only exception being those spells with an Instantaneous duration that have persistent effects. For example, *awful rite of the were-beast* has an instantaneous duration but the curse of lycanthropy extends beyond the casting. Once the spell's normal duration ends, the focus crumbles to dust.

Focused Blast

Throughsheer will, you rein in the raw, uncontrolled power of your defensive blast in order to direct it.

Prerequisites: Magic Attack Bonus +5, Concentration 15 ranks, Knowledge (Arcana) 15 ranks, Iron Will

PP Cost: None

Circumstance: You must be releasing a defensive blast

Effect: Instead of your defensive blast extending out from you in a radius, you focus it into a cone-shaped burst by making a DC (20 + 1 per PP of the defensive blast) Concentration check. The cone shoots away from you in a quarter-circle in the direction you designate. It starts from one corner of your square and widens out as it goes. It will not go around corners or affect creatures with total cover from its point of origin. This cone is 5 feet long for every 2 PP of the defensive blast (rounded down.)

Focusing a defensive blast is not without risk, however, because it requires trying to reign in and channel that which is meant to be unleashed with unrestrained exultation of one's power. Successfully focusing a defensive blast causes you 1d2 damage per PP used; make a DC (19 + 1 per PP) Will saving throw for half damage. If used with the Focused Blast sorcerous maneuver, compound the effects and damage suffered.

Overcharge Spell

By expending additional PP on a spell, its effects can be enhanced.

Prerequisites: Magic Attack Bonus +4, Knowledge (Arcana) 10 ranks

PP Cost: 2 points per +1 caster level/element

Circumstance: The spell being cast must have at least one element (duration, range, damage caused, etc.) that relies upon the caster's level to determine its potency.

Effect: By expending additional PP on a spell, a single element of the spell (duration, range, damage, etc.) that relies upon the caster's scholar level to determine its potency may be "overcharged." For every 2 PP spent on overcharging a particular element, the effective scholar level for that element is increased by 1. A single element may be overcharged more than once or multiple elements as often as desired (and capable.) No more than (caster's scholar level + Wisdom modifier) instances of elements being overcharged may occur simultaneously.

Overcharging is not without its risks. When overcharging a spell, the caster must make an opposed magic attack roll against DC 14. Increase this DC by +1 per 2 PP spent on overcharging that spell, no matter which elements were enhanced or to what degree. Failing to surpass the DC on this check results in the caster suffering 1d4 magical damage in arcane backlash per point the check failed by. For example, overcharging a spell's range by 4 PP, its damage by 2 PP and duration by 6 PP would require a DC 20 check. A magic attack roll of 16 would cause the caster 4d4 damage.

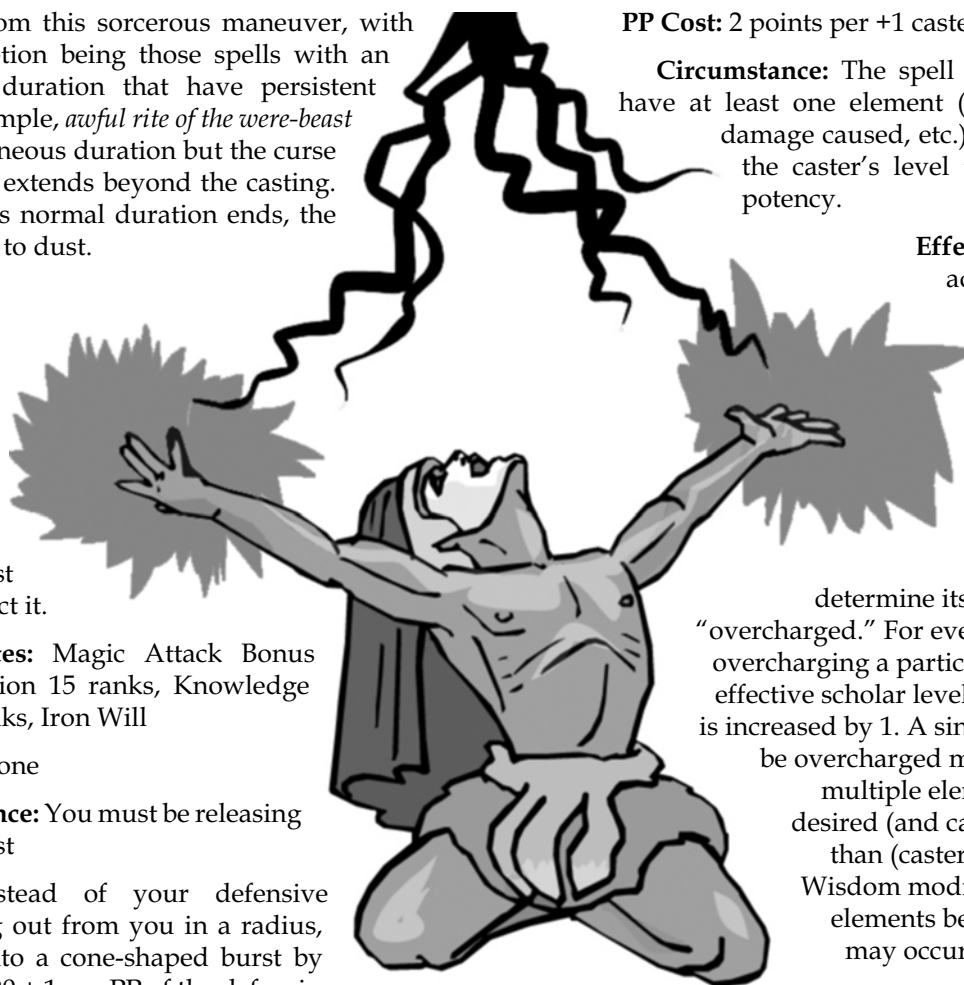
Phantom Warrior

You use your magic to attack your foes with melee weapons from a distance.

Prerequisites: Magic Attack Bonus +3, Base Attack Bonus +3, Concentration 8 ranks, proficient with the weapon, *conjuring*

PP Cost: Normal

Circumstance: There is a weapon weight 5 lbs or less you are proficient with located with 25 ft, +5 ft per scholar level. You cannot be subjected to other circumstances



that would require you to make a Concentration check (such as suffering damage.)

Effect: You use a *conjuring* spell to manipulate a melee weapon at a distance as though you were attacking with it. Doing so requires your concentration and focus. When attacking in this manner, use your Magic Attack Bonus in place of your Base Attack Bonus to perform attack rolls and use your Charisma instead of your Strength (or Dexterity) to determine the weapon's damage and attack modifier. Do not add your Strength or Dexterity modifier to the attack or damage roll, and the Armor Piercing value is not modified by any of your abilities or feats that would affect it if you were actually wielding the weapon.

You may only make one such attack per round, no matter your feats, Base Attack Bonus, Magic Attack Bonus, etc. Feats such as Cleave and Whirlwind feat cannot be used in conjunction with this sorcerous maneuver.

Phantom Warrior draws an attack of opportunity.

Pushing the Defense

You push yourself beyond your normal limits to add greater than the usual strength to the Rule of Defense.

Prerequisites: Magic Attack Bonus +3, Concentration 12 ranks, Iron Will

PP Cost: None

Circumstance: You must be releasing a defensive blast

Effect: As per "Pushing It," you expend PP below zero while using a defensive blast. Pushing a defensive blast counts as a standard action that does not draw an attack of opportunity, and requires a DC (19 + 1 per PP below zero) Concentration check, with success indicating you have spent your entire negative PP allotment as well as any of your normal PP above zero. Use of this sorcerous maneuver, much like a normal defensive blast, requires expending all your limits and does not allow for choosing how far into a negative PP tally you wish to go. For example, if your Base PP is 8, the most you can push yourself is to -8 PP, meaning pushing your defensive blast would require adding all 8 PP below zero. If the Concentration check fails, only your remaining positive PP are used and your PP tally is reduced to zero, as normal.

Pushing a defensive blast is not without risk, however, because it dangerously requires delving into your deepest reserves of arcane strength without much in the way of control. Successfully pushing a defensive blast causes you 1d2 damage per PP below zero that was used; make a DC (19 + 1 per PP below zero) Will saving

throw for half damage. If used with the Focused Blast sorcerous maneuver, compound the effects and damage suffered.

Reflective Ward

Not only does your counterspell remove or counteract the spell's influence, but it also reflects that spell back at the original caster.

Prerequisites: Magic Attack Bonus +5, Knowledge (Arcana) 12 ranks, *warding*

PP Cost: 2 points for *warding*, 4 points for *greater warding*

Circumstance: The target of your *warding* or *greater warding* must be under the influence of a spell that can normally be affected by the formerly mentioned counterspells.

Effect: If the counterspell successfully negates a spell affecting the counterspell's target, that target makes a Will saving throw. The caster of the original spell against your counterspell's target now makes a magic attack roll using the Will save's result as its DC. If this magic attack roll fails, the original spell is reflected back at that person for the remaining duration of the original spell. The maximum distance between the counterspell's target and the original spell's caster is 1,000 feet + 500 feet per scholar level of the person who performed the Reflective Ward.

Targeted Ward

You concentrate your effort on breaking a single spell's power rather than leaving a warding's application open to all spells.

Prerequisites: Magic Attack Bonus +4, Wis 13, *warding*

PP Cost: 1 point for *warding* or 2 points for *greater warding*

Circumstance: You cannot draw an attack of opportunity, suffer damage or enter a situation that requires you to make a Concentration check while casting.

Effect: You must make a Knowledge (Arcana) check as a standard action with a DC of 10 + the targeted spell's PP cost for this sorcerous maneuver to work. If the Knowledge (Arcana) check succeeds, the *warding* or *greater warding* works normally, but its effects only work upon a single spell, as chosen by you. Against the selected spell, you gain a bonus to your Magic Attack Bonus equal to your Wisdom modifier. Against all other spells the *warding* or *greater warding* is entirely ineffective.

THE PRESTIGE BARBARIC SORCERER

Following are some new prestige classes for the FOGL Barbarian system. All have something to do with sorcery, although not all require a sorcerous background.

Blood Theurgist

the power is in my veins - all I need do is release it.

The sorcerous energies inherent to the blood are an uncontested fact that is proven every time a practitioner of the dark arts kills a living thing in order to enhance his own arcane potency. Blood theurgists take advantage of this fact by extending their methodologies to sacrifice through self-mutilation. Every time a blood theurgist cuts into his flesh, he draws upon and enhances the otherwise miniscule traces of arcane energy that are normally, untraceably released.

Most other sorcerers – even those who openly follow the path of darkness and evil – take an unfavorable view of blood theurgists. The latter are widely considered savage masochists (no surprise considering so many actually are) who do not acknowledge there are lines that are not meant to be crossed, even in the pursuit of arcane knowledge and power.

Companion Use

Blood theurgists can prove extremely difficult for many bands of adventurers to accept because such a sorcerer's path treads so unavoidably near the abyss. This can easily disrupt a group's dynamic and create friction between its members. Of course, this can also be lots of fun for players as the characters constantly vie to see whose morals will be applied from one situation to the next.

Hit Die: d6

Requirements

Abilities: Constitution 13

Base Attack Bonus: +3

Magic Attack Bonus: +2

Sorcery Styles: Any two

Feats: Blood Link

Skills: Concentration 6 ranks, Heal 4 ranks, Perform (Ritual) 6 ranks

Code of Honor: Cannot have the Civilized Code of Honor

Special: Must have sacrificed a living thing to acquire its PP

Class Skills

The blood theurgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Alchemy) (Int), Decipher Script (Int), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Survival (Wis.)

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the blood theurgist prestige class.

Weapon and Armor Proficiency

The blood theurgist is proficient with all simple and martial weapons, and all light throwing weapons, but no type of armor.

Scholar Levels

The blood theurgist may add his blood theurgist class level to his scholar class level for gaining bonus spells for high Intelligence and determining effective scholar levels when casting spells. This is a supernatural ability.

Blood Rite

A blood theurgist gains 1 PP per hit point of self-inflicted damage caused during the casting of a spell. At level 4, this increases to 2 PP per hit point of self-inflicted damage and again to 3 PP per hit point at level 8. Wounds caused by anyone other than the blood theurgist cannot be used to gain PP in this fashion. This is a supernatural ability.

Every time this ability is used, the blood theurgist must make a DC (10 + self-inflicted damage) Corruption save.

Blood Witchery Sorcery Style

A blood theurgist gains access to the exclusive Blood Witchery Sorcery Style.

Blood Strike

When cutting himself, a blood theurgist can opt to make a DC (15 + the desired amount of damage) Dexterity check as an attack action rather than a normal attack roll. Success allows the sorcerer to cause to himself *exactly* the desired amount of damage, as declared before the check was rolled. The desired amount of damage must fall within the range that would normally be available for the attack (take into account feat and Strength modifiers, etc.) Failing this check means the cut is imprecise – roll damage, as normal for the weapon, Strength, feats, etc.

Once the blood theurgist reaches 8th-level, he is so skilled with cutting that he may use this technique in an attack. When making an attack action with a slashing weapon, roll a DC (target's DV + desired damage

amount) Dexterity check as an additional free action. If both the attack roll and Dexterity check succeed, the desired damage is inflicted; if a critical attack is indicated, the blood theurgist may announce whether he wants it to apply or leave the damage to stand at the originally desired amount. A successful attack roll but failed Dexterity check means the attack lands, but roll for damage normally and halve the result; a critical attack is negated. The use of a blood strike must be declared before the attack roll is made.

This is an extraordinary ability.

1 Power Point

At levels 3, 6 and 9 the blood theurgist's Base Power Points increase by +1. This is a supernatural ability.

Advanced Spell

At levels 2, 3, 5, 7, 9 and 10 a blood theurgist improves his knowledge of any one of the Sorcery Styles he already knows by gaining any one of the advanced spells listed under the style. The blood theurgist may choose his advanced spell himself. This is a supernatural ability.

Bleeding Out

When conducting a sacrifice, a 10th-level blood theurgist gains 1 PP per hit point of the sacrifice if time is taken to allow all the blood to flow until it stops of its own accord. The sacrifice must be drained as much as its physiology and gravity allow or no additional benefit is gained from the sacrificial act. This is a supernatural ability.

TABLE 2-1: THE BLOOD THEURGIST

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+0	+0	+0	+2	+0	+2	Blood Rite (1:1), Blood Witchery Sorcery Style
2	+1	+1	+0	+0	+3	+0	+3	Advanced Spell, Blood Strike (Self)
3	+2	+1	+1	+0	+3	+1	+3	Advanced Spell, +1 Power Point
4	+3	+2	+1	+1	+4	+1	+4	Blood Rite (1:2)
5	+3	+2	+1	+1	+4	+1	+4	Advanced Spell
6	+4	+3	+2	+1	+5	+2	+5	Blood Strike (Attack), +1 Power Point
7	+5	+3	+2	+1	+5	+2	+5	Advanced Spell
8	+6/+1	+4	+3	+2	+6	+2	+6	Blood Rite (1:3)
9	+6/+1	+4	+3	+2	+6	+3	+6	Advanced Spell, +1 Power Point
10	+7/+2	+5	+3	+2	+7	+3	+7	Advanced Spell, Bleeding Out

Child of Set

What good is your will against that of the serpent? What value your blade against one who has a god's blood in his veins?

It is frightening enough to realize there are people who still worship the ancient evil that is Set, but worse yet is knowing that a rare few actually have their foul deity's blood coursing through their veins. It is said, in the quietest of corners lest the wrong ears hear, that such beings cavort with serpents and bend them to their will.

This is, of course, true.

Companion Use

Other worshippers of Set consider the character blessed and will show him respect, even if it is grudging, no matter any disparity of wealth, social rank or authority.

Unless other members of the group are also of questionable morals, most will likely feel uncomfortable with proximity to someone who not only worships such an evil god but can also claim kinship to Him. This can work for the group if the players and GM do not mind friction between characters, but everyone should put a good deal of thought into why they would continue to remain together considering the likelihood of such divergent morals and beliefs.

Hit Die: d6

Requirements

Magic Attack Bonus: +3

Sorcery Styles: Hypnotism, Nature Magic

Feats: Ritual Sacrifice, Set's Blood

Skills: Concentration 4 ranks, Knowledge (Arcane) 6 ranks, Knowledge (Nature) 6 ranks, Perform (Ritual) 6 ranks

Race: Must have a +2 racial bonus to all Knowledge (Arcane), Perform (Ritual) and Craft (Alchemy) checks, with scholar and noble as favored classes and no prohibited classes

Religion: Must worship Set

Corruption: 3 or higher

Class Skills

The Child of Set's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Alchemy) (Int), Craft (Herbalism) (Int), Decipher Script (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (Any) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis.)

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Child of Set prestige class.

Weapon and Armor Proficiency

The Child of Set is proficient with all simple weapons, but no type of armor.

Scholar Levels

The Child of Set may add his Child of Set class level to his scholar class level for gaining bonus spells for high Intelligence and determining effective scholar levels when casting spells. This is a supernatural ability.

Snake Charmer

When casting the *summon beast* (basic or greater) spell, a Child of Set is able to summon one additional animal at no extra PP or XP cost, so long as both are snakes. Yet another additional snake may be summoned (again, at no additional cost) at levels 3, 6 and 9, to a maximum of five serpents. This is a supernatural ability.

1 Power Point

At 1st level and every other level thereafter, the Child of Set's Base Power Points increase by +1. This is a supernatural ability.

Serpent Sacrifice

When sacrificing a snake, a 2nd level Child of Set gains 1 PP for every full 4 hit points the creature had before being dealt damage by the sacrificial coup de grace. This is a supernatural ability.

Advanced Spell

At 2nd level and every other level thereafter, a Child of Set improves his knowledge of any one of the Sorcery Styles he already knows by gaining any one of the advanced spells listed under the style. The Child of

Set may choose his advanced spell himself. This is a supernatural ability.

Note that when the Child of Set gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

Serpent's Grace

A 4th level Child of Set moves with a serpent's hypnotic swaying, granting a dodge bonus equal to the character's Charisma bonus when spending a standard action to make the dodge instead of using the standard dodge as a free action. This is an extraordinary ability.

Set's Sigil

Set's blood makes itself unmistakably known in the form of Set's mark upon the forehead. Set's faithful instantly recognize the symbol and its significance, granting the Child of Set +2 to their magic attack rolls and Bluff, Diplomacy and Intimidate checks, but only against worshippers of Set. Other Children of Set are immune to this influence. This is a supernatural ability.

New Sorcery Style

At 5th and 10th levels the Child of Set may choose a new Sorcery Style, along with the basic spell associated with it. This is a supernatural ability.

Asp Strike

When an attack of opportunity against an adjacent 5-foot square presents itself, a 7th level Child of Set can make an unarmed attack that causes lethal damage without suffering the usual -4 penalty to the attack roll. This is an extraordinary ability.

Serpent Companion

Once a Child of Set reaches 8th level, he is rewarded with a snake as an *animal ally* (as per the spell) without the character actually having to cast the spell; the serpent comes of its own accord. The Child of Set's class levels add to that of his scholar levels for the sake of determining what the character's effective scholar level is with regards to the snake. This is a supernatural ability.

What's more, the snake gains a +1 competence bonus to dodge. If the character already has an animal ally, the previous creature is released from service whether the Child of Set wishes it or not.

Serpent's Hide

A 10th level Child of Set's is gifted by his god with slightly serpentine features; eyes narrow and pupils become slits, etc. More notably, tiny scales cover the character's skin, requiring a DC 10 Spot check to notice. The scales provide Damage Reduction 3 against attacks. This is a supernatural ability.



TABLE 2-2: THE CHILD OF SET

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+0	+0	+0	+0	+2	+2	+1 Power Point, Snake Charmer +1
2	+1	+1	+0	+1	+0	+3	+3	Advanced Spell, Serpent Sacrifice
3	+2	+2	+1	+1	+1	+3	+3	+1 Power Point, Snake Charmer +2
4	+3	+3	+1	+2	+1	+4	+4	Advanced Spell, Serpent's Grace
5	+3	+3	+1	+2	+1	+4	+4	+1 Power Point, New Sorcery Style, Set's Sigil
6	+4	+4	+2	+3	+2	+5	+5	Advanced Spell, Snake Charmer +3
7	+5	+5	+2	+3	+2	+5	+5	+1 Power Point, Asp Strike
8	+6/+1	+6	+3	+4	+2	+6	+6	Advanced Spell, Serpent Companion
9	+6/+1	+6	+3	+4	+3	+6	+6	+1 Power Point, Snake Charmer +4
10	+7/+2	+7	+3	+5	+3	+7	+7	Advanced Spell, New Sorcery Style, Serpent's Hide

Geomancer

the earth bleeds just as does your flesh,
and that cosmic life force is mine to
harness.

Any sorcerer can attempt to make use of a Place of Power – mystical sites that dot the land – but only the geomancer can become true masters of this art. A geomancer is better able to sense and create these sites, allowing him to gain more benefit from a Place of Power than other sorcerers.

Companion Use

In general use, geomancers are rarely as useful as a regular scholar. Their spellcasting ability is largely traded off in favor of a talent for utilizing and building Places of Power, making their aptitudes far from universally applicable. However, in a campaign where Places of Power have an important or frequent role to play, the geomancer is invaluable. Geomancers also prove their worth if the players are enjoying the sort of campaign where they settle down to rule property because these characters are able to mystically fortify such locations.

Hit Die: d6

Requirements

Feats: Arcane Builder, Skill Focus (Knowledge [Arcana])

Skills: Concentration 8 ranks, Craft (Carpentry) 6 ranks *or* Craft (Stonemasonry) 6 ranks, Knowledge (Arcana) 8 ranks, Profession (Architect) 6 ranks

Special:

Class Skills

The geomancer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Alchemy) (Int), Craft (Any Mundane) (Int), Decipher Script (Int), Forgery (Int), Knowledge (Arcana) (Int), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Perform (Cha), Profession (Wis), Spot (Wis.)

Skill Points At Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the geomancer prestige class.

Weapon and Armor Proficiency

The geomancer is proficient with all simple weapons and all light throwing weapons, but no type of armor.

Scholar Levels

The geomancer may add his geomancer class level to his scholar class level for gaining bonus spells for high Intelligence and determining effective scholar levels when casting spells. This is a supernatural ability.

Improved Access

The character adds his geomancer levels as a bonus to any roll to tap into a Place of Power. At level 2, the geomancer is able to add half this amount (rounded down) as a bonus to any roll to access a Place of Power's features once the site has been tapped. This is a supernatural ability.

Pure

The character adds his geomancer levels as a bonus to any Corruption saving throw with regards to accessing or utilizing a Place of Power.

Site Dowsing

The geomancer gains a +4 competence bonus to checks involving sensing a Place of Power.



Builder

A 3rd-level geomancer can build a Place of Power and any manmade feature at half the normal cost. At 7th-level, the PP costs are likewise reduced by one-half. This is an extraordinary ability.

1 Power Point

At levels 4 and 8 the geomancer's Base Power Points increase by +1. This is a supernatural ability.

Advanced Spell

At 2nd level and every alternating level thereafter, a geomancer improves his knowledge of any one of the Sorcery Styles he already knows by gaining any one of the advanced spells listed under the style. The geomancer may choose his advanced spell himself. This is a supernatural ability.

Note that when the geomancer gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

New Sorcery Style

At 5th and 10th levels the geomancer may choose a new Sorcery Style, along with the basic spell associated with it. This is a supernatural ability.

Backlash Resistant

6th-level geomancers suffer half damage from the mystic backlash from a failed Knowledge (Arcana) check to make a Place of Power or feature, or from overtaxing when the saving throw is failed. If the saving throw for overtaxing succeeds the geomancer suffers no damage. This is a supernatural ability.

Focal Resonance

When in physical contact with a Place of Power's focal point, a 9th-level geomancer gains double the usual benefits from the feature, including the PP that can be drawn from the Power Well. This is a supernatural ability.

Purifier

SORCERY IS A DISEASE THAT ROTS AWAY AT THE WORLD. I AM THE BALM COME TO PURGE THAT AILMENT.

To most men of a barbaric setting, wizardry and alchemy are mysteries to be as feared and respected as they are unknown. The wonders of sorcery are the stuff of gods and demons, and mortal men who tamper with such forces are either evil, crazed or to be accorded the awed respect of kings.

And then there is the purifier's point of view.

For whatever reason, the purifier considers magic to be an irreconcilable tool of powers and forces not meant for mortal tampering. Not all purifiers necessarily consider magic to be inherently evil (although most do), but all view it as something that can easily be twisted beyond its intent or outright tear away from the sorcerer's control, making it far too dangerous regardless of intent. There is no degree of sorcery that is considered so small as to be safe or well intended as to be without risk of corruption (both in the moral and magical sense.)

Purifiers have taken on the self-appointed role of protectors of man against sorcery. They travel the lands, especially those where priests and sorcery proliferate, in order to undertake the one way to ensure such

TABLE 2-3: THE GEOMANCER

Level	Base attack bonus	Base dodge bonus	Base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+0	+0	+0	+0	+0	+2	Improved Access (Tapping), Pure, Site Dowsing
2	+1	+1	+0	+0	+0	+0	+3	Improved Access (Features)
3	+2	+1	+1	+0	+1	+1	+3	Builder (Money)
4	+3	+2	+1	+1	+1	+1	+4	+1 Power Point
5	+3	+2	+1	+1	+1	+1	+4	New Sorcery Style
6	+4	+3	+2	+1	+2	+2	+5	Backlash Resistant
7	+5	+3	+2	+1	+2	+2	+5	Builder (PP)
8	+6/+1	+4	+3	+2	+2	+2	+6	+1 Power Point
9	+6/+1	+4	+3	+2	+3	+3	+6	Focal Resonance
10	+7/+2	+5	+3	+2	+3	+3	+7	New Sorcery Style

wizardry ends: by killing its source, be it an artifact, Place of Power, creature or person. Obviously, this makes purifiers outlaws in many nations, especially those with sanctioned sorcerers or spell-wielding priesthoods. The fact that purifiers extend their agenda against sorcery to demons and the like does little to redeem them in the eyes of many.

Companion Use

Obviously, there will be severe issues to deal with if a purifier is found within the same group as a scholar or character with the Dabbler feat. No matter how "good" the sorcerer may be, the purifier will never be swayed into believing there is no threat, and so animosity and open aggression will likely only be checked by frequent intervention by the other characters.

That issue aside, purifiers have a lot to contribute to a group. Not only can they offer talisman's to their companions to help protect them against spells, but they create a good chance of at least one of the group surviving an assault from a powerful scholar, allowing the purifier to buy his companions some time to recover.

Hit Die: d8

Requirements

Feats: Iron Will

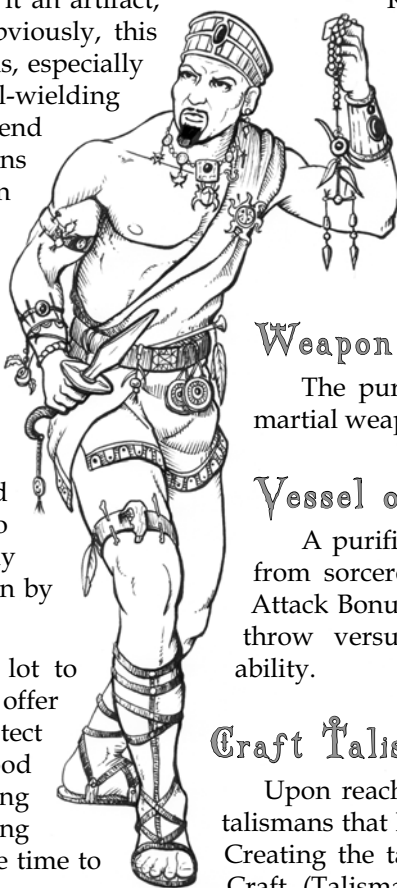
Skills: Concentration 3 ranks, Decipher Script 3 ranks, Knowledge (Arcana) 9 ranks

Forbidden Class: Purifiers cannot have any levels of scholar. Later attaining a level of scholar causes a purifier to lose all this class' abilities and prevents him from progressing further in this prestige class.

Special: The character must have made at least five successful saving throws against magic without aid from an external source, such as a talisman.

Class Skills

The purifier's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Talisman) (Int), Decipher Script (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (Any) (Int), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Use



Rope (Dex.)

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the purifier prestige class.

Weapon and Armor Proficiency

The purifier is proficient with all simple and martial weapons, and light and medium armors.

Vessel of Purity

A purifier is so skilled at keeping himself free from sorcerous influence that he adds his Magic Attack Bonus as a competence bonus to any saving throw versus sorcery. This is an extraordinary ability.

Craft Talisman

Upon reaching level 2, a purifier learns to create talismans that help resist the effects of a specific spell. Creating the talisman requires the character make a Craft (Talisman) skill check with success granting the purifier a bonus to his saving throws against that spell equal to the talisman's enhancement bonus. More powerful talisman's also grant an enhancement bonus to saving throws against all spells of the same Sorcery Style as the spell the talisman was designed to proof against. This Sorcery Style bonus is also used to determine the saving throw bonus gained by anyone who is not purifier wearing such a talisman. A talisman costs as much as the PP required to cast the spell it proofs against x 25 sp. This is a supernatural ability.

Purifiers prefer to wear as many talismans as possible, but they can only wear so many before they cease to provide any benefit. A purifier can wear (Wis modifier + purifier level) talismans at a time; any talismans beyond this amount do not function.

Crafting a talisman requires a daily Craft check instead of a weekly check.

talisman bonus	sorcery style bonus	craft dc
+1	+0	10
+2	+0	15
+3	+1	20
+4	+1	25
+5	+2	30

Sorcerer's Dirge

At 3rd-level, a purifier has learned enough about sorcery to know what may disrupt its arcane effects. Unleashing a special, sorrowful chant that sorcerers find disruptive to their concentration and the flow of power forces anyone attempting to cast a spell within 100 feet of the purifier to make a DC (10 + the purifier's class level + Cha modifier) Concentration check or have their current casting interrupted or any existing spell requiring concentration to fail. A sorcerer wearing a helmet or ear protection gains a +2 circumstance bonus to their Concentration check, while anyone who is deaf is immune.

This effect lasts as long as the target can hear the purifier, as long as the purifier maintains it, or until (1 + purifier's Wis modifier) rounds (minimum 1 round) have passed. Physically or magically silencing or muffling the purifier will disrupt the ability.

This is a supernatural ability, the use of which counts as a free action.

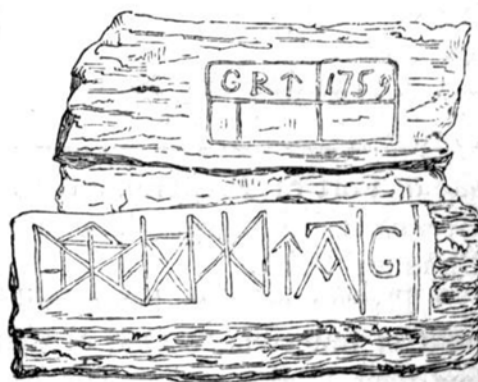
This ability can be used once per day at level 3, but gains another daily use at levels 5, 7 and 9

Runecaster

"I do not need the runes to tell me my axe shall soon split your skull in twain."

Amongst people where literacy is all but unknown, symbols such as runes are adopted to pictorially represent common concepts and messages. This gives the runes power. Even those few amongst such cultures who can read and write acknowledge the efficiency, effectiveness and power of the runes.

Runecasters are able to utilize a rune set's (pg @@) potential power to alter the fate of sorcery, twisting a



spell's destined potential. This allows the runecaster to alter various aspects of a spell's potency, but without much control until the sorcerer becomes much practiced at this art. Even with such improved control, *true* control will always be well out of reach.

Common Use

Runecasters bring a lot to the group. Not only are they able to force the usual ability of their magic beyond the typical constraints of a sorcerer of their experience level, but they are also skilled diviners who can aid the group by sensing what others miss.

Hit Die: d6

Requirements

Race: Any people with a commonly accepted low literacy rate

Magic Attack Bonus: +1

Spells: Astrological Prediction, Psychometry

Feats: Seer

Skills: Knowledge (Arcana) 6 ranks, Sleight of Hand 4 ranks, Perform (Ritual) 4 ranks

TABLE 2-4: THE PURIFIER

Level	Base Attack Bonus	Base Dodge Bonus	Base Parry Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	+0	+2	Vessel of Purity
2	+1	+1	+1	+0	+3	+0	+3	Craft Talisman +1
3	+2	+2	+1	+0	+3	+1	+3	Sorcerer's Dirge 1/day
4	+3	+3	+2	+1	+4	+1	+4	Craft Talisman +2
5	+3	+3	+2	+1	+4	+1	+4	Sorcerer's Dirge 2/day
6	+4	+4	+3	+1	+5	+2	+5	Craft Talisman +3
7	+5	+5	+3	+1	+5	+2	+5	Sorcerer's Dirge 3/day
8	+6/+1	+6	+4	+2	+6	+2	+6	Craft Talisman +4
9	+6/+1	+6	+4	+2	+6	+3	+6	Sorcerer's Dirge 4/day
10	+7/+2	+7	+5	+2	+7	+3	+7	Craft Talisman +5

Class Skills

The runecaster's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Any) (Int), Decipher Script (Int), Forgery (Int), Knowledge (Arcana) (Int), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the runecaster prestige class.

Weapon and Armor Proficiency

The runecaster is proficient with all simple weapons and martial weapons, light armor, and shields.

Scholar Levels

The runecaster may add his runecaster class level to his scholar class level for gaining bonus spells for high Intelligence and

determining effective scholar levels when casting spells. This is a supernatural ability

Runecasting

When casting spells, a runecaster may toss his runes upon the ground as a standard action that incurs an attack of opportunity, and potentially draw upon the power of the resulting pattern to enhance his sorcery. Every time the character casts the runes while working sorcery, roll upon **Table 2-5: Runecasting** to determine the effects. Add a (runecaster class level x 2%) bonus.

The runecasting's effects only apply to the spell cast immediately afterward. If more than a single round passes between the beginning of the spell's casting a new runecasting must be made to gain any of the ability's benefits. If a spell's casting is disrupted, a new runecasting is similarly required.

Thirteen runes make a complete set. For every rune the set is shy during a casting, impose a -5% penalty to the roll on **Table 2-5**. At least two runes must be present to use this ability. Also see **Absent Runes**, explained later in this ability's description.

Runecasting is a supernatural ability.

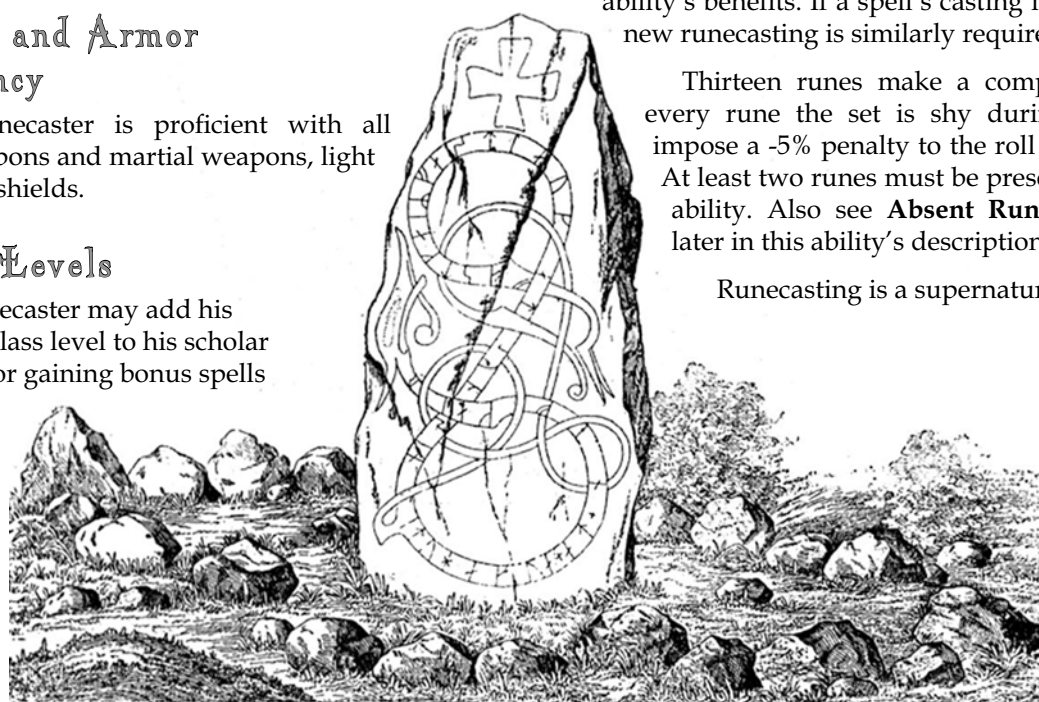


TABLE 2-6: RUNECASTER

Level	Base attack bonus	Base dodge bonus	Base parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+0	+0	+0	+0	+0	+0	+2	Runecasting (Basic), +1 Power Point
2	+1	+0	+0	+0	+0	+0	+3	Advanced Spell
3	+2	+1	+1	+0	+1	+1	+3	Runecasting (Force of Will)
4	+3	+1	+1	+1	+1	+1	+4	Advanced Spell, +1 Power Point
5	+3	+1	+1	+1	+1	+1	+4	New Sorcery Style
6	+4	+2	+2	+1	+2	+2	+5	Advanced Spell, Runecasting (Absent Runes)
7	+5	+2	+2	+1	+2	+2	+5	Advanced Spell
8	+6/+1	+3	+3	+2	+2	+2	+6	Advanced Spell, +1 Power Point
9	+6/+1	+3	+3	+2	+3	+3	+6	Runecasting (Cheat Fate)
10	+7/+2	+3	+3	+2	+3	+3	+7	Advanced Spell, New Sorcery Style

TABLE 2-5: RUNECASTING

roll	effect
01-30%	No additional effect
31-45%	Reduce the PP cost of the spell by one-quarter (25%) (minimum of 1 PP.)
46-55%	Increase the spell's duration by (runecaster level x 10%) (minimum of an additional standard action.) This has no effect on spells with a duration of instantaneous, discharged, permanent or concentration.
56-65%	Gain a +1 bonus to the spell's magic attack roll.
66-75%	Increase the spell's area of effect by (runecaster level x 10%), rounded down to the nearest 5-feet (minimum of +5 ft.) or increase the number of the spell's subjects by 1 per runecaster level. This has no effect on spells with a personal range or those that only affect one creature.
76-82%	Reduce the PP cost of the spell by one-half (50%) (minimum of 1 PP.)
83-89%	Increase the spell's range by (runecaster level x 10%), rounded down to the nearest 5-feet (minimum of +5 ft.) This has no effect on spells with a personal or touch, unlimited or magical link range.
90-95%	Reduce the PP cost of the spell by three-quarters (75%) (minimum of 1 PP.)
96-00%	Gain a +2 bonus to the spell's magic attack roll.

Upon reaching 3rd-level, by **Force of Will** the runecaster may adjust the roll on **Table 2-5: Runecasting** up or down, as desired, by as much as (Wisdom bonus x 5%) from the actual number rolled. This ability is not available if the character has 13 Wisdom or less and requires a full-round action be spent on the runecasting rather than a standard action.

A 7th-level runecaster can ignore the effect of **Absent Runes**, with a limit. The detrimental effect of as many runes as are missing from a complete rune set as is equal to the character's Charisma bonus may be ignored when rolling on **Table 2-5: Runecasting**

9th-level runecasters may attempt to **Cheat Fate** by trying to influence how the runes fall. Doing so requires a Sleight of Hand check against the spell's saving throw DC (or DC 15 if no saving throw is required.) Success allows the character to choose an effect from **Table 2-5: Runecasting**. Failure results in the spell's failure and a loss of PP equal to half the spell's PP Cost.

•1 Power Point

At levels 1, 4 and 8 the runecaster's Base Power Points increase by +1. This is a supernatural ability.

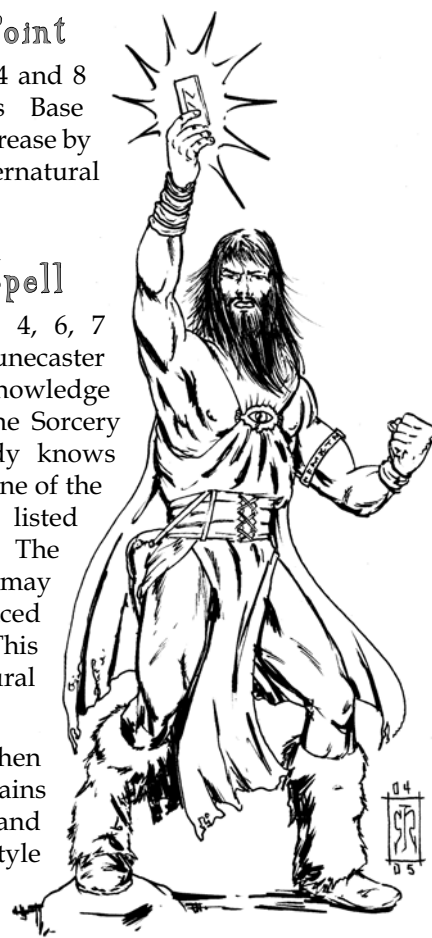
Advanced Spell

At levels 2, 4, 6, 7 8 and 10 a runecaster improves his knowledge of any one of the Sorcery Styles he already knows by gaining any one of the advanced spells listed under the style. The tattooed mystic may choose his advanced spell himself. This is a supernatural ability.

Note that when the runecaster gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

New Sorcery Style

At 5th and 10th levels the runecaster may choose a new Sorcery Style, along with the basic spell associated with it. This is a supernatural ability.



Tattooed Mystic

Like the ink etched into my skin, so too is the flow of magic across the universe's flesh.

In the Far East live sorcerers who have tamed magic to the point of trapping its mysterious energies within the simplicity of ink, allowing them to combine this mundane mixture with the cosmic potential of their own flesh. Their bodies fairly writhe with the spells they ensnare in the tattoos that mark their bodies, waiting to be unleashed.

Scholars and students of the black arts who follow better known, traditional paths to power look upon the

tattooed mystic with a mix of awe, envy and hate, for these eastern adepts have attained a symbiosis of themselves and The Power that few others can attain.

Companion Use

Although the ability to store spells on one's body is a great boon, the tattooed mystic suffers with a much slower progress in sorcerous strength and all around weaker saving throws and combat ability. As such, while players may come to think of tattooed mystics as arcane powerhouses,

Hit Die: d6

Requirements

Ability: Wisdom 12

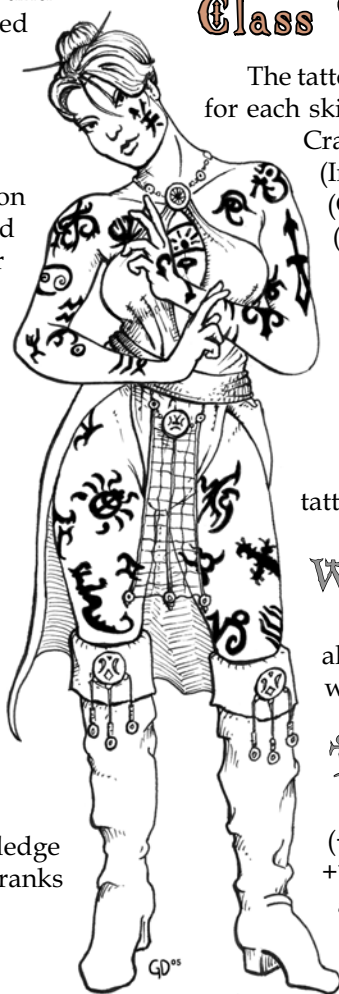
Magic Attack Bonus:

Sorcery Styles: Oriental Magic and at least one other Sorcery Style

Feats: Diligent

Skills: Decipher Script 6 ranks, Knowledge (Arcana) 6 ranks, Profession (Tattooist) 8 ranks

Special: At least one-quarter of the character's body must be covered with ordinary tattoos



Class Skills

The tattooed mystic's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Any) (Int), Decipher Script (Int), Forgery (Int), Knowledge (Arcana) (Int), Perform (Cha), Profession (Wis), Search (Int), Spot (Wis.)

Skill Points At Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the tattooed mystic prestige class.

Weapon and Armor Proficiency

The tattooed mystic is proficient with all simple weapons and all light throwing weapons, but no type of armor.

Tattooed Spells

At an increased cost of one-quarter (+25%) PP (rounded up with a minimum of +1 PP), the tattooed mystic may cast a spell as part of a tattooing ritual that requires 5 minutes per PP spent on the spell, in addition to the spell's normal casting time. Aside from the necessary time, this ritual requires a successful DC (10 + 1 per PP) Profession (Tattooist) check. Once the ritual is complete and a successful Profession (Tattooist) check

TABLE 2-7: TATTOOED MYSTIC

Level	Base attack bonus	Base dodge bonus	Base parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+0	+0	+0	+0	+0	+0	+2	<i>Tattooed Spells (25%), Scholar Levels, Tattoo Dependency</i>
2	+1	+0	+0	+0	+0	+0	+3	<i>Advanced Spell,</i>
3	+2	+1	+1	+0	+1	+1	+3	<i>+1 Power Point</i>
4	+3	+1	+1	+1	+1	+1	+4	<i>Advanced Spell</i>
5	+3	+1	+1	+1	+1	+1	+4	<i>New Sorcery Style</i>
6	+4	+2	+2	+1	+2	+2	+5	<i>+1 Power Point, Advanced Spell,</i>
7	+5	+2	+2	+1	+2	+2	+5	<i>Tattooed Spells (10%)</i>
8	+6/+1	+3	+3	+2	+2	+2	+6	<i>Advanced Spell</i>
9	+6/+1	+3	+3	+2	+3	+3	+6	<i>+1 Power Point,</i>
10	+7/+2	+3	+3	+2	+3	+3	+7	<i>Advanced Spell, New Sorcery Style</i>

made, the spell is stored in the character's skin in the form of a sorcerous tattoo. The tattoo's magic is released as a standard action at any time without further cost of PP. This is a spell-like ability.

Spells stored as a tattoo will remain until cast or the tattooed mystic dies. A tattooed mystic may store on their skin in the form of such tattoos double (class level x Wis bonus) PP worth of spells at any given time (not including the +25% increase for the tattooing ritual.) All sorcerous tattoos are cast at half the tattooed mystic's normal Magic Attack Bonus (rounded down), to be rolled when the tattoo's magic is unleashed.

Once the character reaches 7th-level, the tattooing ritual increases the spell's PP cost by one-tenth (+10%) instead of one-quarter (+25%), still with a minimum increase of +1 PP.

Tattoo Dependency

Because tattooed mystics come to rely upon the spell energy stored within their special skin art, some of their other sorcerous arts begin to suffer. Sacrifices yield half the normal PP to tattooed mystics, who also suffer a -4 penalty to any Perform check involving a ritual.

Scholar Levels

The tattooed mystic may add his tattooed mystic class level to his scholar class level for gaining bonus spells for high Intelligence and determining effective scholar levels when casting spells. This is a supernatural ability

+1 Power Point

At levels 3, 6 and 9 the tattooed mystic's Base Power Points increase by +1. This is a supernatural ability.

Advanced Spell

At 2nd level and every alternating level thereafter, a tattooed mystic improves his knowledge of any one of the Sorcery Styles he already knows by gaining any one of the advanced spells listed under the style. The tattooed mystic may choose his advanced spell himself. This is a supernatural ability.

Note that when the tattooed mystic gains Advanced Spell and New Sorcery Style at the same time on gaining a new level, he may choose to gain the Advanced Spell in the New Sorcery Style.

New Sorcery Style

At 5th and 10th levels the tattooed mystic may choose a new Sorcery Style, along with the basic spell associated with it. This is a supernatural ability.

Witch Doctor

I SEE DARK DAYS AHEAD FOR YOU, MY LORD. DARK DAYS INDEED. BUT FEAR NOT! IMBIBE THIS ELIXIR, AND THE SPIRIT OF THE WOLF WILL GUIDE YOU ON YOUR WAY THROUGH THE DARKNESS.

Not all users of mystical forces are scholars and priests. Not all those with an affinity for the black arts are trained from ancient and dusty tomes. Some rare individuals are simply born with a spark of power within them. Primitive tribes know these men and woman as medicine men or shaman; civilized society calls them witch doctors.

The witch doctor's training comes from experience and intuition rather than any sort of formal training or pact, but that doesn't make them any less dangerous or any less prone to corruption. While they wield far more raw power than a traditional scholarly sorcerer, the learning curve for witch doctors is slower, leading some to seek out darker and more traditional means of learning their art.

Campanian Use

Unlike the traditional sorcerer or priest, the witch doctor combines an affinity for natural and supernatural forces with sorcerous abilities and strange extraordinary powers. He or she can originate as the wise guardian and healer of a primitive tribe deep in the wilderness, the old village midwife who tends to the needs of those the nobles overlook, or the mysterious hermit living deep in the forest on their own, delving into arts best not revealed to civilized eyes. The witch doctor can fulfill many roles amongst adventurers, from sage advisor to sorcerous powerhouse, even to front line fighter, depending on which Totem the character follows and the path taken to the class itself.

The best path to the witch doctor is a combination of a level or two of scholar with a few levels of barbarian or nomad. This reflects the strange combination of natures between the primitive and mystical that the witch doctor embodies. It is possible, however, to move into witch doctor using only scholar or only barbarian or nomad levels, though entry into the class may take longer.

Hit Die: d6

Requirements:

To become a witch doctor, the character must fulfill the following requirements.

Magic Attack Bonus: +1

Sorcery Styles: Nature Magic

Feats: Endurance *or* Great Fortitude

Skills: Craft (Alchemy) 4 ranks, Craft (Herbalism) 4 ranks, Knowledge (Arcana) 4 ranks

Class Skills

The witch doctor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Alchemy) (Int), Craft (Herbalism) (Int), Decipher Script (Int), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Perform (Ritual) (Cha), Sense Motive (Wis)

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the witch doctor prestige class.

Weapon and Armor Proficiency

The witch doctor is proficient with all simple weapons and all light throwing weapons, but no type of armor.

Sorcery

At levels 1, 3, 5, 7, 9 and 10 the witch doctor's ability to use magic improves. At these levels She may choose either a new Sorcery Style *or* an advanced spell from any Sorcery Style she already knows.

Base Power Points

As creatures of magic, witch doctors gain a one-time permanent bonus of +1D4 to their existing Base PP.

Totem

The witch Doctor's innate talent with magic comes from a connection to the Spirit Realms, and a link to one type of spirit specifically. This spirit is usually an animal spirit, but witch doctors with an attachment to the demons of the Dark Realms beyond our own are not unheard of. The witch doctor must choose this Totem upon reaching level 2, and may never alter that choice. This is a supernatural ability.

Example Totems

Bear: Bear is a warrior and a healer at the same time. At level 2, the Bear Totem provides a +1 inherent bonus

to Strength. At level 6, Bear provides Sleep Mastery as a bonus feat. This is an extraordinary ability. At level 10, the witch doctor gains the ability to transform into a bear 1/day for a number of hours equal to half her Wis bonus (round up). This is a supernatural ability.



Demon: The Demon Totem is different than other Totem Spirits; a witch doctor with the Demon Totem is connected to the monstrous creatures that exist outside of our reality. They gain frightening abilities different from other Totems, but suffer a steady downward spiral into corruption. At each level in which the witch doctor gains a Totem Ability, the Demon Totem also inflicts a point of Corruption. There is no Will Save to resist this Corruption; witch doctors with the Demon Totem are far more likely than others to enter into a Pact that leads to more levels in the Scholar Base Class.

At Level 2, the Demon Totem provides a +1 Inherent bonus to Charisma and Wisdom. At level 6, the witch doctor grows black claws on each hand. These claws deal 1D6 damage and the witch doctor is automatically proficient with her new natural weapons. This is an extraordinary ability. In addition, the witch doctor gains Demon Killer as a bonus feat. This is an extraordinary ability and the witch doctor does not need to fulfill the normal requirements for the feat. If Demon Killer is already possessed, the witch doctor gains Skill Focus (Intimidation) instead. At Level 10, the Demon Totem provides darkvision out to 60 feet and a bite attack dealing 1d4 damage. Both of these are extraordinary abilities and the witch doctor is automatically proficient with this natural weapon.

Snake: The snake is a servant of Set, and a symbol of evil gods and demons. As such, most witch doctors who have Snake as a Totem are doomed to corruption from the outset, although there are exceptions. At Level 2, Snake provides a +1 Inherent bonus to Charisma. At level 6, Snake provides one of the following feats as a bonus feat (Choose one): Hexer, Persuasive, Poison Use, Stealthy, Steely Gaze, or Striking Cobra. This Bonus Feat is an extraordinary ability and the witch doctor need not meet normal prerequisites to possess it. At Level 10, the

Snake Totem provides the ability to turn into a large viper once per day for a number of hours equal to half the witch doctor's Wis bonus (round down) or a medium viper 1/day for a number of hours equal to the witch doctor's Wis Bonus. This is a supernatural ability.

Wolf: Wolf is a tenacious hunter. At level 2, the Wolf Totem provides a +1 inherent bonus to Constitution. At level 6, the Wolf Totem provides Track as a Bonus Feat (or Skill Focus (Survival) if Track is already possessed). This is an extraordinary ability. At Level 10 the witch doctor gains the ability to transform into a wolf 1/day for a number of hours equal to her Wis bonus. This is a supernatural ability.

Wolverine: Wolverine is a pure warrior, fast, feral and violent in temperament. At level 1, Wolverine provides a +1 Inherent bonus to Dexterity. At Level 6, Wolverine provides Fighting-Madness as a Bonus Feat. This is an extraordinary ability, and the witch doctor need not meet the normal prerequisites. If she already possesses Fighting-Madness, the witch doctor gains Martial Weapon Proficiency as a bonus Feat instead. At level 10, the witch doctor gains the ability to turn into a Wolverine (use stats for badgers if wolverine statistics are not available) 1/day for a number of rounds equal to double her Wis bonus. This is a supernatural ability.

Other Totems are possible; simply use those provided above as a guide when creating new templates. In general, an animal Totem provides a +1 Inherent bonus to an attribute

at level 2, an appropriate bonus feat at level 6, and the ability to transform into the creature once per day at level 10, for a number of hours based on the size of the animal.

Witch doctors transformed into their totem animal (as per the standard 10th level ability below) retain their Intelligence, Wisdom, and Charisma scores while transformed, and retain their identity and knowledge of any skills possessed. Otherwise, they take on all the abilities of the totem animal, including special attacks and defenses, and natural abilities. Most animals are physically incapable of performing the complicated rituals involved in spellcasting, and thus transformed witch doctors cannot cast spells while transformed into their totem animal. Those witnessing the grotesque and unnatural transformation of a witch doctor into her totem form for the first time must make a DC 15 Will Save versus Terror or be *stunned* for 1D4 rounds.

Brew Potion

Witch doctors are known for their mysterious elixirs, miracle cures, sleeping and love draughts, and even cursed brews. Beginning at second level, the witch doctor can create a potion of any spell that she knows, that targets one or more creatures, and is not designated a Mighty Spell. Brewing a potion takes one day. When the witch doctor creates a potion, she makes a magic attack roll that sets the potion's save DC for unwilling victims. The base price of a potion is (PP cost + magic attack roll result) x 50 sp. To brew a potion, the witch doctor must spend 1/25 of this base price in XP and use up

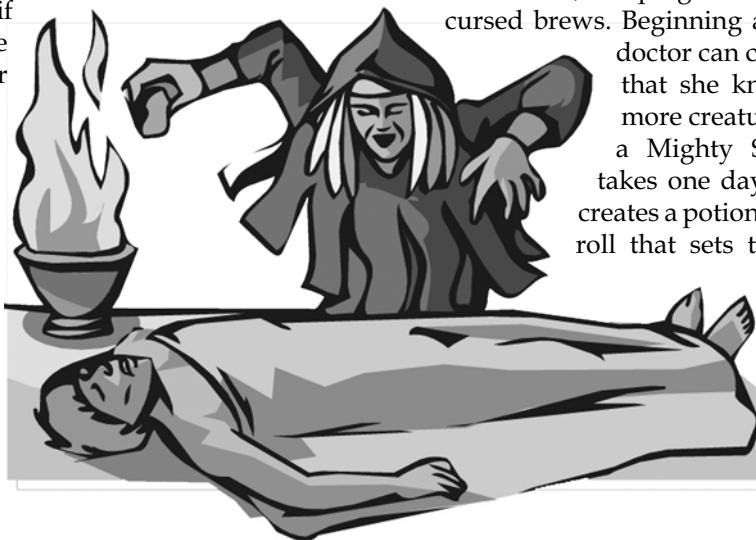


TABLE 2-8: WITCH DOCTOR

Level	Base attack bonus	Base Dodge bonus	Base Parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+0	+0	+0	+0	+2	+0	+2	Sorcery
2	+1	+1	+0	+1	+3	+0	+3	Totem, Brew Potion
3	+1	+1	+1	+1	+3	+1	+3	Sorcery
4	+2	+2	+1	+2	+4	+1	+4	Bonus Spell, Oracle
5	+2	+2	+1	+3	+4	+1	+4	Sorcery
6	+3	+3	+2	+3	+5	+2	+5	Increased Max PP, Totem
7	+3	+3	+2	+4	+5	+2	+5	Sorcery
8	+4	+4	+3	+5	+6	+2	+6	Bonus Spell
9	+4	+4	+3	+5	+6	+3	+6	Sorcery
10	+5	+5	+3	+6	+7	+3	+7	Sorcery, Totem

raw materials worth one half this base price.

When the witch doctor creates a potion, she makes any choices that she would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the witch doctor must expend the material component or pay the XP when creating the potion.

This is an extraordinary ability.

Bonus Spell

At levels 4 and 8 the witch doctor gains a bonus spell as per the scholar class ability, save that witch doctors' bonus spells are based on Wisdom rather than Intelligence.

Oracle

Witch doctors are known for their ability to receive portents of future events, or of things happening in other places and other times. At Level 4, the witch doctor gains the ability to use any spell she knows from the Divination Sorcery Style as a spell-like ability once per week at no PP cost. If the witch doctor does not know the Divination Sorcery Style, this class ability is forfeit.

Increased Maximum PP

At level 6, the witch doctor's Maximum PP tally rises to triple their base, rather than the double that is normal for most characters. If the witch doctor already has this ability from levels in the scholar class, the character's Maximum PP multiplier increases by one. Thus, if the scholar class has already raised Max PP to three times normal, The witch doctor's ability raises it to four times normal.



SORCERY EXPANDED

Within this chapter are new spells for sorcerers to enjoy.

Blood Witchery

A new Sorcery Style that is only available to the blood theurgist, Blood Witchery requires the sorcerer to have an expert's understanding of the relationship between blood and magic. Blood theurgists are the only sorcerers possessing enough of an understanding of this relationship to utilize this gory, (comparatively)

uncivilized and inhumane dark art – anyone else who has ever tried casting Blood Witchery spells has achieved nothing more than cutting themselves.

In order to work Blood Witchery spells at least half the spell's required PP must come from the blood theurgist's Blood Rite ability (pg @@), representing the spell's somatic and material component aspects.

Note: A typical human male has 12 pints (192 fluid ounces) of blood in his body.

TABLE 3-1: SORCERY STYLES

sorcery style	spell	prerequisite
Blood Witchery	<i>Lend Essence (Basic Blood Witchery)</i>	<i>Blood theurgist level 1</i>
	<i>Binding of Blood</i>	<i>Lend Essence, Blood Link, Knowledge (Arcana) 6 ranks</i>
	<i>Blood Brother</i>	<i>Lend Essence, Binding of Blood, Blood Link, Knowledge (Arcana) 12 ranks</i>
	<i>Bloodlust</i>	<i>Lend Essence</i>
	<i>Blood Sayer</i>	<i>Lend Essence, Blood Link, Sense Motive 4 ranks</i>
	<i>Bodily Defiance of Pederon</i>	<i>Lend Essence</i>
	<i>Healer's Gore</i>	<i>Lend essence, Heal 6 ranks</i>
	<i>Life's Might</i>	<i>Magic Attack Bonus +2, Lend Essence, Blood Link</i>
Cosmic	<i>Vengeful Wound</i>	<i>Lend Essence, Base Attack Bonus +3</i>
	<i>Sorcerer's Vengeance</i>	<i>The Time is Right, Knowledge (Arcana) 12 ranks, Int 15</i>
Curses	<i>Clouded Mind</i>	<i>Magic Attack Bonus +1, Lesser Ill-Fortune, Entrance</i>
	<i>Touched By Madness</i>	<i>Magic Attack Bonus +4, Lesser Ill-Fortune</i>
Hypnotism	<i>Delayed Suggestion</i>	<i>Magic Attack Bonus +4, Entrance, Hypnotic Suggestion</i>
	<i>Mass Delayed Suggestion</i>	<i>Magic Attack Bonus +8, Entrance, Hypnotic Suggestion, Mass Hypnotic Suggestion</i>
	<i>Purify Soul</i>	<i>Magic Attack Bonus +4, Entrance, Knowledge (Nature) 14 ranks</i>
Nature Magic	<i>Great Beast</i>	<i>Summon Beast, Knowledge (Nature) 8 ranks</i>
	<i>One With The Land</i>	<i>Summon Beast, Astrological Prediction, Knowledge (Geography) 8 ranks, Knowledge (Nature) 10 ranks</i>
Necromancy	<i>Plague of One Hundred Legs</i>	<i>Summon Beast, Knowledge (Nature) 14 ranks, scholar level 10</i>
	<i>Life Feast</i>	<i>Magic Attack Bonus +2, Raise Corpse</i>
	<i>Unclean Touch</i>	<i>Magic Attack Bonus +5, Raise Corpse</i>
	<i>Undying Sentinel</i>	<i>Magic Attack Bonus +4, Raise Corpse, Astrological Prediction, Psychometry, Knowledge (Arcana) 8 ranks</i>
Oriental Magic	<i>Wandering Soul</i>	<i>Calm of the Adept, scholar level 18</i>
Summoning	<i>Healing of the Spirits</i>	<i>Magic Attack Bonus +3, Master-Words and Signs or Demonic Pact, Heal 6 ranks, Knowledge (Arcana) 10 ranks</i>
Weather Witching	<i>The Gods' Breath</i>	<i>Knot Wind, Knowledge (Nature) 10 ranks</i>

Lend Essence (Basic Blood Witchery)

PP Cost: 2 points

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: 1 round

Prerequisites: Blood theurgist level 1

This spell must be cast within 1 round of the sorcerer completing the casting of another spell. This initial spell is bolstered by *lend essence*, gaining a +1 bonus to the caster's effective scholar level and Magic Attack Bonus.

Material Components: Caster's blood

Binding of Blood

PP Cost: 6 points

Components: V, S, M

Casting Time: 1 standard action

Range: Self or Close (25 ft. + 5 ft. per scholar level); see text

Target: One or two creature

Duration: 1 minute/scholar level

Saving Throw: Will negates

Prerequisites: *Lend Essence*, Blood Link, Knowledge (Arcana) 6 ranks

Magic Attack Roll: Sets DC for target's saving throw

Someone affected by a *binding of blood* has his life force temporarily entwined with that of another living person or creature (anything that bleeds, be it human, demon or beast.) If the spell is successful, both creatures gain a +2 enhancement bonus to their Will saving throw and a temporary bonus to their hit points equal to the maximum roll possible on the most recent hit die of the creature to which they are bound (if the other creature is beyond level 10, use their level 10 hit die instead.) Increase this bonus by 1 hit point per hit die/level beyond the first of the bound creature, but do not add Constitution or any other hit point modifiers. For example, a binding between a 9th-level scholar (d6 hit die) and a 3rd-level soldier (d10 hit die) grants the scholar 12 hit points and the soldier 14 hit points.

Unfortunately, there are also side-effects to the binding. Whenever one of the two bound creatures suffers damage, the other creature must make a DC (10 + damage suffered) Will saving throw or suffer half of that damage in visible wounds. Damage suffered in this way remains once the spell ends. If the creature to which one is bound is slain, the binding is broken but not before the surviving creature makes their Will saving throw. In this case, however, instead of suffering half

the damage dealt to the other creature, a failed saving throw immediately drops the survivor to -1 hit point.

This spell has a range of self and targets one additional creature if the binding is made between the sorcerer and something else but has a close range and effects two creatures excluding the sorcerer if the sorcerer is not taking part of the binding.

This spell is finalized by the sorcerer and target drinking the other's blood, thus establishing the binding.

A subject of this spell may only be affected by one *binding of blood* at a time.

Material Components: Caster's blood, one fluid ounce of the target creature's blood



Blood Brother

PP Cost: 12 points

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Mortal (D)

Saving Throw: Will negates

Prerequisites: *Lend Essence*, *Binding of Blood*, Blood Link, Knowledge (Arcana) 12 ranks

Magic Attack Roll: Sets DC for target's saving throw

A mystic bond is created between the sorcerer and target, enabling the two to sense each other's presence, emotions and general well being. The nearer the two are, the easier it is to sense and determine such things. This includes being able to sense things such as whether the blood brother is sleeping, agitated, in pain, under attack, happy, intoxicated, etc. Despite the name of the spell, neither subject need be male (or even human - any living creature will do.)

This bond also makes it very difficult for the blood brothers to trick, charm or otherwise manipulate or deceive each other. When using Bluff, Diplomacy, Disguise or Intimidate against one's blood brother, the penalty appropriate to the range is applied. Similarly, a positive bonus is gained for Sense Motive checks against one's blood brother. For example, in a situation where a -4 penalty is applied to Bluff, a +4 bonus is gained for Sense Motive. Most situations where this penalty applies will be face-to-face, making the -4 penalty most likely, but attempting such skills over distances by applying sorcery and other similarly unusual means will make use of the penalties associated with greater distances.

distance	effect	penalty
1 mile or less	Sense the other's location to within 5 feet; know exact mental/emotional state and well being	-4
1 to 5 miles	General sense of the other's direction and distance; know general mental/emotional state and well being	-2
More than 5 miles	Very vague sense of direction and distance – "over there" and "many days travel" are appropriate descriptors; vague, weak feeling concerning the other's mental/emotional state and well being. The feeling becomes less certain the farther away the blood brother is.	-1

This ritual is finalized by the sorcerer and target drinking the other's blood, thus establishing the bond. Unless the sorcerer dispels the bond, it remains until either blood brother dies.

A person, be it the sorcerer or blood brother, may have more than one blood brother at

a given time.

Experience Point Cost: 500 XP

Material Components: Caster's blood, one fluid ounce of the target creature's blood

Bloodlust

PP Cost: 1 point

Components: V, M

Casting Time: 1 standard action

Range: The Evil Eye

Target: One creature

Duration: 3 rounds + 1 round per point of the caster's Charisma bonus (do not reduce for a Cha penalty) (D)

Prerequisites: Lend Essence

The target becomes enraged, as per the Fighting Madness feat. The target must be willing or the spell automatically fails.

Material Components: Caster's blood

Blood Sayer

PP Cost: 2 points or 7 points

Components: V, S, M

Casting Time: 1 hour

Range: Personal and/or Touch

Target: Self and one creature or two creatures

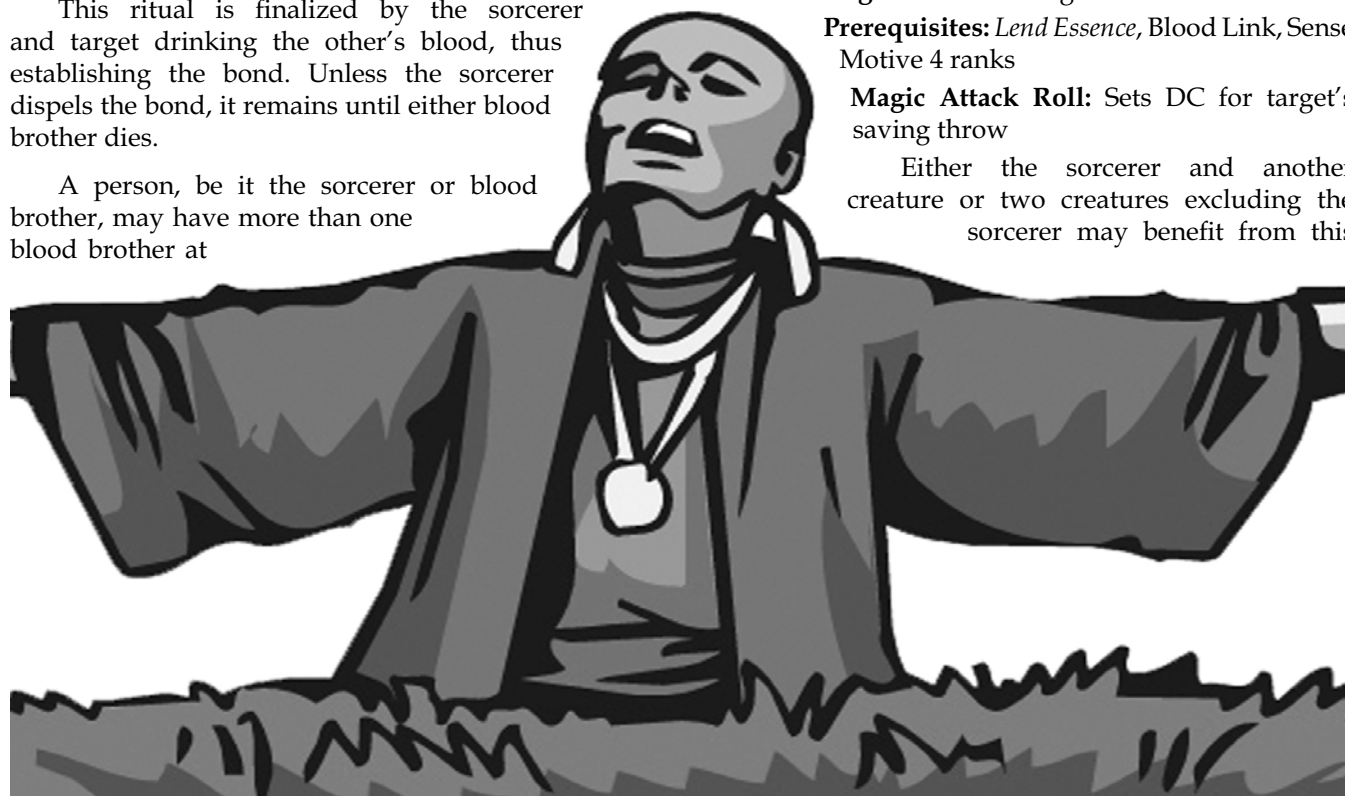
Duration: 1 hour/scholar level or Mortal (D)

Saving Throw: Will negates

Prerequisites: Lend Essence, Blood Link, Sense Motive 4 ranks

Magic Attack Roll: Sets DC for target's saving throw

Either the sorcerer and another creature or two creatures excluding the sorcerer may benefit from this



spell, which creates a bond between the two beings. This bond allows the other to immediately know when the other is lying within their presence.

The temporary version of this spell costs 2 PP to cast while the mortal version costs 7 PP.

Material Components: One fluid ounce of blood from the caster and target(s)

Bodily Defiance of Pederon

PP Cost: 1 point/+1 bonus

Components: V, M

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: 1 round/scholar level

Saving Throw: Will negates

Prerequisites: *Lend Essence*

Magic Attack Roll: Sets DC for target's saving throw

By drinking the blood of a creature that is able to poison others, the sorcerer gains a bonus against the poison that depends on the amount of PP expended on the spell. This bonus cannot exceed the caster's blood theurgist level. The sorcerer gains a bonus against all other poisons equal to half the primary bonus (rounded down.)

Material Components: Caster's blood, one fluid ounce of the target creature's blood

Healer's Gore

PP Cost: 4 points

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Prerequisites: *Lend Essence*, Heal 6 ranks

By allowing the target to drink the sorcerer's blood directly from the wound, the target heals 1 hit point of damage per every 2 points of self-inflicted damage the blood theurgist suffered during the casting. The sorcerer cannot heal more than 1 hit point per level of blood theurgist per casting.

Material Components: Caster's blood

Life's Might

PP Cost: 3 points/+1 Strength modifier bestowed

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One creature

Duration: 1 minute/scholar level + 1 minute per +1 Strength modifier bestowed

Prerequisites: Magic Attack Bonus +2, *Lend Essence*, Blood Link

By drinking the blood of a creature with a Strength of 12 or higher that is also higher than the target's Strength, the target increases his own Strength to that of the blood donor's. If the spell's target has a higher or equal Strength, no benefit is gained. The spell's duration begins once the casting is completed, not once the blood is drank (requiring one standard action.)

Material Components: Caster's blood, three fluid ounces of the target creature's blood

Vengeful Wound

PP Cost: 5 points

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. per scholar level)

Target: One creature

Duration: 1 hour/scholar level

Saving Throw: Fortitude negates

Prerequisites: *Lend Essence*, Base Attack Bonus +3

Magic Attack Roll: Sets DC for target's saving throw

When cast upon a target that has suffered a wound that has not yet been healed (in other words, the subject is not at full hit points because of physical damage), this spell causes the wound to flow with blood. Additional damage will be suffered every 15 minutes, the amount of which depends upon how many hit points the target has previously lost due to wounds (including those hit points lost to the spell.)

previous total damage suffered	BLOOD LOSS/15 minutes
1 to 10 hit points	1 hit point
11 to 20 hit points	2 hit points
21 to 30 hit points	3 hit points
31 to 40 hit points	4 hit points
Etc.	Etc.

While it is possible to staunch the flow of blood, doing so increases all Heal check DCs by +10 and strenuous activity (running, fighting, etc.) requires a

DC (15 + 1 per previous round of such activity) Reflex saving throw or a successful Heal check's effects will be undone, allowing the damage due to blood loss to continue.

Material Components: Caster's blood

Cosmic

Sorcerer's Vengeance

PP Cost: 6 points

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: Caster

Duration: One week/level (D) or until discharged

Prerequisites: *The Time is Right*, Knowledge (Arcana) 12 ranks, Int 15

The caster places another spell upon himself so that it comes into effect under some condition he dictates when casting *sorcerer's vengeance*. *Sorcerer's vengeance* must be cast immediately before the companion spell – if even one full round passes before casting the latter gets underway, *sorcerer's vengeance* will fail.

The spell to be brought into effect by *sorcerer's vengeance* must be one that affects the caster and cannot require more than half the caster's PP (rounded down).

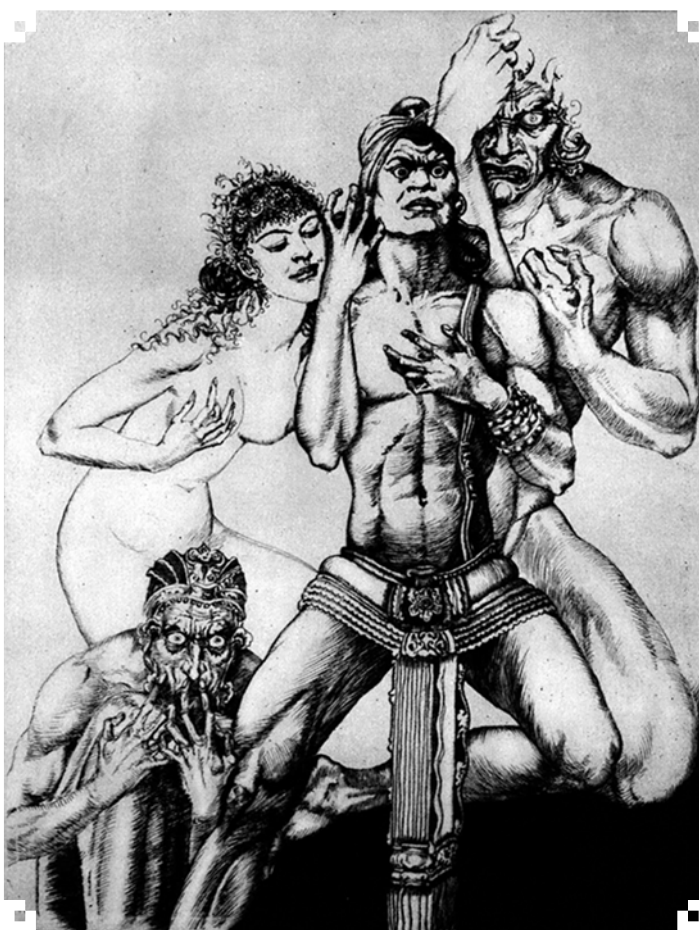
The conditions needed to bring the spell into effect must be clear (GM's discretion), although the conditions can be general. In all cases, *sorcerer's vengeance* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are

prescribed, the whole spell combination (*sorcerer's vengeance* and the companion magic) may fail when called on. If *sorcerer's vengeance* activation conditions are met, the other spell will be triggered without a problem so long as the condition's definition during the casting was clear and 10 words or less. For a statement of conditions that is unclear and/or longer than 10 words the caster must make a DC (5 + word length of condition statement) Will saving throw or *sorcerer's vengeance* fails. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to or not.

The caster can use only one *sorcerer's vengeance* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Components: That of the companion spell, plus quicksilver and the eyelash of an 8th-level or greater scholar, or of a spell- or spell-like ability-using creature.

Focus: A statuette of the caster carved from elephant ivory and decorated with gems (worth at least 1,500 sp.) The caster must carry the focus for *sorcerer's vengeance* to work.



Curses

Clouded Mind

PP Cost: 2 points

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature of 6 HD or less

Duration: 1 round

Saving Throw: Will negates

Prerequisites: Magic Attack Bonus +1, *Lesser Ill-Fortune*, *Entrance*

Magic Attack Roll: Sets DC for target's saving throw

This spell dazes the targeted creature so that it takes no actions. Creatures of 7 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Components: A pinch of wool or similar substance.

Touched By Madness

PP Cost: 4 points

Components: V, S, M

Casting Time: 1 standard action

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

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Prerequisites: Magic Attack Bonus +3, *Lesser Ill-Fortune*

Magic Attack Roll: Sets DC for target's saving throw

This spell causes the targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does.

ROLL	BEHAVIOR
01-10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible.)
11-20	May act as desires.
21-50	Do nothing but babble incoherently.
51-70	Flee away from caster at top possible speed.
71-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self.)

A subject who can't carry out the indicated action does nothing but babble incoherently unless attacked, in which case the subject will return the aggression at the next opportunity as long as the subject is still under the spell's influence. Foes gain no special advantage when attacking a subject of this spell. Note that a subject will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked.)

Material Components: A set of three nut shells.

Hypnotism

Delayed Suggestion

PP Cost: 2 points

Components: V, S

Casting Time: 1 standard action

Range: Evil Eye

Target: One living creature

Duration: 3 days/scholar level until triggered, afterward it lasts 10 minutes plus 1 minute/scholar level or until completed

Saving Throw: Will negates

Prerequisites: Magic Attack Bonus +4, *Entrance*, *Hypnotic Suggestion*

Magic Attack Roll: Sets DC for target's saving throw

This spell works identically to *hypnotic suggestion* except the influence over the subject's actions does not come into affect until triggered by something defined by the sorcerer. This trigger could be as simple as the spell's target going to a certain place, meeting a specific person or hearing a key word or phrase. The instructions on what the trigger is must be 10 words or less; if the instructions are longer, the target is allowed another Will saving throw to shake off the spell's effects, gaining a +1 bonus to their roll per word of the instructions beyond 10.

Mass Delayed Suggestion

PP Cost: 14 points

Components: V, S

Casting Time: 1 standard action

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

Area: All creatures in a radius of 30 ft. + 5 ft. per scholar level

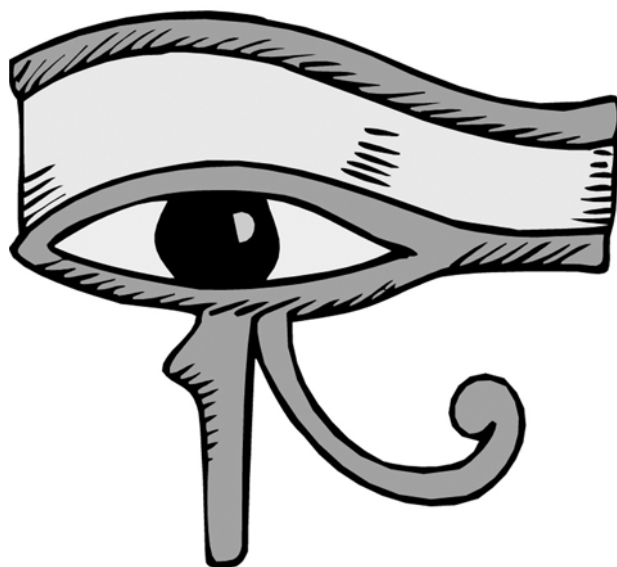
Duration: 3 days/scholar level until triggered, afterward it lasts 10 minutes plus 1 minute/scholar level or until completed

Saving Throw: Will negates

Prerequisites: Magic Attack Bonus +8, *Entrance*, *Hypnotic Suggestion*, *Mass Hypnotic Suggestion*

Magic Attack Roll: Sets DC for target's saving throw

This spell works in the same fashion as *mass hypnotic suggestion* except that it is triggered in the same way as is *delayed suggestion*.



Purify Soul

PP Cost: 4 points per point of Corruption to be removed

Components: V, S, M, F, XP

Casting Time: 6 hours per point of Corruption to be removed

Range: Personal

Target: Self

Duration: Instantaneous

Prerequisites: Magic Attack Bonus +4, *Entrance*, Knowledge (Nature) 14 ranks

Magic Attack Roll: Sets DC for saving throw to purify oneself

By entering a deep state of self-hypnosis, the caster attempts to remove his burden of Corruption. The caster must be truly repentant and desirous of setting right his misdeeds and wickedness. Before beginning the process, the sorcerer must declare how many Corruption points he seeks to remove. The caster then enters the trance, which must go entirely undisturbed or the process ends and the Power Points wasted without benefit.

When the trance ends successfully, the caster makes a Will saving throw against his own magic attack roll, adding the number of Corruption points he wishes to remove as a bonus to the latter. A successful saving throw means the desired number of Corruption points are removed from the caster's total, but failure requires an immediate saving throw against Corruption, the DC of which is the character's scholar level plus the number of Corruption points the caster tried to rid himself of.

Experience Point Cost: 500 xp per point of Corruption removed

Material Components: Burning 100 sp worth of incense.

Focus: A set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 sp.



Nature Magic

Great Beast

PP Cost: 4 points per animal

Components: V, S

Casting Time: 1 standard action

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

Target: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Prerequisites: *Summon Beast*, Knowledge (Nature) 8 ranks

Magic Attack Roll: Sets DC for target's saving throw

The animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The size change also affects the animal's modifier to DV and attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed remains the same.

The spell also grants each subject damage reduction 10 and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, although this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

One With The Land

PP Cost: 3 points

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: Caster

Duration: Instantaneous

Prerequisites: *Summon Beast*, *Astrological Prediction*, Knowledge (Geography) 8 ranks, Knowledge (Nature) 10 ranks

The caster becomes one with the land, attaining knowledge of the surrounding territory. He instantly gains knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per scholar level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per scholar level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Plague of One Hundred Legs

PP Cost: 3 points per swarm

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./level

Saving Throw: Will to negate

Prerequisites: *Summon Beast*, Knowledge (Nature) 14 ranks, scholar level 10

Magic Attack Roll: Sets DC for target's saving throw

This spell calls forth a mass of centipede swarms (up to one per two scholar levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

The sorcerer may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless the caster commands them to move (a standard action.) As a standard action, the sorcerer can command any number of the swarms to move toward any prey within 100 feet of him. He cannot command any swarm to move more than 100 feet away from him, and if he moves more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if the caster moves

within 100 feet.)

Material Components: The carapace of a dead centipede

Centipede Swarm

Diminutive Vermin (Swarm)

Hit Dice: 9d8-9 (31 hp)

Initiative: +4

Speed: 20 ft. (4 squares), climb 20 ft.

Dodge Defense: 18 (+4 size, +4 Dex), touch 18, flat-footed 14

Damage Reduction: —

Base Attack/Grapple: +6/—

Attack: Swarm (2d6 plus poison)

Full Attack: Swarm (2d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, Poison

Special Qualities: Darkvision 60 ft., Immune to Weapon Damage, Swarm Traits, Tremorsense 30 ft., Vermin Traits

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Skills: Climb +12, Spot +4

Feats: Weapon Finesse

Climate/Terrain: Underground

Organization: Solitary, tangle (2-4 swarms), or colony (7-12 swarms)

Advancement: —

COMBAT

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a Fortitude save (DC 13) or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude (DC 13), initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus to Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus to Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Swarm Traits (Ex): The swarm will attempt to surround and attack its prey, dealing 2d6 damage to any creature whose space it occupies at the end of its move. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke them.

Despite its 10-foot space, a swarm is malleable. It

can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

A lit torch swung as an improvised weapon deals 1d3 points of damage per hit. If used as a thrown weapon, a lit lantern deals 1d4 points of damage to all creatures in squares adjacent to where it breaks.

Necromancy

Life Feast

PP Cost: 3 points

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Saving Throw: Will negates

Duration: Instantaneous/10 minutes per HD of subject; see text

Prerequisites: Magic Attack Bonus +2, *Raise Corpse*

Magic Attack Roll: Sets DC for target's saving throw

The caster draws forth the ebbing life force of a creature and uses it to fuel his own power. Upon casting this spell, the sorcerer touches a living creature that has -1 or fewer hit points. If the subject fails a Will saving throw, it dies, and the caster gains 1d8 temporary hit points and a +2 bonus to Strength. Additionally, the sorcerer's effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant access to more PP or class abilities.) These effects last for 10 minutes per HD of the subject creature.

Unclean Touch

PP Cost: Varies by illness

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Prerequisites: Magic Attack Bonus +5, *Raise Corpse*

Magic Attack Roll: Sets DC for target's saving throw

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period.) The Fortitude save DC noted is for the subsequent saves (use the spell's normal save DC for the initial saving throw.)

disease	dc	damage	pp cost
<i>Blinding sickness</i>	16	1d4 Str *	6 points
<i>Cackle fever</i>	16	1d6 Wis	6 points
<i>Filth fever</i>	12	1d3 Dex and 1d3 Con	6 points
<i>Mindfire</i>	12	1d4 Int	4 points
<i>Red ache</i>	15	1d6 Str	6 points
<i>Shakes</i>	13	1d8 Dex	8 points
<i>Slimy doom</i>	14	1d4 Con	4 points

* Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Undying Sentinel

PP Cost: 4 points per corpse or sense

Components: V, S, M

Casting Time: 30 minutes

Range: Long (400 feet + 40 feet per caster level)

Target: One corpse or sense per every two caster levels

Duration: 1 day/scholar level

Prerequisites: Magic Attack Bonus +4, *Raise Corpse*, *Astrological Prediction*, *Psychometry*, Knowledge (Arcana) 8 ranks

When this spell is cast upon a corpse (not an undead), the sorcerer chooses one of the target's senses. This sense will then be available to the sorcerer for as long as he stays within 100 miles/scholar level of the corpse; leaving that range dismisses the spell. This sense cannot be changed once the spell is cast, nor can the sorcerer cast this spell more than once on the same corpse while a previous casting's duration remains in effect.

Accessing the corpse's sense requires a DC 15 Concentration check as a free action, after which they can use any skill through that sense that they would use through their own. For example, if the spell were affecting the corpse's eyes, the caster could use Spot checks. The range of the accessed sense is limited to the corpse's location - the caster can only see what is in the corpse's line of sight, for instance, and would be useless if the corpse's eyelids were closed. Deterioration is also a problem - a penalty of -1 is applied to any skill check using the sense if the corpse is freshly dead, to a maximum penalty of -8 if the eye, ear, etc. has entirely rotted away to the bone. While accessing the corpse's sense, all other die rolls (combat, skill checks, etc.) for the sorcerer's own body suffer a -2 penalty because of the distraction of simultaneous sensory input.

For every two scholar levels, the sorcerer can choose to add another corpse to the spell's influence or an additional sense may be added to a corpse that has already been selected. Only one corpse may be accessed

at a time, but all that corpse's senses affected by the spell are simultaneously available. For every sense beyond the first that is active in the corpse being contacted, increase the Concentration check's DC by 2 and increase the penalty for using one's own skills, combat abilities, etc. by a further -2 penalty.

Sight and hearing are the senses most often chosen to operate with this spell, as being able to taste, touch or feel what the corpse can usually has very limited use (not to mention the likely discomfort of tasting or smelling the corpse's own rotting flesh.)

Material Components: Flesh, hair or a fingernail from the targeted corpse(s)

Oriental Magic

Wandering Soul

PP Cost: 18 points + 6 points per additional creature

Components: V, S, M, XP

Casting Time: 1 hour

Range: Touch

Target: The sorcerer plus one additional willing creature touched per two scholar levels

Duration: See text

Prerequisites: *Calm of the Adept*, scholar level 18

By freeing his spirit from his physical body, this spell allows the sorcerer to release his soul to wander another plane of existence.

The sorcerer can bring the astral forms of other willing creatures with him, provided that these subjects are linked in a circle with him at the time of the casting. These fellow travelers are dependent upon the sorcerer and must accompany him at all times. If something happens to him during the journey, the companions are stranded wherever the sorcerer left them.

The sorcerer projects his astral self onto the Astral Plane, leaving his physical body behind upon the world of mortals in a state of suspended animation. The spell projects the sorcerer's soul and all he wears or carries onto the Astral Plane. Since the Astral Plane touches upon other planes, he can travel astrally to any of these other planes as he wills. To enter one, the sorcerer leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence he has chosen to enter.

While the sorcerer is on the Astral Plane, his soul is connected at all times to his physical body by a silvery cord. The sorcerer is killed, body and soul, if the cord is broken. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached

to the new body. If the second body or the astral form is slain, the cord simply returns to the sorcerer's body where it rests on the world of men, thereby reviving it from its state of suspended animation. Although wandering souls are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The sorcerer and his companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until they choose to return to them. The spell lasts until the sorcerer desire to end it, or until it is terminated by some outside means, such as *greater warding* being cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of the sorcerer's body (which kills him.)

Material Components: A jacinth worth at least 1,000 sp, plus a silver bar worth 5 sp for each person to be affected.

Experience Point Cost: 90 XP plus 30 XP per additional creature

Summoning

Healing of the Spirits

this place is protected by powerful
gods!

PP Cost: 1.5 points (rounded down) per level/HD of the subject

Components: V, S, F

Casting Time: 20 + 4d10 minutes

Range: Touch

Target: One living creature touched

Duration: 1 day/level

Prerequisites: Magic Attack Bonus +3, *Master-Words and Signs* or *Demonic Pact*, Heal 6 ranks, Knowledge (Arcana) 10 ranks

When a person is Left For Dead, sorcery may be attempted to fully bring him back to the realm of the living without him spending a Fate Point. As the spell is being cast, the sorcerer inscribes the wounded from head to toe with the script necessary to summon the spirits that shall work the healing, careful to mark the wounds properly.

Once the spell is complete, the subject creature's death is staved off for the duration of the spell and he remains stalled at -10 hit points; he does not get worse but he does not heal, either. Every night, between midnight and dawn, there is a 25% + (5% x [sorcerer's

Cha modifier + sorcerer's Magic Attack Bonus]) chance that the spirits will come to take away the wounded creature's soul. If the spirits do not come by the spell's expiration, the subject succumbs to his wounds and no manner of mundane or arcane healing will prevent that, nor can such additional healing be attempted during the spell's duration without disrupting the spell. If the spirits come before the spell's full duration expires, the spell ends after that night regardless of the results.

The subject should be secured to something or the spirits will carry off his soul, requiring the spirits make a Strength test against whatever bindings are in place in an attempt to snap them and make off with their prize. Consider the spirits to have 22 Strength (+6) for the sake of this check, with the DC needed depending upon what is holding the subject down.

binding	break dc
Weak or thin ropes	18 or less
Strong or thick ropes	23
Strong and thick ropes	25
Chains	26
Iron or steel bands	32

The Break DC can be modified by using an excessive amount of binding, as well as through the efforts of anyone who wishes to hold the subject's body in place. Brute strength is not enough, however, and only those with an emotional investment in the wounded will actually end up lending assistance; an acquaintance increases the break DC by (1 + Cha bonus), a close friend or family member by (2 + Cha bonus), and a lover or the like by (4 + Cha bonus)⁴. A Charisma penalty has no affect on the DC. No matter how many people lend their assistance or how many bindings are used, the original break DC cannot be increased by more than 50% of its base.

If the bindings are broken (or did not exist to begin with), one round of effort is needed to make off with the soul and return to Hell with it, leaving an empty husk behind. During this round anyone who meets the previously outlined criteria of attachment to the subject may enter into an opposed grapple with the spirits to prevent this from happening. The spirits have a grappling bonus of +10, and a qualified person opposing the spirits with grappling checks of their own must gain the previously outlined bonus to their roll, depending upon the type of relationship they shared with the subject. The spirits make off with the soul if they win grapple

checks in two succeeding rounds.

All told, between trying to break the bindings and grappling, the spirits will maintain their efforts for 2d20+4 rounds before giving up and returning to Hell. Failing to take the soul with them means the subject will immediately return to 0 hit points (disabled) but will not begin healing naturally until another full day of rest has passed.

The spirits do not perform this healing without payment, however, and they will demand a blood price for their services and for being cheated of their soul. Just what this price is should be determined by the Gamemaster and is not for the sorcerer to decide, although the subject's loved ones may make offers (such as their own souls) and it is possible the spirits may listen. One way or the other, though, the spirits *will* get what is owed them.

Focus: Arcane writing on the subject's body

Weather Witching

The Gods' Breath

PP Cost: Varies by strength

Components: V, S, XP

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

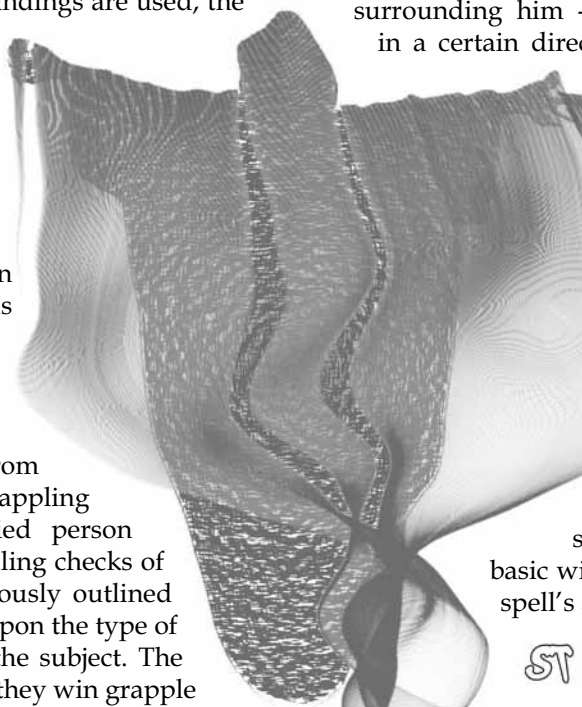
Duration: 10 min./level

Prerequisites: *Knot Wind*, Knowledge (Nature) 10 ranks

The sorcerer alters the wind's force in the area surrounding him - he can make the wind blow in a certain direction or manner, or increase or decrease its strength. The new wind direction and strength persist until the spell ends or until the sorcerer chooses to alter his handiwork, which requires concentration. The sorcerer may create an "eye" of calm air up to 80 feet in diameter at the center of the area if he so desires, and he may choose to limit the area to any cylindrical area less than his full limit.

Wind Direction: The sorcerer may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in



equal strength in all directions.

- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three scholar levels, the sorcerer can increase or decrease wind strength by one level. Each round on the sorcerer's turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

- Strong winds (21+ mph) make sailing difficult. *PP Cost:* 3 points
- A severe wind (31+ mph) causes minor ship and building damage. *PP Cost:* 6 points
- A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. *PP Cost:* 10 points
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. *PP Cost:* 12 points
- A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees. *PP Cost:* 16 points

Experience Point Cost: 50 XP



PLACES OF POWER

During Ages of Ancient Wonder, such as is the case with most **OGL Barbarian** settings, magic is entwined with the very fabric of the mortal world even if it is feared and mistrusted by those who accept only that which they can work with their own two hands. These energies gather and coalesce at various places across the land for numerous reasons.

Some Places of Power are formed naturally by disasters, seismic upheavals and shifts, coincidental shaping and formation of the land, and so on. Others come into being because events of great significance, such as resting upon a site where an ancient city of sorcerers once existed, or through the conscious choices and efforts of someone whose magical knowledge is powerful enough to do so.

Places of Power come in five degrees (or levels) of arcane strength: negligible, lesser, average, greater and legendary. The significance of this will become clear throughout this chapter.

Dabblers

Other than possibly sensing a Place of Power, anyone with the Dabbler feat rather than a Sorcery Style is unable to utilize such arcane locations in any way.

Natural Versus Manmade

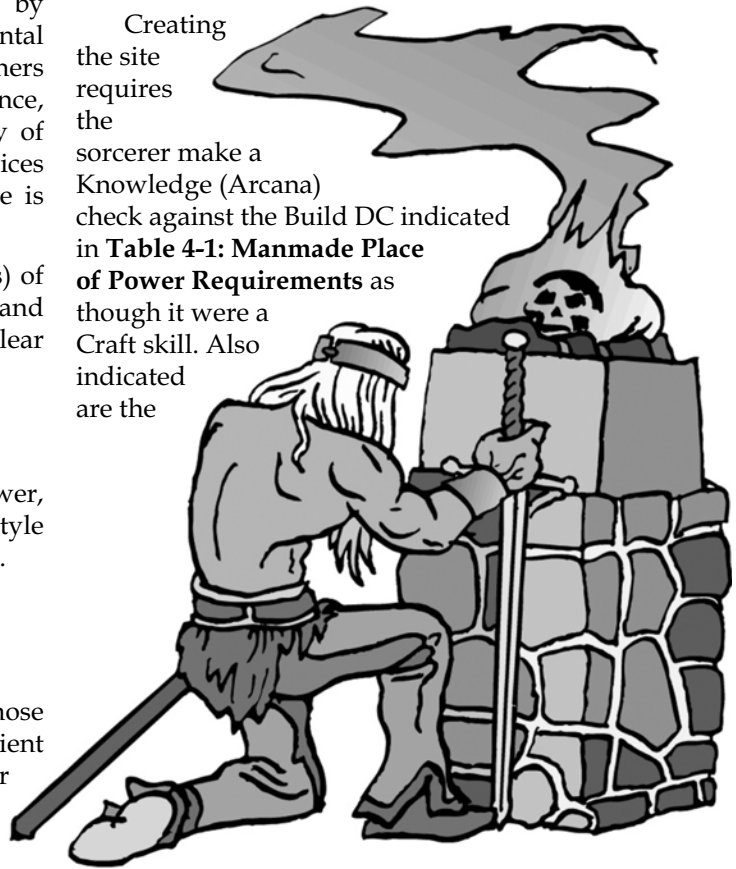
The most common Places of Power by far are those that occur naturally. Common locations include ancient and lost burial sites where great sorcerers, kings or evils were buried or deep within forests, hills or mountains that have stood and grown wild since ancient times. Many sites have been noted by forgotten and long dead civilizations and marked with altars and megaliths to be used in whatever antiquated rituals they practiced. Some of these fallen people (especially those where sorcerers ruled) even built their cities upon such mystical foci.

Other Places of Power have been created by men, in modern times or in ages of Days Now Gone, but to what purpose? Some are intended to consolidate a sorcerer's power over a given region by providing a strongpoint from which to act, while others are purposely built within the tombs of powerful dead to feed the fell guardians that hold watch within. Some sites are designed to facilitate their master's arcane studies and still others act as places of worship.

Creating a Place of Power ...

Although it is the forte of the geomancer, any sorcerer of skill can attempt constructing a Place of Power. Creating the site requires a great investment in time, effort and money, not to mention PP to transform the mundane into the extraordinary.

Creating the site requires the sorcerer make a Knowledge (Arcana) check against the Build DC indicated in **Table 4-1: Manmade Place of Power Requirements** as though it were a Craft skill. Also indicated are the



prerequisites to make a Place of Power of the desired power level, along with its component cost. The required money is spent on the material to be expended in the building process, and this value is also used to determine how long is needed to build the site, in the same manner as a sp value is used with the Craft skill for creating items. The indicated PP cost must be spent each week, regardless of the Knowledge (Arcana) check's success or failure, in any denominations desired per day so long as the PP is spent on the site's creation.

Failing the Knowledge (Arcana) check requires the sorcerer to make a Will saving throw using the site's Creation DC as the save DC. Failure means there is a mystical backlash that causes 1d6 points of damage to the Place of Power's creator per point the Knowledge

(Arcana) check failed by. Messing with raw cosmic forces can be dangerous, possibly deadly.

All the requirements, PP and Knowledge (Arcana) checks must come from a single sorcerer without assistance. This sorcerer also decides where the Place of Power's focal point (pg @@) will be situated.

If the Place of Power is going to be housed within a structure the sorcerer is also going to make, the appropriate Craft (and possibly Profession) skills will also be needed, as will the money to raise the edifice. This cost and the required skills should be announced by the Gamemaster after a talk with the player to determine exactly what is intended – this process has nothing to do with the Place of Power itself and is purely a matter of the creator's mortal preference or needs. However, unlike building the Place of Power itself, this structure can benefit from the help of others. In fact, it can be built entirely by someone other than the Place of Power's creator as it is just a mundane construct.

TABLE 4-1: MANMADE PLACE OF POWER REQUIREMENTS

power level	creation dc	component cost	pp cost	prerequisites
Negligible	15	1d6x500 sp	10	Scholar level 1, Knowledge (Arcana) 4 ranks
Lesser	20	1d6x1,000 sp	20	Scholar level 1, Knowledge (Arcana) 6 ranks
Average	25	1d6x2,000 sp	40	Scholar level 3, Knowledge (Arcana) 8 ranks
Greater	30	2d6x2,000 sp	80	Scholar level 8, Knowledge (Arcana) 10 ranks
Legendary	35	2d6x4,000 sp	160	Scholar level 12, geomancer level 1, Knowledge (Arcana) 12 ranks

... And Destroying It

Destroying a Place of Power is no simple feat. Without magic, the task requires incredibly extreme “scorched earth” measures, such as totally devastating the structure and/or area, salting the earth, and the like. The sort of effort involved is of the magnitude that creates legends and marks the land for years (if not decades or centuries) to follow, all relative to the site's power level.

Using sorcerous means to destroy a Place of Power is far more dangerous because it requires the sorcerer to purposely overtax the site (see the Power Well feature for details on overtaxing) and keep it at as many negative PP as its normal maximum PP for an entire month. For example, a greater Place of Power would have to be sustained at -32 PP for a month. If the site

recovers even a single PP during this time, the process fails, but success bleeds the site dry and turns it into just a normal location.

Corruption

Places of Power are focal points of magical energies in their rawest form, so tapping into them usually risks the sorcerer becoming overwhelmed by the intoxication of one's body and mind channeling that power. When called for, the Base DC for the Corruption save is determined by the site's power level, as possibly modified by the site's features.

TABLE 4-2: PLACE OF POWER CORRUPTION SAVE

power level	base dc
Negligible	8
Lesser	10
Average	12
Greater	15
Legendary	18
Manmade	+4

Sensing Places of Power

Anyone knowing at least one Sorcery Style is allowed a Will saving throw as a free action to sense a Place of Power. This is not a conscious action so the Gamemaster should make this roll in secret and only inform the player of what he has sensed if the saving throw is successful. The saving throw's DC is

15 modified by a number of possible factors, as outlined in **Table 4-3: Sensing Places of Power Modifiers**. A saving throw to sense a Place of Power is allowed once per hour if the character has a Magic Attack Bonus of +4 or less or once every 15 minutes for a Magic Attack Bonus of +5 or more.

A sorcerer can always sense a Place of Power he has created.

Consciously trying to sense a Place of Power uses a Concentration check against the same DC as the Will saving throw and may be attempted as often as desired, but each attempt requires five rounds of unbroken concentration.

TABLE 4-3: SENSING PLACES OF POWER MODIFIERS

condition	dc modifier
Power Level is ...	
... Negligible	+10
... Lesser	+5
... Average	+0
... Greater	-5
... Legendary	-10
Distance to Place of Power ...	
... within its boundaries	+0
... 100 feet or less	+2
... 1,000 to 101 feet	+5
... 1 mile to 1,001 feet	+10
... 5 to 1 miles	+15
... beyond 5 miles	+20 plus 1 per additional 5 miles
Character's Magic Attack Bonus	Subtract Value
Is only a Dabbler	+10

Succeeding on the saving throw or Concentration check to sense a Place of Power alerts the character to the site's existence. Another saving throw or Concentration check is needed to detect its general strength, although the sorcerer needs to be within 500 feet to attempt doing so, and yet another saving throw or Concentration check may be used to divine the direction to the Place of Power, but only when within 5 miles of the site. Determine the DC for both these latter rolls in the same manner as the DC for sensing the Place of Power.

Tapping into a Place of Power

Even if a Place of Power is located by a scholar, it is not guaranteed that the character will be able to tap into its energies and features. Doing so requires a Concentration check as a standard action against a DC of 20 modified by the factors represented in **Table 4-4: Base Tapping Modifiers**. If this check is successful, the character is able to draw upon the site's Power Well feature and can make further attempts to access other features. Using the Power Well and other features often requires a separate roll from the initial tapping check.

TABLE 4-4: BASE TAPPING MODIFIERS

power level is ...	dc modifier
... Negligible	+10
... Lesser	+5
... Average	-3
... Greater	-8
... Legendary	-12
Natural Site	-3
Manmade Site	+3

The distance away from which a Place of Power may be tapped and its features utilized depends upon the site's power level. This range is reliant upon the site's **focal point** – its heart. This focal point's nature will vary from one Place of Power to another, but it represents the center of the site's energies, with the strength level of the Place of Power determining how far from this point the site's influence extends.

- *Negligible*: Direct physical contact with focal point.
- *Lesser*: Within 5 feet of the focal point.
- *Average*: Within 25 feet of the focal point.
- *Greater*: Within 50 feet of the focal point.
- *Legendary*: Within 100 feet of the focal point. It is possible for the site to influence a greater range, which will be specified if so.

The sorcerer remains tapped into the Place of Power until he chooses to disconnect, is rendered unconscious (or asleep), fails a Concentration check due to damage, distraction or the like, or leave's the focal point's range of influence. So long as the sorcerer is tapped into the Place of Power, he is affected by all features that do not require a second tapping check to activate, whether he is consciously attempting to use them or not. For example, even if a sorcerer tapped into a site is not drawing PP from its Power Well, his magic would still be affected appropriately if the Place of Power had the Spell Attunement feature. Failing to tap into a site's feature does not disconnect the sorcerer from the Power Well.

Multiple Sorcerers

Every check made to utilize a Place of Power's energies and features suffers a -2 penalty per additional person already tapped into it unless they are all participating in the same ritual. This affects Concentration checks to tap into the site and checks to access features. The first person tapped into the Place of Power does not suffer this penalty until someone else succeeds at tapping in at the same time, at which point the penalty affects him as well.

If two or more sorcerers simultaneously tapped into the site decide to contest its use, such as both wanting to use the same PP, they make an opposed magic attack roll as a free action with the winner gaining dominance in that instance. Re-roll each time such a contest of wills comes up.

Identifying Features

Once tapped into a Place of Power, a sorcerer may attempt a DC 15 Concentration check, adjusted by the modifiers listed on **Table 4-4: Base Tapping Modifiers**. This is a full-round action. For every 2 points by which this roll succeeds, the character identifies one randomly determined feature the site possesses. There is no limit to the number of times this Concentration check can be made, but it's possible that each subsequent check continues to randomly reveal the same features instead of revealing something new if the roll is not high enough to simultaneously reveal all features.

Place of Power Features

A Place of Power is not merely a converging point of mystical power, but is also a tool that can be employed in various ways determined by its features. These features indicate just what it is a Place of Power is capable of, both beneficial and harmful.

Basic Features

The following features are shared by all Places of Power.

Arcane Beacon (All)

All Places of Power radiate magic and can possibly be sensed by anyone or thing capable of casting spells. There is no known way to turn off or suppress this feature – a Place of Power broadcasts its presence automatically simply by existing.

Access Requirements: None; automatic.

Duration: For as long as the character is within range.

Ability: Allows the site to be sensed by anyone who knows at least one Sorcery Style or the Dabbler feat.

Corruption Save DC: No chance of Corruption.

Power Well (All)

Places of Power act as PP reserves, drawing it from the world around them at a rate and to a maximum amount determined by their power level. A sorcerer can also charge a Place of Power by tapping into it and spending 2 PP per 1 PP to be displaced into the site.

Access Requirements: Basic power tapping check as a standard action; DC +1 per 2 PP (rounded up) attempting to channel at once, whether drawing from or adding to the site's PP reserves. Each attempt requires a separate roll.

Duration: Instantaneous.

Ability: All Places of Power store arcane energy that can be tapped into by sorcerers and drawn upon to work magic. The amount of PP a site stores depends upon its power level, as does the rate that it recovers spent PP.

TABLE 4-5: POWER WELL ABILITIES

power level	maximum pp	current pp *	rate of recovery
Negligible	4	1d4	1 per two months
Lesser	8	1d8	1 per month
Average	16	4d4	1 per two weeks
Greater	32	4d8	1 per week
Legendary	64	8d8	1 per day

* Roll to randomly determine how many PP are currently stored in the site if it is likely someone else has been tapping into it

The most a sorcerer can draw from or add to a Place of Power at once is his scholar level (or HD if s a spellcasting creature or demon) + Wisdom modifier.

A site that has had its PP depleted for the moment is unable to grant the benefits of any features requiring a power tap check until at least 1 PP is recovered.

Overtaxing the Power Well: Because the energies drawn into a Place of Power come from the universe around it, it is possible for a sorcerer to siphon more PP from the site than it would normally provide. If the site's Maximum PP total has been surpassed, a penalty is applied to the Concentration check to draw any more PP through the Place of Power. This penalty is equal to -1 plus one-fourth (rounded down) the amount of PP drained below the zero point.

OVERTAXING EXAMPLE

A sorcerer has drained an average Place of Power but wishes to continue drawing power from it. He attempts to take 5 more PP than the site would normally hold, imposing a -2 (1 + 1/4 of 5) penalty to his Concentration check to draw from the site's Power Well. Failing would mean suffering 2d4 damage with a DC 17 Will

Failing an attempt to overtax a Place of Power causes the sorcerer 1d4 hit points of damage per point of this penalty due to arcane backlash. A DC (15 + 1/4 the PP drained below zero, rounded down) Will saving throw is allowed for half damage. A second Will saving throw against the same DC is needed to resist the magic running away. Failing the second saving throw requires

a roll on the **Runaway Magic** table (see the **OGL Barbarian** main book.)

Once a site has a negative PP total due to overtaking, it requires twice as long to recover its energies until it reaches 0 PP, at which point recovery returns to normal.

Corruption Save DC: Make a Corruption saving throw each time PP is drawn. Modify the Base Corruption DC by +1 per 3 PPs attempting to draw into oneself (rounded down.) Charging a Place of Power with one's own PP does not require a Corruption saving throw.

Additional Features

Not all Places of Power possess the following features. Some natural sites have evolved additional features because of the quirks that flow through them or by means of some subtle, harmonic influence from the world around it. Manmade sites, on the other hand, have these other features added as a matter of design.

When designing a natural Place of Power, the Gamemaster can either decide which additional features are held by the site or they can roll randomly on **Table 4-6: Random Place of Power Features**. The number of rolls is determined by the site's power level: roll 1d2 times for negligible, 1d4 times for lesser, 1d4+1 times for Average, 2d4 times for greater and 1d8+2 times for legendary.

Manmade Places of Power supplemental features are added once the site itself has been completed and, as such, have their own Knowledge (Arcana) creation DC that may be founded on the original, base DC but is rolled separately. Also, each manmade feature has its own prerequisites, component cost and weekly PP

cost that works in the same manner as those of the basic Place of Power except they are paid independently of the original PP and component costs. Adding features to a manmade site created by someone else increases the Creation DCs by +5.

Ignore the Creation DC, Creation Component Cost, and Creation PP Cost entries for natural Places of Power if the feature can belong to either manmade or natural sites. Prerequisites, however, must be met by both natural and manmade Places of Power. It is not possible for a sorcerer to add new features to a natural site.

Consecrated (Manmade)

The Place of Power has been dedicated to a single god or to an entire pantheon. This allows worshippers of that deity to draw additional benefit from the site (and to a lesser extent if consecrated to a pantheon.) On the other hand, anyone worshipping a god or pantheon to which the site is not consecrated will find the Place of Power more difficult to tap into and utilize.

Creation DC: Base DC +4.

Creation Component Cost: Negligible 1,200 sp; lesser 1,800 sp; average 3,600 sp; greater 5,400 sp; legendary 8,100 sp.

Creation PP Cost: Negligible 5; lesser 10; average 20; greater 40; legendary 80.

Prerequisites: The creator must be of the religion the site is consecrated to. Cannot already be consecrated to another god or pantheon, or racially attuned.

Access Requirements: None; abilities are automatically applied when other, applicable features are accessed.

Note: Worshippers of the god the site is consecrated to gain a +3 circumstance bonus to their original tapping check while those of another god suffer a -2 penalty. The

TABLE 4-6: RANDOM PLACE OF POWER FEATURES

feature	negligible	lesser	average	greater	legendary
None	01-08	01-06	01-04	01-02	01
Consecrated	09	07	05	03	02
Corrupted	10	08-09	06-07	04-05	03-04
Enhanced Recovery	11	10	08-09	06-07	05-06
Greater Well	12	11-12	10-11	08-09	07-08
Ritual Focus	13	13	12	10	09
Sacrifice Receptor	14	14	13	11	10-11
Sanctuary	15	15	14	12	12
Sorcery Style Attunement	16	16	15-16	13-14	13-14
Spell Attunement	17	17	17	15-16	15-16
Warded (Corrupted)	18	18	18	17-18	17-18
Warded (Race)	19	19	19	19	19
Warded (Uncorrupted)	20	20	20	20	20

worshipper gains a +1 bonus if the site is consecrated to a pantheon rather than a single god.

Duration: As long as the character remains within range and conscious.

Ability: Any worshipper of the god to which the site is attuned gains a +4 bonus to any checks (other than the original tapping check) involving the Place of Power (+2 if the site is devoted to an entire pantheon, of which the worshipper's god is a part), while any worshipper of another god suffers a -2 penalty to such checks. Someone who does not worship any god whatsoever suffers no modifier.

Corruption Save DC: -4 to all Corruption checks involving the Place of Power if a worshipper of the god the site is consecrated to (-2 for a pantheon) whereas the Base Corruption DC is +2 for any worshipper of a god the site is not consecrated to.

Corrupted (Natural and Manmade)

There are many reasons why a Place of Power's energies would fall to Corruption, the most likely of which is using the site to foul ends. A Place of Power that is constantly combined with the ritual sacrificing of people, for instance, would be at great risk of being Corrupted with each blood rite. A manmade site subjected to these same affecters is also at risk of becoming Corrupted, but this feature cannot be added by design.

A simple way for Gamemasters to determine if a Place of Power becomes Corrupt is to roll 1d20 every instance someone uses the site in a deed or ritual that would force the sorcerer to make a Corruption check, regardless of being tapped into the site. For instance, if the Gamemaster would normally rule that casting *draw forth the heart* would require a Corruption saving throw, using a Place of Power to aid in this spell's casting would put the site at risk of becoming Corrupt. Adjust this roll by power level: negligible -4; lesser -2; average +2; greater +6; legendary +12. This roll's DC is the result of the magic attack result rolled during the incident that put the site at risk of being Corrupted. If no magic attack roll is normally required, one must be made. If this check fails, the site becomes Corrupted.

Prerequisites: None.

Access Requirements: None; automatic if already tapped in.

Duration: As long as the character remains within range and conscious.

Ability: Using the site to aid in the casting of a spell that would normally require the sorcerer to make a Corruption saving throw gains a +4 bonus to its magic attack roll, and such a spell's duration, damage, number of targets, etc. are doubled. Spells that do not require a Corruption saving throw suffer a -4 penalty to their magic attack roll, and have their duration, damage, number of targets, etc. halved.

Corruption Save DC: Increase the site's Base Corruption DC by +4. Using features that do not normally require a Corruption save now do so if they also require a tapping check.

Enhanced Recovery (Natural and Manmade)

Some Places of Power are better able to focus the energies flowing through them, allowing them to recover spent PP

Creation DC: Base DC +2.

Creation Component Cost: Negligible 300 sp; lesser 600 sp; average 1,200 sp; greater 2,400 sp; legendary 4,800 sp.

Creation PP Cost: Negligible 5; lesser 10; average 15; greater 20; legendary 25.

Prerequisites: None for natural; Knowledge (Nature) 8 ranks for manmade.

Access is used

Duration:

Ability: the normal site already

Requirements: None; this ability by the Place of Power itself.

Constant.

The site's spent PP recovers at twice rate. This ability only works if the has at least 1 PP in the Power Well.

Corruption Save DC: None required.

Greater Well (Natural)

The Place of Power contains more PP than is typical for a site of its power level. Manmade sites cannot have this feature.

Prerequisites: None.

Access Requirements: None; automatic if already accessing the site.

Duration: Instantaneous.

Ability: Increase the site's PP maximum by



50%.

Corruption Save DC: None. This feature incurs no additional save beyond that of the Power Well feature.

Racial Attunement (Manmade)

The site is intended to benefit one race of man more than others.

Creation DC: Base DC +6.

Creation Component Cost: Negligible 1,200 sp; lesser 1,800 sp; average 3,600 sp; greater 5,400 sp; legendary 8,100 sp.

Creation PP Cost: Negligible 7; lesser 15; average 30; greater 60; legendary 120.

Prerequisites: The creator must be of the race the site is attuned to. Cannot already be attuned to a race or consecrated.

Access Requirements: None; abilities are automatically applied when other, applicable features are accessed.

Duration: As long as the character remains within range and conscious.

Ability: Anyone of the race to which the site is attuned gains a +4 bonus to any checks involving the Place of Power, including the original tapping check, while anyone with a significant (noticeable) amount of such ancestry gains a +2 bonus. If of a race without such blood in their veins, a -4 penalty to all checks is suffered instead. Do not add this bonus to saving throws versus Corruption due to the site.

Corruption Save DC: -4 to all Corruption checks involving the Place of Power if of the attuned race (-2 for noticeable ancestry), whereas the Base Corruption DC is +2 for anyone not of the attuned race.

Ritual Focus (Natural and Manmade)

The Place of Power is receptive to and able to enhance rituals.

Creation DC: Base DC +2.

Creation Component Cost: Negligible 100 sp; lesser 200 sp; average 400 sp; greater 800 sp; legendary 1,600 sp. *

Creation PP Cost: Negligible 2; lesser 4; average 8; greater 16; legendary 32.

Prerequisites: Magic Attack Value +4, Knowledge (Arcana) 10 ranks.

Access Requirements: Basic power tapping check.

Duration: As long as the participants remains within range and conscious.

Ability: All durations related to a power ritual's PP benefits are halved, and each participant gains a bonus to their Perform check as determined by the site's power level: negligible +1; lesser +2; average +3; greater +4; legendary +5.

Corruption Save DC: Increase any normally incurred Corruption DC by +2.

Sacrifice Receptor (Natural and Manmade)

The site's configuration is such that any sacrifice made within its realm of influence will yield far more power.

Creation DC: Base DC +5. *

Creation Component Cost: Negligible 300 sp; lesser 600 sp; average 1,200 sp; greater 2,400 sp; legendary 4,800 sp. *

Creation PP Cost: Negligible 4; lesser 8; average 16; greater 32; legendary 64. *

Prerequisites: Ritual Sacrifice feat, Magic Attack Value +4.

Access Requirements: Basic power tapping check with each sacrifice.

Duration: As long as the character remains within range and conscious.

Ability: When conducting a sacrifice for the sake of feeding PP either to the sorcerer or the Place of Power, 1 PP is gained per 4 hit points of the sacrifice. *

Corruption Save DC: Increase the Base Corruption DC by +2. *

* A Place of Power can benefit from this feature multiple times, but every time after the first doubles the previous values listed. For example, adding Sacrificial Receptor to a lesser Place of Power three times would have a +20 modifier to the creation DC, cost 2,400 sp in components and 32 PP, with an increase of the Base Corruption DC by +8, but at the benefit of gaining 4 PP per 4 hit points of the creature (or, if the Gamemaster wishes, 1 PP per 1 hit point.)

Sanctuary (Natural and Manmade)

Anyone tapped into the Place of Power is better able to resist magic.

Creation DC: Base DC +4.

Creation Component Cost: Average 2,000 sp; greater 4,000 sp; legendary 8,000 sp.

Creation PP Cost: Average 12; greater 24; legendary 48.

Prerequisites: Average power level.

Access Requirements: None; automatic if already tapped in.

Duration: As long as the character remains tapped in.

Ability: Anyone tapped into the Place of Power gains a +4 bonus to save versus spells and magical effects. If the site is attuned to a particular Sorcery Style or spell, this bonus does not apply to that style or spell magic.

Resting to recover PP naturally (meaning without drawing from the Power Well) while tapped into the site is double the normal rate. As always, falling asleep

or otherwise losing consciousness causes the sorcerer to lose his connection to the Place of Power, returning his PP recovery rate to normal.

Corruption Save DC: None required.

Sorcery Style Attunement (Natural and Manmade)

The Place of Power offers improved performance when being used to work magic of a particular Sorcery Style. Natural Places of Power within tombs have a tendency to attune themselves to the Necromancy Sorcery Style whereas sites known for their oracles have become attuned to Divination, and so on. Sorcerers who add this feature to their manmade Places of Power tend to choose their most proficient Sorcery Style.

Creation DC: Base DC +4.

Creation Component Cost: Negligible 800 sp; lesser 1,600 sp; average 2,400 sp; greater 3,600 sp; legendary 5,400 sp.

Creation PP Cost: Negligible 5; lesser 10; average 20; greater 40; legendary 80.

Prerequisites: Cannot already be attuned to a Sorcery Style or spell; the creator of a manmade site must know the Sorcery Style.

Access Requirements: None; abilities are automatically applied when other, applicable features are accessed.

Duration: As long as the character remains within range and conscious.

Ability: When tapped into a Sorcery Style attuned Place of Power, a sorcerer gains a +2 bonus to his magic attack rolls when casting spells of that same Sorcery Style. Furthermore, each PP drawn from the Place of Power grants the sorcerer 2 PP if casting such spells.

However, just as attuned sites provide benefits so to do they have detriments. Gamemasters should devise and impose a detriment based on the site's power level, location and so on. For instance, a Place of Power attuned to the Nature Magic Sorcery Style would recover spent PP twice as slow if the site was located within a city.

The most common detriment is for an attuned Place of Power to impose penalties similar to its benefits when casting spells from a specified other Sorcery Style. By way of example, a site attuned to Necromancy may impose a -2 penalty to the sorcerer's magic attack rolls and grant only 1 PP per 2 PP siphoned from the site for the sake of casting Prestidigitation spells.

Gamemasters should come up with a fitting detriment for sites designed by player characters rather than letting the latter design their own.

Although the detrimental effect always applies, the benefits are not gained unless the site has at least 1 PP stored within it.

Corruption Save DC: Roll versus the Base Corruption DC when using the attuned Sorcery Style and roll versus the Base Corruption DC -2 when using magic of other Sorcery Styles.

Spell Attunement (Natural and Manmade)

The Place of Power offers improved performance when casting a single spell to which the site is attuned. In natural Places of Power, the environment tends to determine the spell - a site atop a high peak exposed to the elements may be attuned to a spell that affects the weather, for example. Sorcerer's adding this feature to their manmade sites tend to make small, relatively cheap Places of Power designed to service a very specific purpose.

Creation DC: Base DC +1.

Creation Component Cost: Negligible 200 sp; lesser 400 sp; average 600 sp; greater 800 sp; legendary 1,000 sp.

Creation PP Cost: Negligible 3; lesser 6; average 12; greater 24; legendary 48.

Prerequisites: Cannot already be attuned to a Sorcery Style or spell; the creator of a manmade site must know the spell.

Access Requirements: None; abilities are automatically applied when other features are accessed.

Duration: As long as the character remains within range and conscious.

Ability: When tapped into a spell attuned Place of Power, a sorcerer gains a +4 bonus to his magic attack rolls when casting that spell. Furthermore, each PP drawn from the Place of Power grants the sorcerer 3 PP if casting that spell. All other spells are -4 to their magic attack rolls and require drawing 2 PP from the Power Well per 1 PP they actually get to benefit from.

Corruption Save DC: Roll versus the Base Corruption DC +2 when casting the attuned spell and roll versus the Base Corruption DC -4 when casting other spells.

Warded (Corrupted) (Natural and Manmade)

The site is passively resistant to the activities of the Corrupted. If the site ever becomes Corrupted, this feature disappears forever.

Creation DC: Base DC +4.

Creation Component Cost: Negligible 600 sp; lesser 1,200 sp; average 2,400 sp; greater 4,800 sp; legendary 9,600 sp.

Creation PP Cost: Negligible 8; lesser 16; average 32; greater 64; legendary 128.

Prerequisites: 6th level Scholar, 5 or less Corruption. Cannot be warded against the Uncorrupted.

Access Requirements: None; the ability influences the Place of Power's area regardless of whether or not those affected are accessing it.

Duration: As long as the character remains within range and conscious.

Ability: The site creates a disturbing level of discomfort and unease for people with Corruption. Anyone with at least 1 Corruption suffers a -1 penalty to all combat, sorcery, ability and skill checks or rolls while within the Place of Power's area. This penalty increases by an additional -1 per every 4 Corruption points (rounded down) the being possesses.

Corruption Save DC: None.

Warded (Uncorrupted) (Natural and Manmade)

The site is passively resistant to the activities of anyone lacking Corruption.

Creation DC: Base DC +4.

Creation Component Cost: Negligible 600 sp; lesser 1,200 sp; average 2,400 sp; greater 4,800 sp; legendary 9,600 sp.

Creation PP Cost: Negligible 8; lesser 16; average 32; greater 64; legendary 128.

Prerequisites: 6th level Scholar, 6 or more Corruption. Cannot be warded against Corruption.

Access Requirements: None; the ability influences the Place of Power's area regardless of whether or not those affected are accessing it.

Duration: As long as the character remains within range and conscious.

Ability: The site creates a disturbing level of discomfort and unease for people without Corruption. Anyone lacking Corruption suffers a penalty to all combat, sorcery, ability and skill checks or rolls while within the Place of Power's area. This penalty is -1 for a negligible site, -2 for lesser, -3 for average, -4 for greater and -5 for legendary.

Corruption Save DC: None.

Warded (Race) (Natural and Manmade)

The site is passively resistant to the activities of a specific race.

Creation DC: Base DC +4.

Creation Component Cost: Negligible 600 sp; lesser 1,200 sp; average 2,400 sp; greater 4,800 sp; legendary 9,600 sp.

Creation PP Cost: Negligible 8; lesser 16; average 32; greater 64; legendary 128.

Prerequisites: 6th level Scholar, cannot be of the warded race.

Access Requirements: None; the ability influences the Place of Power's area regardless of whether or not those affected are accessing it.

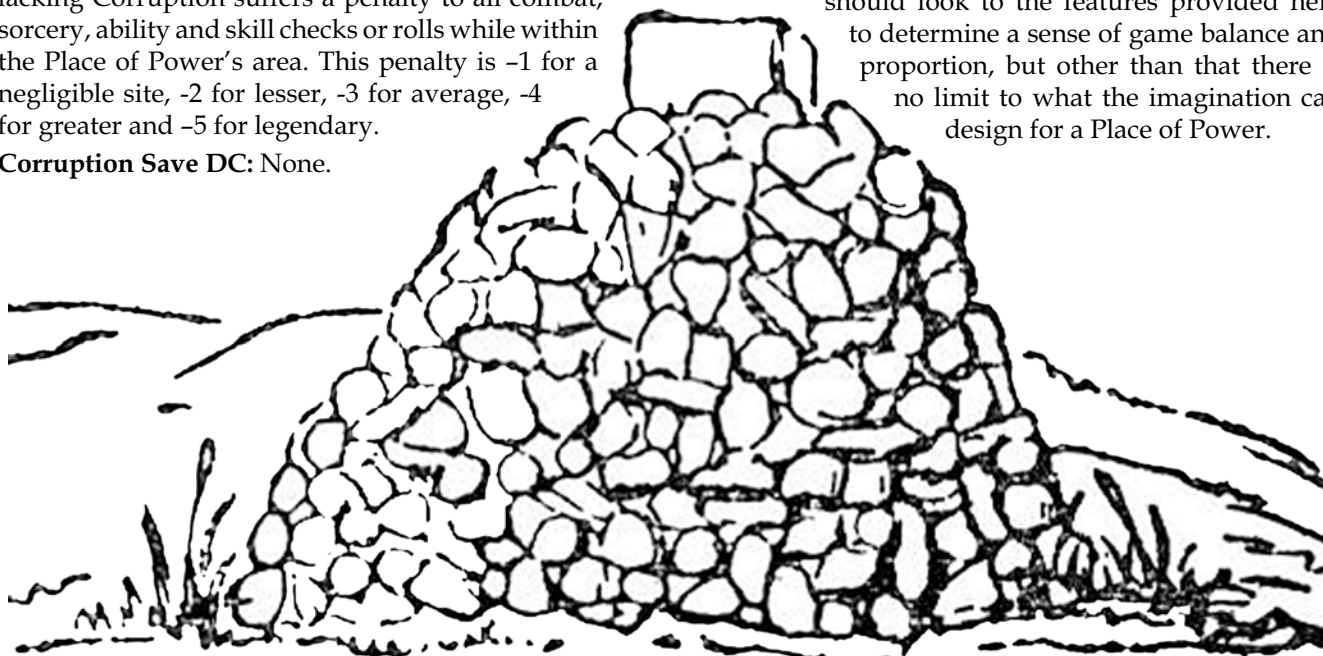
Duration: As long as the character remains within range and conscious.

Ability: The site creates a disturbing level of discomfort and unease for people of the specified race, imposing a penalty to all combat, sorcery, ability and skill checks or rolls while within the Place of Power's area. This penalty is -1 for a negligible site, -2 for lesser, -3 for average, -4 for greater and -5 for legendary.

Corruption Save DC: None.

And Beyond

Gamemasters will likely wish to tailor their Places of Power with unique features that are like none possessed by any other site, just as players are likely to devise interesting new features they will wish to add to their own. In both circumstances, the Gamemaster should look to the features provided here to determine a sense of game balance and proportion, but other than that there is no limit to what the imagination can design for a Place of Power.



Example Places of Power

Atlantean Burial Mound (Manmade Place of Power)

Located upon the dry plains amongst brown hills and piles of ancient stones no longer recognizable as ruins of this lost culture, this burial site of ancient Atlantis retains much of its ageless power. While anyone with sufficient status or money was buried in a sizable mound rather than in a mere grave, the greatest warriors and kings are most likely to be left to their afterlife in such a power-infused rise.

Designed to suit the specifications of Atlantis' principle faith, a 200 to 300 lb stone block covers the narrow chimney that leads into the mound's antechamber, where pots, food and slaves are left to aid the interred in the next life. An engraved clay and stone seal blocks entrance to the burial chamber, although many have cracked and crumbled with the ages. Within the adjoining burial chamber rests the deceased and his greatest wealth (if it has not yet been plundered.) The corpse is almost certain to rest upon the Place of Power's focal point.

Location: Any plains or low hills

Power Level: Lesser

Corruption Save DC: 16 (10 for Atlantean, 12 for noticeable Atlantean ancestry)

Features: Arcane Beacon, Power Well (Max PP 8; Current PP 1d8), Racial Attunement (Atlantean), Sanctuary, Warded (Corrupted)

Altar of Valhalla's Breath (Natural Place of Power)

Resting atop a gentle hill, a crude, megalithic altar has been erected above the rise's focal point. The altar has nothing to do with the site's power, however, and is merely an implement erected long ago to assist in the rituals conducted there. The Altar of Valhalla has a long history of switching hands from one people to the next, depending upon who was able to claim the land upon which it rests at any given time.

Location: Unwooded hilltop near lands associated with gods that dwell in Valhalla

Power Level: Average

Corruption Save DC: 12 (14 for Nature Magic)

Features: Arcane Beacon, Power Well (Max PP 16; Current PP 4d4), Enhanced Recovery, Ritual Focus (+3), Sorcery Style Attunement (Nature Magic; other Sorcery

Styles are -2 to their magic attack roll when using PP gathered from the site)



Rings of the Gods (Natural Place of Power)

This extremely unusual mountaintop consists of several concentric rings of hollows surrounding the primary peak: a flat round top. The rings' nature is a mystery and each seems brittle and unstable despite being formed from solid stone that has kept their shape since before the cataclysm that sunk Atlantis. The site's focal point is the exact center of the round-top.

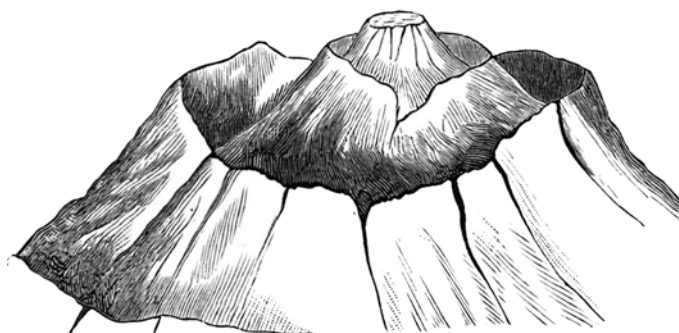
Amongst the people who dwell in the mountains surrounding the Ring of Gods there are countless legends about the site's dark origins. Most revolve around banished, dead or forgotten gods - hence the name - but all agree the area is cursed. Good men feel their strength sapped from them when too close to the round-top, while those who serve evil are empowered. Darkness and foreboding cling to the Place of Power like a shroud.

Location: Any mountain range

Power Level: Greater

Corruption Save DC: 19

Features: Arcane Beacon, Power Well (Max PP 32; Current PP 4d8), Corrupted, Enhanced Recovery (2 PP per week), Warded (Uncorrupted)



Well of Set (Manmade Place of Power)

Once the heart of the god's greatest temple, the Well of Set drew faithful pilgrims from across the lands until the priests accidentally allowed its magic to shake free of their control. A blight struck and transformed the land in all directions for many leagues into dead, dry wasteland and desert. Or so the legends tell.

The well appears as a simple, stone-rung shaft located in the deepest chamber of a lost temple of Set, now buried beneath the sands. The well's depths are

filled with impenetrable darkness that appears to go on without end. Such is the site's power that its use will quickly corrupt those who dare use it, and yet that does not stop Set's followers (and others) from seeking it out for their god's glory.

Location: Deep in the wastes of a desert

Power Level: Legendary

Corruption Save DC: 26 (22 if a worshipper of Set), (28 if worships a different god/pantheon.)

Features: Arcane Beacon, Power Well (Max PP 64; Current PP 8d8), Consecrated (Set), Ritual Focus (+5), Sacrifice Receptor



SORCEROUS ORGANIZATIONS

The world is filled with orders, organizations and societies of scholars who have come together in pursuit of a common goal or shared interest. Some are little more than loose associations without any formalized structure, while others have a long history of ritualized hierarchy and codified behaviors.

Previous books for the **OGL Barbarian System** have portrayed sorcerous societies and the like as being directly linked to a prestige class. This is not necessary. Such an organization can be a grouping of shared goals and beliefs without enforcing the sense of artificial direction that a mandatory prestige class can instill. While such prestige classes have their uses, if employed sparingly and logically, one must be careful that their acquisition remains a means and not an end for a character who becomes a society member.

Brotherhood of Atlantis

Said to have been founded sometime near the halfway point of Atlantis' long reign, the Brotherhood is comprised of men and women who can trace their lineage back to the people of that empire and wish to see it rise again. Most members believe this to be a benevolent goal that will benefit all men, but the fact that their return to lordship will be brought about whether others want it or not does not seem to bother the Brotherhood.

Although not untowardly malicious, the Brotherhood of Atlantis will take whatever steps it deems necessary to see their ultimate goal achieved, no matter how much patience that may require. This finds them performing cruel deeds on a grand scale that may result in the deaths of thousands, such as tricking two nations into warring with each other.

Their goals brand them as a danger in most nations, forcing them to spread themselves thinly throughout the cities of man across all parts of the world where their ethnicity will not make them unwelcome. Many nations that have felt the Brotherhood's touch in the past have wholly outlawed the sorcerers and now operate under very strict tenets as to how they are to be dealt with if discovered. Each cell coordinates with others annually to ensure each is doing its best to reach the long-spanning

goal of Atlantis' return, although occasions requiring more resources than any one cell can bring to bear may require more frequent communications. Of the utmost importance is remaining low-key so the Brotherhood's hand in the world's affairs remains hidden.

The Brotherhood of Atlantis, considering all its cells combined, has in its possession the largest collection of Atlantean artifacts, weapons, relics and magic known or unknown. Were they ever to bring their collection to bear upon an enemy (a likely, if not inevitable, result of their meddling), their might would indeed be terrible to behold.

Requirements: Must be of a race that born of the lost Atlantean race

Benefits: Access to the artifacts and Atlantean lore of one's cell

Bloodletters

Even amongst their fellow blood theurgists, this sorcerous society is noted for its gory and cruel disregard for life. Bloodletters believe that all life is created to serve its betters, thus making the cycle of life and death little more than a contest to determine who is worthy of living into the next moment. Intrigue, subterfuge and especially wanton murder are all tools employed by this society during its members' quest to prove who is the most worthy. As one can imagine, Bloodletter sects have been outlawed by most civilizations and their members viewed as madmen who must be put down like rabid dogs.

Such a philosophy makes maintaining order within the society extremely difficult. The constant need to prove one's worthiness leaves every sect's principal constantly on guard against his or her subordinates' attempts to claim authority. Oddly, even leaders amongst the Bloodletters merely accept this as the way of things, but that certainly does not prevent them from doing everything in their power to keep their throats intact.

Short-term goals pursue this philosophy by killing people in general society who are seen as unworthy of

the life that was given them by the accident of birth, making most members ravenous serial killers without any conscience. Other Bloodletters cover up their fellows' activities by exerting influence or providing alibis against investigation (if the victim is worthy of the authority's time and attention.) Long-term goals include winnowing the herds of humanity en masse by initiating wars through subterfuge and carefully plotted murders.

Their devotion to their anarchist cause makes a Bloodletter the ideal assassin. Able to kill without remorse or even reason, most Bloodletters merely go through life separating the chaff until they are themselves killed. In the most decadent cities, Bloodletter sects need not even conceal themselves, but instead maintain a location where others can employ their services; the better protected and public the target, the more likely a Bloodletter assassin will take on the mission because such tasks are a true test of one's worthiness.

Requirements: Blood theurgist

Benefits of Membership: Alibis and resources to cover up their activities

Sacred Order of Builders

It is no surprise that this order, which limits membership to geomancers, is devoted to erecting, recovering and maintaining Places of Power. Although individual members may worship any deity whose purpose does not interfere with their grand plan, nothing is more sacred than the raw nature of magic itself. This nature is most often witnessed through the spells of scholars, but it is only through Places of Power, this order believes, that the true, awesome might of the universe may be seen. Such sites are believed to be windows into a larger power, a power that runs through all things and should be channeled and focused by those with the will and ability to do so.

The Sacred Order of Builders is a public sorcerous society that will sell its services to anyone who can afford their exorbitant prices (often double or even triple what it would cost for someone to build the site themselves.) Their high fees are not without reason, however, as only the most highly skilled of the order is allowed to accept such commissions, while all others study under these masters, building as their tutors direct until they are deemed experienced enough to become a master in their own right.

Building for others is not the Sacred Order's true goal, although it is the only goal known to the public. Each site the Sacred Order builds has a feature built in that is unknown to the person commissioning the site's construction. This feature, the Arcane Channel, is so

secret that it remains a mystery to all geomancer's not belonging to the Sacred Order. In fact, only the three elders of the order, scattered as they are throughout the lands of man, know what the Arcane Channel's purpose is.

One day, in the unforeseen future when all the signs speak of the proper conditions, the Sacred Order will secretly erect a Place of Power that will dwarf even those of legendary status. Upon this monument's completion, all the sites with the Arcane Channel feature will simultaneously flood this nexus with their energy, draining them permanently in the process. This nexus site will gather the energies broadcasted by the smaller Places of Power and funnel it into its focal point where the Sacred Order will congregate to bear witness as the elders use the energy to work a magic the likes of which the world has never seen. Just what this incomparable spell may be, and what end it serves, is the Sacred Order's foremost secret and is known only to the superior elde: the Prime Builder.

Requirements: Geomancer

Benefits of Membership: May petition for aid from the Sacred Order's resources to build a Place of Power

Arcane Channel Place of Power Feature (Manmade)

The site's energies may be sent to a designated location, but at a horrible cost.

Creation DC: Base DC +8.

Creation Component Cost: Negligible 1,600 sp; lesser 3,200 sp; average 6,400 sp; greater 9,600 sp; legendary 19,200 sp.

Creation PP Cost: Negligible 10; lesser 20; average 40; greater 80; legendary 160.

Prerequisites: 5th level geomancer. No one outside the Sacred Order of Builders is known to so much as be aware of this feature, let alone how to implement it into a Place of Power's design.

Access Requirements: Basic power tapping check DC +4

Duration: Instantaneous.

Ability: All the site's magical energies are broadcast as a single, surging blast towards a designated nexus. This permanently drains the site, leaving it a burned husk and requires anyone tapped into the Place of Power at the time to make a DC 28 Will saving throw or instantly die as their own PP and life force is sucked from them and added to the broadcast.

Corruption Save DC: Increase the Base Corruption DC by +2.

SORCEROUS ITEMS

No book such as this would be complete without new items of sorcery. Some of these items use the informative scale of success and failure systems introduced in *OGL Barbarian: Barbaric Treasures*.

Unintentional Enchantment

A spell that uses a focus channels the energies the sorcerer is expending through that object in order for the magic to work. Normally, this process leaves the object in the exact same state it was in prior to the casting – unlike a material component, it is not damaged, destroyed or consumed. However, manipulating one of the universe's raw forces is not always predictable, and so it is possible – no matter how rarely – for a focus to come through the casting altered.

Each time a focus is used to cast a spell, there is a 1% chance that the object will retain some of that energy and be altered by it. Increase this chance by 1% per 3 PP (rounded down) used to cast the spell. If such a change is indicated, roll on **Table 5-1: Focus Enhancement**.

TABLE 5-1: FOCUS ENCHANTMENT

ROLL	enhancement
01-35%	Reduce the PP needed to cast spells by 1 PP (minimum cost of 1 PP)
36-75%	Increase the caster's Magic Attack Value by +1
76-85%	Reduce the PP needed to cast spells by one-quarter (rounded down; minimum cost of 1 PP)
86-90%	Increase the caster's Magic Attack Value by +2
91-95%	Reduce the PP needed to cast spells by half (rounded down; minimum cost of 1 PP)
96-00%	Overload. The focus cannot contain the energy and shatters, rendering it destroyed and useless.

An unintentional enchantment does not allow the focus to bestow its new ability to just any spell. The enchantment only applies when using the object as a focus for spells the object can normally be used for. If used in the Focus Dependency sorcerous maneuver, this benefit applies to that casting only, after which the enchantment is drained and the focus is returned to normal instead of becoming fragile, as is the norm for Focus Dependency.

Sorcerous Implements and Alchemical Items

The following items are used to enhance or otherwise assist in spellcasting.

Items marked with an asterisk (*) can be used in conjunction with the *greater telekinesis* spell.

Bloodstone *

A bloodstone is a precious stone worth at least 100 sp that has been alchemically prepared to receive the sorcerous energies released by a blood theurgist's Blood Rite ability. Instead of the energy being immediately used to fuel a spell, it is absorbed into the stone and stored until used. Only a blood theurgist may release the energy, doing so at a later time when he would normally cut into his own flesh. The PP taken from the stone in this manner also negates the need for the caster to use his own blood as a spell component unless that blood must be used by another for the spell to work. This release of energy cannot be controlled, however, so all magic is released at once and any that is not used immediately is wasted. Blood theurgists may use bloodstones prepared by someone other than themselves.

Once drained, a bloodstone cannot be refilled and forever returns to a normal precious stone.

Cost: 100 sp + 10 sp per 1 PP the stone will store, Requirements: Blood Rite ability, Craft (Alchemy) 3 ranks per 1 PP the stone will store.



Blood Knife *

The favored tool of Bloodletter assassins, this curved, wicked knife is carved from the bones of a victim sacrificed by its creator. When used to deliver a Blood Strike (Attack), the knife reduces the Dexterity check's DC to the target's DV rather than the DV plus the damage to be dealt.

A blood knife is the widely recognized symbol of the Bloodletters, so anyone not of that society who is in possession of such a weapon can find themselves in a great deal of trouble from local authorities (if the Bloodletters do not find the offender first, that is.)

Requirements: Blood Strike (Attack) ability, Craft

(Weaponsmithing) 12 ranks.

Ibis Feather

Any sorcerer wearing such a rare feather may expend 2 PP as a standard action in order to gain a +1 bonus to his Will saving throw. This bonus lasts (1 + the character's Magic Attack Bonus) rounds. Every time this is done there is a (d10 x 5%) chance that focusing one's power through the fragile feather will literally burn it out, rendering it useless.

Cost: 35 sp

Rune Set, Common

Used by soothsayers and seers, both legitimate and not, this set of runes is often employed to divine fate. In actuality, the runes' application is not limited to Divination, but has the potential to aid in all magics, but only when in the right hands. These hands belong to the runecasters (pg @@.) When used with Divination spells, the character gains a +1 bonus to his Knowledge (Arcana) check.

Although a common set of runes must have the minimum thirteen rune tiles, some have more but to no actual effect. Most rune sets are engraved in wood chips or flat stones for durability.

Cost: 15 sp, Requirements: Craft (appropriate to material) 2 ranks.

Rune Set, Sorcerous (Sorcery Style Type)

The sorcerous rune set is designed to be used with a single Sorcery Style in mind. Whenever a runecaster uses a sorcerous rune set to aid in casting spells of that Sorcery Style, consider the sorcerer's runecaster level to be two levels higher than it actually is. Unfortunately, the runecaster's effective level is also reduced by two levels when using the sorcerous set to aid in casting spells of a different Sorcery Style.

Cost: 210 sp, Requirements: Craft (appropriate to material) 12 ranks, Knowledge (Arcana) 8 ranks, must know the Sorcery Style the rune set is being crafted for

Rune Set, Superior

Constructed for the same purpose as the common rune set, the superior craftsmanship of this set goes far beyond mere appearance (which is spectacular.) Such is the balance of the rune tiles that anyone using them to attempt the runecaster's Cheat Fate ability (pg @@) gains a +2 circumstance bonus to their Sleight of Hand check. When used with Divination spells, the character gains a +2 bonus to his Knowledge (Arcana) check.

Cost: 160 sp, Requirements: Craft (appropriate to material) 8 ranks.

Drugs and Herbal Preparations

TABLE 5-2: POISONS

poison	type	initial damage	secondary damage	price
Frost Lotus Blossom	Inhaled DC 20	Altered Perception	Unconsciousness	1,600 sp
Frost Lotus Juice	Ingested DC 20	1d6 Dex + Paralysis	Unconsciousness	900 sp
Sun Lotus Blossom	Inhaled DC 28	Confusion	None	1,400 sp
Sun Lotus Juice	Ingested DC 28	2d4 Int + 1d6 Wis	1d6 Int	920 sp

New Lotus Types

Frost Lotus

The rarest of all lotus plants, the frost lotus only grows in sub-zero climes where the snow is thick. It is entirely resistant to the effects of cold and the moisture within it does not turn to ice, although even just a few hours of exposure to temperatures above freezing will kill the plant. The frost lotus is entirely white except for the sparse veins of silver that run throughout.

Sun Lotus

Displaying a black blossom with bursts of fiery red radiating from its center, the sun lotus only grows in volcanic soil in tropical climes.

Black Lotus Tobacco

Inhaling the smoke of this dried leaf induces opium-like dreaming effects which can serve to enhance a sorcerer's power or speed the recover of his arcane energies. Other than the following noteworthy exceptions, treat black lotus tobacco like black lotus powder:

If the sorcerer has been reduced below 0 PP, only one-quarter of his Base PP is regained by smoking a full dose and then spending 1d6 hours completely helpless.

A sorcerer with 0 PP or more regains 1 PP per hour for 1d6 hours, up to a maximum of his Maximum PP.

Cost: 80 sp/dose

Frost Lotus Blossom

The crisp, minty scent of the frost lotus' blossom causes an extreme reaction in the body's perception of its environment. Any who inhales the blossom's scent must make a DC 20 Fortitude saving throw or feel their body temperature begin to steadily climb as though by an impossible fever. If not treated with the proper medicines (requiring 30 sp of rare herbs, mixed with a DC 20 Heal check), the victim will feel as though his body is as hot as one would expect in the smothering, humid tropics. In actuality, the victim's temperature remains unchanged.

If the Fortitude saving throw fails, every 5 minutes a DC 20 Will saving throw must be made to resist discarding any clothing with the intent of exposing as much skin as possible. Even with success, the victim will only feel a slight reprieve. Considering the effects are most likely encountered in the coldest of locales, this can prove fatal - suffer 1d4 (or more) cold damage per minute in sub-zero temperatures; make a DC 15 to 25 (depending on the extreme nature of the cold) Fortitude saving throw for half damage. The blossom's effect lasts 3d10 x 5 minutes.

Note: The information pertaining to exposure to cold is incredibly abbreviated, as such information extends beyond the scope of this product's purpose. If you possess more detailed rules covering such conditions, use them instead.

Frost Lotus Juice

This poison causes the victim's muscles to numb and possibly causes unconsciousness.

Cost: 60 sp/dose

Frost Lotus Powder

Inhaling the fumes of this powder once burnt numbs the subject to pain and other physical effects upon his body, but at the loss of some manual dexterity and articulation. The subject gains a 1d4+1 bonus to his Fortitude saving throw but suffers 1d4+1 temporary Dexterity damage. These effects last for 1d6 hours.

Cost: 120 sp/dose

Sage Weed

Dried from a wild perennial found only in the Far East, this smoking leaf is much sought by scholars and other intellectuals. When inhaled, the subject's

mind clears and sharpens, granting a temporary +1d4 bonus to Intelligence. However, the consequence is that one's reflexes and vision is disoriented, imposing 2 temporary Dexterity damage, and a -2 penalty to Listen, Spot and Search checks.

Cost: 200 sp/dose

Sun Lotus Blossom

The sun lotus' cloying scent causes those who inhale it to become *confused* should they fail a DC 28 Will saving throw, making them unable to independently determine what they will do next.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does.

ROLL	BEHAVIOR
01-10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11-20	Act as desires.
21-50	Do nothing but babble incoherently.
51-70	Flee away from caster at top possible speed.
71-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who cannot carry out the indicated action does nothing but babble incoherently unless attacked, in which case the character will return the aggression at the next opportunity. Attackers are not at any special advantage when attacking a *confused* character. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked.)

Sun Lotus Juice

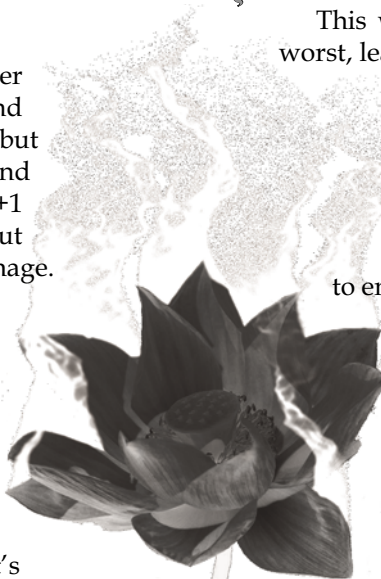
This will rob a person of their wits and, at its worst, leave the victim a gibbering fool.

Cost: 920 sp/dose

Sun Lotus Powder

When this incense-like powder is burned, its fumes require any who inhale to enter an altered state of mind (make a DC 24 Fortitude save or succumb if one wishes to resist.) While under the powder's effects, which last 1d4 + 4 rounds, the subject gains a +2 bonus to their War of Souls check but is -2 to all other checks and rolls.

Cost: 240 sp/dose



Specific Sorcerous Items

The following are unique or exceptional relics of the sorcerous arts.

Journal of Abakai

Contained within a crude cover of untanned, poorly shaped hide nailed to rough and uneven, wooden slats, this book's pages are made of vellum that has not weathered the ages well. The archaic and unsettling text is written in a dark brown, faded ink.

Reading the book requires a total of at least 24 hours, depending upon the reader's command of the Demonic language. The journal tells of daily events, most of which surrounds the author's inquisition and torture at the hands of an unnamed tormentor. Thoughts often seem incomplete and are interspersed with random statements and unknown symbols before either wandering off into entire tangents or returning to their original train of thought.

Note: A DC 15 Craft (Alchemy) or Heal check will reveal that the hide and pages are actually flayed human skin and the ink is blood, although not human.

Appraise DC: 22

Value: 5,300 sp

Deciphered Script Scale

Depending upon how well the journal's text is deciphered, the reader may gain a modifier to the Knowledge (Arcana) check required to learn something of sorcerous importance.

check	effect
0 or less	DC 25 Wisdom check *; Apply a -15 penalty to the Knowledge (Arcana) check
1 to 5	DC 20 Wisdom check *; Apply a -10 penalty to the Knowledge (Arcana) check
6 to 10	DC 15 Wisdom check *; Apply a -5 penalty to the Knowledge (Arcana) check
11 to 15	DC 10 Wisdom check *; Apply a -3 penalty to the Knowledge (Arcana) check
16 to 19	DC 5 Wisdom check *; Apply a -1 penalty to the Knowledge (Arcana) check
Target DC 20 to 24	General understanding; The Knowledge (Arcana) check is unmodified
25 to 29	Good understanding; Apply a +1 bonus to the Knowledge (Arcana) check
30 to 34	Excellent understanding; Apply a +3 bonus to the Knowledge (Arcana) check
35 or more	Perfect understanding; Apply a +5 bonus to the Knowledge (Arcana) check

* See *Barbaric Treasures* for the Decipher Script Wisdom check scale

Knowledge (Arcana) Scale

Make a Knowledge (Arcana) check after reading the entire book to determine if anything valuable has been learned. The process is not without its risks, however, as it can result in Corruption, regardless of success. Unlike a regular spellbook, any spell that is learned is acquired immediately, as a bonus, in addition to any spells learned through regular level progression.

No further attempts may be made to learn a spell by the same person once the book has already been read. Others may attempt to benefit, as normal.

check	spell learned
5 or less	As 11 to 15 but failure results in twice the normal amount of Corruption.
6 to 10	As 11 to 15 but the Corruption saving throw's DC is 35.
11 to 15	As 16 to 20 but the Corruption saving throw's DC is 30.
16 to 20	As 21 to 24 but the Corruption saving throw's DC is 28.
21 to 24	You fail to acquire any new arcane knowledge, but you must still make a DC 28 Corruption saving throw for the effort.
Target DC 25 to 29	Learn a randomly determined Summonings spell. Make a DC 25 Corruption saving throw.
30 to 34	As 25 to 29 but the Corruption saving throw's DC is 22.
35 to 39	As 30 to 34 but the Corruption saving throw's DC is 18.



40 or more As 35 to 39 but the Corruption saving throw's DC is 15.

Knowledge (History) Scale

check	knowledge known OR misunderstood
7 or less	As 8 to 12, plus believing the journal holds the secrets to immortality, meaning Abakai still walks the land.
8 to 12	As 13 to 17, plus believing Abakai lived during one of the first Atlantean dynasties.
13 to 17	As 18 to 21, plus believing the skin used in the journal was Abakai's own, employed as a symbol of his devotion to his words.
18 to 21	Abakai was a banished Atlantean sorcerer.
Target DC 22 to 26	The journal was penned by Abakai using human skin to write upon in his own blood.
27 to 31	As 22 to 26, plus knowing Abakai was a caged demon and the skin came from the humans that were fed to him.
32 to 36	As 27 to 31, plus knowing Abakai was trapped by a wizened necromancer during the age of lost Atlantis.
37 or more	As 32 to 36, plus knowing the cataclysm that destroyed Atlantis set Abakai free and now he wanders the world searching for his journal.



Modde's Runes

Crafted of smooth, polished, jet stones of unknown origin that are uniformly two inches long by a half inch wide and a quarter inch thick, the engraved symbols of this exceptional rune set are painted in gold flecked with ruby dust.

Note: A runecaster using this rune set gains two rolls on **Table 2-5: Runecasting** instead of the usual single roll for runecasting. If also using the Cheat Fate ability, the latter only applies to the first of the two rolls.

Appraise DC: 22

Value: 875 sp, 50 sp per individual rune tile

Knowledge (History) Scale

check	knowledge known OR misunderstood
7 or less	As 8 to 12, plus believing the rune tiles actually hold some manner of divining magic that even Modde was unaware of
8 to 12	As 13 to 17, plus believing Modde was elected chief seer to a powerful king
13 to 17	As 18 to 21, plus believing Modde used the runes to assist in false prophesizing
18 to 21	Modde was the Frigid Northman who requisitioned the rune set's creation
Target DC 22 to 26	Modde was the Northern Hillman who created the rune set
27 to 31	As 22 to 26, plus knowing Modde was an especially powerful runecaster
32 to 36	As 27 to 31, plus knowing Modde lived nearly three hundred years ago
37 or more	As 32 to 36, plus knowing Modde was slain by a mob after a rival leveled a charge of cavorting with demons against the runecaster

Scrolls of the Bone King

These papyrus scrolls are written in a crisp and fluid hand, in the language of a now-lost kingdom that once dominated the continent's heartland. Each scroll is wrapped around a femur and talk about anatomy in great detail, especially as it relates to the dead, death and disease.

Note: The exact size of the complete collection varies to suit how many spells of the Necromancy Sorcery Style you are using in your game. There should be one scroll per spell.

Furthermore, adding the scroll's femur as a material component to any Necromancy spell grants a +4 bonus to that spell's magic attack roll, but unavoidably tears the scroll as it is removed, rendering it useless.

Appraise DC: 20

Value: 1,800 sp per scroll

DECIPHER SCRIPT SCALE

Depending upon how well a scroll's text is deciphered, the reader may gain a modifier to the Knowledge (Arcana) check required to learn something of sorcerous importance.

check	effect
0 or less	DC 25 Wisdom check *; Apply a -15 penalty to the Knowledge (Arcana) check
1 to 5	DC 20 Wisdom check *; Apply a -10 penalty to the Knowledge (Arcana) check
6 to 10	DC 15 Wisdom check *; Apply a -5 penalty to the Knowledge (Arcana) check
11 to 15	DC 10 Wisdom check *; Apply a -3 penalty to the Knowledge (Arcana) check
16 to 19	DC 5 Wisdom check *; Apply a -1 penalty to the Knowledge (Arcana) check
Target DC 20 to 24	General understanding; The Knowledge (Arcana) check is unmodified
25 to 29	Good understanding; Apply a +1 bonus to the Knowledge (Arcana) check
30 to 34	Excellent understanding; Apply a +3 bonus to the Knowledge (Arcana) check
35 or more	Perfect understanding; Apply a +5 bonus to the Knowledge (Arcana) check

* See *Barbaric Treasures* for the Decipher Script Wisdom check scale

KNOWLEDGE (ARCANA) SCALE

Make a Knowledge (Arcana) check after reading the entire scroll to determine if the single spell encoded in the text is learned. The process is not without its risks, however, as it can result in Corruption, regardless of success. Unlike a regular spellbook, any spell that is learned is acquired immediately, as a bonus, in addition to any spells learned through regular level progression.

No further attempts may be made to learn a spell by the same person once the scroll has already been read. Others may attempt to benefit, as normal.

check	spell learned
7 or less	As 8 to 12 but the Corruption saving throw's DC is 28.
8 to 12	As 13 to 17 but the Corruption saving throw's DC is 25.
13 to 17	As 18 to 21 but the Corruption saving throw's DC is 22.
18 to 21	You fail to acquire any new arcane knowledge, but you must still make a DC 28 Corruption saving throw for the effort.
Target DC 22 to 26	Learn the scroll's specified Necromancy spell. Make a DC 20 Corruption saving throw.
27 to 31	As 22 to 26 but the Corruption saving throw's DC is 17.
32 to 36	As 27 to 31 but the Corruption saving throw's DC is 15.
37 or more	As 32 to 36 but the Corruption saving throw's DC is 12.

KNOWLEDGE (HISTORY) SCALE

check	knowledge known or misunderstood
10 or less	As 11 to 15, plus believing the identity of the god is known (select one to suit the campaign.)
11 to 15	As 16 to 20, plus believing the god will return to the mortal world to wreak untold havoc should a complete set of scrolls ever become owned by one person.
16 to 20	As 21 to 24, plus believing the femurs come from the god's children, whom he killed.
21 to 24	The scrolls were written by an unknown god.
Target DC 25 to 29	The scrolls were created by a sorcerer who was old when Atlantis was young. The necromancer's name has long since been lost.
30 to 34	As 25 to 29, plus knowing the femurs are all from slain Risen Dead.
35 to 39	As 30 to 34, plus knowing there are rumors of a second (if not more) set, sealed in some lost tomb or similar antiquated ruin.
40 or more	As 35 to 39, plus knowing the necromancer's name is Tamadas.

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