LEGENDS & LAIRS

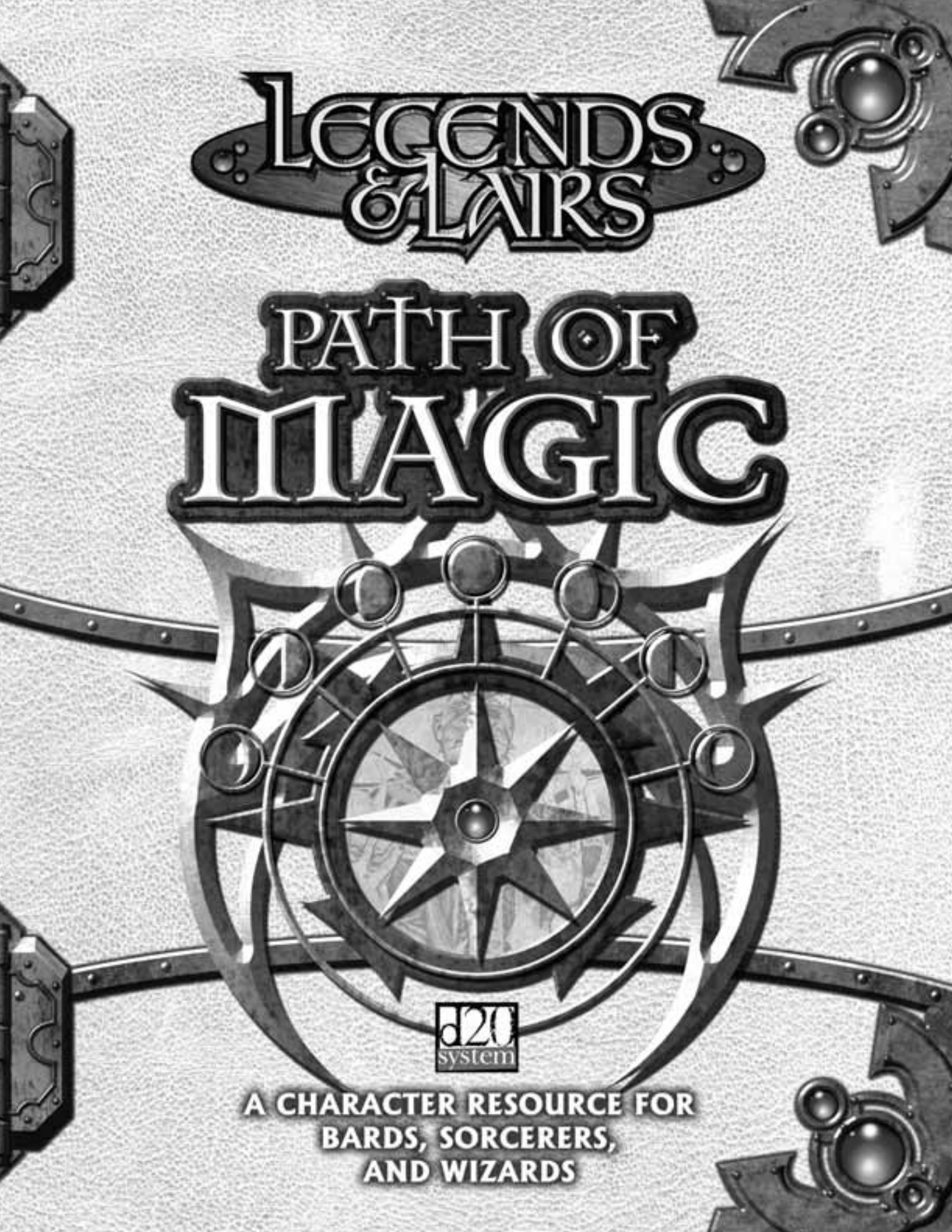
PATH OF MAGIC

d20 system

A CHARACTER RESOURCE FOR BARDS, SORCERERS, AND WIZARDS

Legends & Lairs

Path of Magic



d20 system

A CHARACTER RESOURCE FOR
BARDS, SORCERERS,
AND WIZARDS

Credits

LEAD DEVELOPER

Wil Upchurch

MANAGING DEVELOPER

Greg Benage

WRITING

Shaun Cashman, James Maliszewski, Brian Patterson, Sam Witt

INTERIOR ILLUSTRATIONS

Andy Brase, David Griffith, Hian Rodriguez, Chad Sergesketter

GRAPHIC & COVER DESIGN

Brian Schomburg

EDITING

Greg Benage & Wil Upchurch

ART DIRECTION

Wil Upchurch

LAYOUT

Wil Upchurch

PUBLISHER

Christian T. Petersen

PRINTING

Bang Printing

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FANTASY FLIGHT GAMES

1975 W. County Rd. B2
Roseville, MN 55113
651.639.1905
www.fantasyflightgames.com

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Introduction

Path of Magic has been a production challenge at every phase of the game, but what came out of the herculean effort of all those involved is truly a labor of love. I think that the content in this book is all of excellent quality and that it will be useful for anyone looking to play a unique arcane spellcaster. While many might say that wizards dominate the game at the higher levels, I still think there are ways to make such characters interesting on a personal level and not just as a function of how much destruction they can dish out.

So, all you spellcasters that weren't satisfied with 100+ spells, expanded alchemy rules, and more that you found in *Spells & Spellcraft*, look inside this tome to find all the character-enhancing goodness you'll need to foil your DM's nefarious (but all too futile) plots. Have fun!

Wil Upchurch
Fantasy Flight, Inc.

Welcome

Fantasy Flight Games is pleased to present *Path of Magic*, the seventh volume in our Legends & Lairs line of sourcebooks for the d20 System. *Path of Magic* contains a plethora of new classes, feats, and options for arcane spellcasting characters.

Chapter 1 contains more than 20 new classes for use by characters looking to enhance and specialize their arcane spellcasting abilities. Nine new prestige classes, including the comedic jester and the mysterious swamp witch, are presented. Each prestige class is accompanied by a new organization, designed to fit into any campaign world. A new concept is also presented, the legendary class, for characters that are above and beyond the norm. Finally, several variant core classes are presented.

Chapter 2 details more than three dozen new feats for use by bards, sorcerers, and wizards alike.

Chapter 3 is all about bards. The section begins by describing how mystical performances can both aid allies and hinder opponents. Several new options for using bardic abilities are also explained. Next up is an expanded look at bardic performance types and the different ways they can affect those near a bard. The chapter then concludes with a section on bardic troupes explains how groups of bards can combine their abilities to wield ever-increasing amounts

Chapter 4 presents information on the spellcaster's world, including magical traditions, which give characters new options for building unique spellcasting styles by specializing in the techniques of a particular tradition. Also found within is information on linking powerful place magic to personal towers, followed by several new organizations to help flesh out a character's role in his world.

Chapter 5 contains information on new items of power, including expendable foci that allow a magic-using character greater control over the elemental forces of magic, fonts of power that link a character's magic to a specific place or being, and eldritch staffs that can affect the spellcaster as much as he affects them.

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Chapter One
The Spellcasting Classes

This chapter contains more than 20 new classes for use by characters that use spells instead of swords, magic instead of brawn. Nine new prestige classes, including the comely spellbinder and the powerful force weaver, are presented. Each prestige class is accompanied by a new organization, designed to fit into any campaign world to provide a context for the prestige classes presented in this book. A new concept is also brought to life, the legendary class, for characters that are above and beyond the norm. Legendary classes have a high bar for entry, but those who follow the path of destiny are rewarded well for their troubles. Finally, several alternate classes are presented. These are variants of core classes that may be taken from 1st to 20th level, just like a normal class. Enjoy!

All of the text describing rules for prestige classes, legendary classes, and alternate classes is considered **Open Game Content**. All background text for these classes and text describing organizations is designated closed content.

Prestige Classes

Arcane Negotiator

Brazix stands alone, surrounded by the forces of the Black Circle gang and facing impossible odds. The clerics of the dark god laugh and taunt Brazix, speaking of the pain in his near future and asking if the mage has any last words. With a simple smile, Brazix utters a name, and in a flash of light surrounded by an angelic chorus his most trusted ally, Yendel the solar, emerges. Needless to say, the odds are no longer stacked against Brazix.

The arcane negotiator is a prestige class that many wizards, more specifically conjurers, choose in order to gain the service and friendship of powerful outsiders. By using ability modifiers and prepared spell slots each day, the arcane negotiator summons forth her allies to do battle on her behalf. In time, she herself takes on some of the traits of those she calls forth to her service.

Arcane Negotiator

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Summon ally I	+1 level of existing class
2	+1	+0	+0	+3	Great negotiator	+1 level of existing class
3	+1	+1	+1	+3	Ally's gift I	+1 level of existing class
4	+2	+1	+1	+4	Summon ally II	+1 level of existing class
5	+2	+1	+1	+4	Multiple summoning	+1 level of existing class
6	+3	+2	+2	+5	Ally's gift II	+1 level of existing class
7	+3	+2	+2	+5	Summon ally III	+1 level of existing class
8	+4	+2	+2	+6	Multiple summoning	+1 level of existing class
9	+4	+3	+3	+6	Ally's gift III	+1 level of existing class
10	+5	+3	+3	+7	Summon ally IV	+1 level of existing class

Hit Die: d4.

Requirements

To qualify to become an arcane negotiator, a character must fulfill the following requirements.

Spellcasting: Must be able to cast 5th-level arcane spells.
Skills: Diplomacy 3 ranks, Knowledge (the planes) 5 ranks, Sense Motive 3 ranks.
Feats: Spell Focus (Conjuration).
Special: The character must specialize in the Conjuration school of magic.

Class Skills

The arcane negotiator's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the arcane negotiator prestige class.

Weapon and Armor Proficiency: The arcane negotiator is not proficient in any weapon or armor.

Spells per Day: Whenever a new arcane negotiator level is gained, the character gains new spells per day as if she had also gained a level in her previous arcane spellcasting class. However, she does not gain any other benefits that a character would have gained at that level. If the character possessed more than one spellcasting class before she became an arcane negotiator, she must specify which class to advance her new spells with each new level as an arcane negotiator.

Summon Ally I: At 1st level the arcane negotiator can summon forth her first ally. This specialized summoning ritual initially involves the use of candles, long incantations, and a period of concentration no shorter than two hours. After the two hour period has passed, the arcane negotiator rolls percentile dice to determine the ally summoned by her ability. After this first ritual, it merely requires a standard action to enact the summoning. Once the roll is made the ally of the arcane negotiator materializes before her.

d%	Ally
01-25%	Imp
26-40%	Janni
41-60%	Lantern Archon
61-85%	Quasit
86-100%	Hound Archon

Of course, there are issues with the arcane negotiator's alignment and the alignment of the summoned ally to consider. Good aligned arcane negotiators might not find a completely willing ally in the form of a quasit and vice versa for evil arcane negotiators and such beings as an archon. An arcane negotiator can affect the outcome of the summoning in two ways. The first is with a successful Knowledge (arcana) check (DC 20), which allows her to add or subtract from her roll in order to reach a

more favorable outcome. She may add or subtract 1% for every point by which she exceeds the DC of her check. The second method is by knowing the name of the ally the arcane negotiator wishes to summon. Knowing the ally's true name negates any need for a percentile roll and the ally is summoned. DMs should feel free to substitute different possible allies for the ones presented on this list in order to mesh such summonings more closely with their campaign world.

If the summoned ally and the arcane negotiator are of opposite alignments on the good/evil axis, the character must make a successful Diplomacy check (DC 20) each time the ally is summoned or the ally will not perform any actions for the arcane negotiator. Of course, conditional modifiers can adjust the DC of this check in a case-by-case fashion. The ally cannot knowingly harm the arcane negotiator, however, as the summoning ritual prevents that. Once the ally arrives, it can take any of the actions outlined below so long as the arcane negotiator meets the necessary requirements.

The ally and arcane negotiator share the following abilities at all times.

Speech: The ally and arcane negotiator can understand each other regardless of whether or not they share a common language.

Life Sense: The ally and arcane negotiator are aware the instant that either of them dies. Death of the arcane negotiator frees the ally from service (see below for details).

The summoned ally can perform any of the following tasks at the behest of the arcane negotiator, and will do so to the best of its ability. In exchange for this service, the arcane negotiator must invest some of her own magical energy into the summoned creature, an action that the summoning ritual specifically opens the proper channels for. Doing so is a free action.

Combat: If the arcane negotiator removes one of his prepared spells for that day, the ally will enter combat in his service. The ally will remain for a number of rounds equal to the level of the spell removed. Once in combat, the ally acts freely and follows the tactical advice of the arcane negotiator.

Perform Mundane Activities: The ally will use any skill that it possesses at the behest of the arcane negotiator. In addition, it can use special movement to aid the character and her allies (such as shuttling her and her allies over a cliff with its flight) or use its superior physical characteristics to aid the character. Any time it is asked to use such an ability, the character must divest himself of one prepared spell or spell slot for the day; it does not matter what level spell slot the character chooses.

Use Spell-Like Abilities: An ally will use any spell-like ability it has in exchange for the energy of a spell of the same level from the arcane negotiator (1st-level spells for 1st-level spell-like abilities, etc.). The negotiator can remove spells of higher levels if necessary, but this does not allow for multiple uses of the ally's spell-like ability.

There are several ways to lose a summoned ally. The death of the arcane negotiator frees the ally from service. The death of the ally frees it from service, and it cannot be summoned by the arcane negotiator again. If the arcane negotiator attacks the ally, it is freed from service and cannot be summoned again. This does not normally have an effect, as the character can merely summon another individual of the same type, but if the character loses a named ally in such a way it can be a blow to her power.

The arcane negotiator may use this ability a number of times per day equal to her Intelligence modifier, but she may only have one summoned ally in her service at one time until she reaches higher levels.

Great Negotiator: Over time the character's skill with negotiations improves to an extraordinary level. At 2nd level the arcane negotiator gains a +4 bonus to all Bluff, Diplomacy, and Sense Motive skill checks.

Ally's Gift: Over a period of time, the arcane negotiator begins to exhibit some of the traits of her allies as her affiliation with them grows. At 3rd level, the arcane negotiator can choose one special ability from the list of abilities useable by the ally. The arcane negotiator can choose only one ability from the list below.

- Improved Vision (the character gains low-light vision, or darkvision if she already has low-light; if she has darkvision, her range doubles.)

- +4 bonus to Fortitude saves against poison
- Elemental resistance 5 against one element (acid, cold, electricity, fire, or sonic)
- One spell-like ability from the following list, 3/day: *detect evil, detect good, detect magic, enlarge, reduce, speak with animals*

Summon Ally II: At 4th level the arcane negotiator gains the ability to summon more powerful allies. She may still choose to summon lesser allies from the list found under the summon ally I ability. The new list can be found below.

d%	Ally
01-25%	Kyton
26-40%	Djinni
41-60%	Avoral
61-85%	Succubus
86-100%	Trumpet Archon

Multiple Summoning: With practice, skill, and an understanding of her allies' powers, the arcane negotiator learns to summon more than one ally at a time. At 5th level, the arcane negotiator can summon up to two allies at a time, though each requires a separate summoning ritual and counts against her total number of allies for the day.

Ally's Gift II: At 6th level, the arcane negotiator can choose one special ability from the following list of abilities.

- Spell resistance 15
- Elemental resistance 10 against one element (acid, cold, electricity, fire, or sonic). If she chooses the same element as she chose at 3rd level, the resistances stack giving her a total resistance of 15 against a single energy type
- One spell-like ability from the following list, 3/day: *blur, charm monster, cure moderate wounds, detect thoughts, gaseous form*

Summon Ally III: At 7th level, the arcane negotiator gains the ability to summon more powerful allies. She may still choose to summon lesser allies from the list found under the summon ally I or II abilities. The new list can be found below.

d%	Ally
01-25%	Erinyes
26-40%	Efreeti
41-60%	Astral Deva
61-85%	Glabrezu
86-100%	Planetar

Multiple Summoning: At 8th level, the arcane

negotiator can now summon up to three allies at one time. Each summoning requires a standard action and her number of summoning abilities per day are still reduced, but up to three allies can be active at one time.

Ally's Gift III: At 9th level, the arcane negotiator can choose one special ability from the following list of abilities.

- Spell resistance 20 (does not stack with existing spell resistance)
- Immunity to one element (acid, cold, electricity, fire, or sonic)
- One spell-like ability from the following list, 3/day: *improved invisibility, lesser restoration, polymorph self, remove curse, suggestion*

Summon Ally IV: At 10th level, the arcane negotiator gains the ability to summon more powerful allies. She may still choose to summon lesser allies from the list found under any of the previous summon ally abilities. The new list can be found below.

d%	Ally
01-25%	Pit Fiend
26-40%	Noble Djinn
41-60%	Solar
61-85%	Balor
86-100%	Titan

Organization:

The School of the Unbroken Circle

Purpose

The School of the Unbroken Circle is the premier school of conjuration and summoning in the world, whose members are renowned for their facility in dealing with outsiders of all sorts.

Leader

Onophrius (N human male Conj9/ArN10)

Current Activities

For as long as mortals have had contact with outsiders, there have been those who sought to use them as a source of power. Fortunately for the outsiders, many of whom revel in their powerful abilities compared to mere mortals, there have been few beings up to the task of extracting power from them. Indeed, more than one kingdom has fallen due to the hubris of mortals who felt they had at last learned the secrets they needed to achieve their goal of dominion over outsiders.

One such kingdom was known to history as the Shadowed Realm, and its spellcasters were renowned for their continued contact with the Outer Planes. What set the Realm's conjurers apart from their peers was a technique they called "the Unbroken Circle." The technique was, in fact, a collection of rituals, gestures, and diplomacy that allowed a wizard to better exact services from outsiders. It took advantage of weaknesses in outsiders' unusual nature and drew upon a hidden store of magical energy that these mages called "quintessence," which supposedly suffused the spaces between all the planes. Some Realm wizards argued that quintessence was nothing more than the substance of the Ethereal or even the Shadow plane, while others denied that quintessence even existed at all. Whatever the truth, the Unbroken Circle technique gave these ancient conjurers power over outsiders like none before them.

Like all things, even magic, the Shadowed Realm fell, some say to the very outsiders its mages bound to their service. The Unbroken Circle technique was lost to history and is now only dimly remembered by hoary loremasters and other pedants. With the help of such scholars, the wizard Onophrius began a lengthy investigation into recovering the Unbroken Circle technique. A wily conjurer in his own right, Onophrius suspected there were ways to increase his power many times over. What he lacked were the secrets of the Shadowed Realm – and he was determined to achieve them at any cost. With much effort (not to mention expense), Onophrius and his companions discovered a long forgotten piece of the Shadowed Realm, cast out of the Material Plane into the Ethereal, in which rested an intact library from the days when the Unbroken Circle was still practiced. Together, they entered the library and seized its secrets.

Upon his return to his homeland, Onophrius pored over the secrets he had acquired in the library. He quickly assimilated them and taught them to other conjurers. These

men and women then became the core of what they would call the School of the Unbroken Circle. The School's purpose is simple: teach the secrets of the conjuration and summoning of outsiders to any and all who are both worthy and capable of paying its exorbitant fees. Onophrius is a perfectionist more concerned about technique than morality.

Consequently, he has little compunction about teaching the School's secrets to diabolists or demon-worshipers, provided they possess both the skills and the funds to acquire them. Indeed, he believes it is his duty to do so, because the Unbroken Circle technique encourages diplomacy and negotiation rather than simple dominion. Onophrius believes that any who practice the technique will quickly discover how misguided are the ways of evil.

Alas, Onophrius is wrong, as his colleagues have argued endlessly. Numerous powerful evil conjurers have arisen using the Unbroken Circle technique. Their foul pacts with evil outsiders represent a grave threat to the world, one the School should counter if at all possible. Onophrius remains unmoved, convinced that, in the end, his faith in the life changing nature of the technique will carry the day. Unsurprisingly, his colleagues have taken matters into their own hands and even now prepare to do battle with the monsters that the School has unwittingly created.

Campaign Integration

The School of the Unbroken Circle is a useful addition to any campaign. It can easily serve as a goal for any player character conjurer in the group, or as the home base for any NPC conjurers of great power. Its unique technique is rightly renowned as being extraordinarily powerful for the many benefits it grants to those who master it. In addition, its members are known for their knowledge of outsiders and their ways, making them important resources in quests dealing with the Outer Planes and their inhabitants.

As a basis for adventures, the School is also well placed in that it has a dual character. Because its leader sells the knowledge he possesses to any with the funds to pay for them, many evil and questionable mages have learned the Unbroken Circle technique. DMs might reasonably introduce the School through the "bad apples" who have exploited its secrets for evil purposes, such as summoning demons or forging pacts with devils. If the characters first encounter an evil arcane negotiator, they might well assume the School itself is evil, leading perhaps to a mistaken assault on the School's headquarters (or its members).

However, not all of the School's members share the laissez-faire attitude of Onophrius. Many realize that his policies are foolhardy and could lead to greater evil in the world, not to mention the sullying of the School's name. These members might hire the PCs to act as their agents, or might become allies in the war against evil arcane negotiators. In the end, these members hope to sway Onophrius to their way of thinking, a mission in which the characters might participate as well.

Chanter

The legendary power of the dwarven chanters has been the source of much scholarly and religious speculation. Many attribute the very success of the dwarven race to this special gift. Ancient dwarven lore speaks of chanters who led their people through the dark undercaverns for weeks at a time, allowing them to outpace enemies who surely would have destroyed them. Other tales speak of incredible mining expeditions that returned with five times the yield thought possible by employing chanters with their mining groups.

Chanters were present in all past dwarven empires, and it is suggested that the ancient kingdom of Lattan could not be shattered until all of its chanters had been assassinated or incapacitated. After the destruction of so much of their power, the chanters were forced to recede and slowly build back their numbers. At the present time, chanters are working their way back into dwarven society. They work as foremen, clergy, advisors, and military personnel. Wherever they go the chanters are able to bring aid and prosperity, and no large dwarven army or community is without several of these powerful allies. Some chanters choose to take up the adventuring life, often to spread the word of their gods or to assert the power and relevancy of the dwarven race. Many were adventurers before they were called to this path and are simply continuing their journeys, albeit with newfound abilities and powers far surpassing what they had achieved before.

Hit Die: d6.

Chanter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Timing chant, endurance	+1 level of existing class
2	+1	+3	+0	+3	Soothing chant (1/day)	+1 level of existing class
3	+2	+3	+1	+3	War chant (1/day)	+1 level of existing class
4	+3	+4	+1	+4	Counter chant	+1 level of existing class
5	+3	+4	+1	+4	Continuous spellcasting	+1 level of existing class
6	+4	+5	+2	+5	War chant (2/day)	+1 level of existing class
7	+5	+5	+2	+5	Trance	+1 level of existing class
8	+6	+6	+2	+6	Healing chant (1/day)	+1 level of existing class
9	+6	+6	+3	+6	War chant (3/day)	+1 level of existing class
10	+7	+7	+3	+7	Alapantin's kiss (1/day)	+1 level of existing class

Requirements

To qualify to become a chanter, a character must fulfill all the following requirements.

Bardic Music class ability
Constitution: 13+.
Skills: Concentration 8 ranks, Perform 8 ranks.
Feats: Great Fortitude.

Class Skills

The chanter's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Tumble (Dex), and Use Magical Device (Cha, exclusive skill).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Chanters are skilled with all simple weapons. In addition, the chanter is proficient with one of the following weapons: greatclub, heavy flail, light flail, light hammer, or warhammer. Chanters are proficient with light and medium armor, but not shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of equipment carried.

Timing Chant: At 1st level, the chanter learns to use his rhythmic chanting to aid laborers in tedious, repetitive work. The four most common timing chants are the Miner's Song, the Forger's Steel, the Marching Tune, and the Labor Song. In order to initiate the timing chant, the chanter must chant for a full minute while accompanying himself on a percussion instrument. During this time, all who wish to be affected must join the chant and continue to accompany the chanter for the duration of the effect. The effect of this chanting is to increase the speed and production capabilities of the affected individuals. A chanter confers a +2 bonus per class level to any checks related to the activity at hand. A military unit might gain a bonus to Constitution checks on a forced march or a group of miners might receive a bonus to their Profession checks to determine the value of their work.

The timing chant is not without a physical toll for those involved, however. At the beginning of each new hour the chanter must make a Perform check (DC 10+# of hours worked). If successful, he continues to inspire his fellows. If he fails his check, however, the chant falters. Anyone affected by the timing chant (including the chanter) must make a Fortitude save (DC 5+# of hours worked) or be forced to stop whatever he is doing and rest as if the timing chant had ended. The chanter may continue the chant with another Perform check (DC 20); if he fails, the timing chant

ends immediately.

At the end of a timing chant, all affected individuals are considered dazed until they rest completely for one hour per hour worked. No magical healing or abilities such as soothing chant will reduce the amount of time needed to shake off the effects of a timing chant.

Endurance: At 1st level, the chanter gains the benefits of the Endurance feat.

Soothing Chant: At 2nd level, the chanter learns to use his chanting to calm and relax his comrades, speeding the natural healing process. To activate this ability, the chanter must chant for one full hour and be within 60 feet of any character that he wishes to affect. Characters under the influence of a soothing chant may not walk around, memorize spells, heal themselves, eat, or perform any activity other than rest; otherwise they lose the benefits of the chant. Beings affected by the soothing chant recover one hit point per level and recover all subdual damage. Also, any exhausted, fatigued, or nauseated character is relieved of those conditions. Any Heal checks made while a person is under the benefits of the soothing chant gain a +2 morale bonus.

War Chant: Beginning at 3rd level, the chanter is able to inspire his allies and demoralize his foes by leading a fearsome chant in combat. Similar to the bardic ability inspire courage, a war chant not only provides bonuses to his allies but also imposes penalties on his enemies due to the fearsome effect of the chant. Allies of the chanter must participate in the chant and be able to hear the chanter to be affected; enemies must only be able to hear the chanting. Affected allies gain a +1 morale bonus to initiative and a +2 morale bonus to attack rolls, damage rolls and saving throws vs. charm and fear effects. Enemies suffer a –1 penalty to initiative and a –2 morale penalty to attack and damage rolls. During the war chant, the chanter may fight, but he cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). This ability can be used three times per day, for up to one minute per use.

Counter Chant: At 4th level, the chanter gains the ability to "attack" existing spells. By performing a powerful counter chant, the chanter can temporarily suppress magical effects. This

works exactly as if the chanter were casting a targeted *dispel magic* spell. For this purpose, the character may add his chanter levels to his arcane spellcasting class levels for the purpose of his dispel check. The spell or spells are not destroyed by the counter chant, however, they are only suppressed for as long as the chanter continues his song. In order to switch targets, the chanter must begin a new counter chant.

Continuous Spellcasting: At 5th level, the chanter is able to boost his concentration by focusing his mind on his song, thus ignoring distractions while spellcasting. While he is reciting this special song, the chanter need not make additional Concentration checks when casting spells for the duration of the chant. In addition, the chant acts as the Verbal component of any spell he casts for its duration. The chanter begins his chant and makes a Concentration check (DC 15). He is then able to maintain incredible focus for one round for every point by which he exceeded the DC. For example, Dartek the Incanter rolls a 22 on his initial Concentration check, and is thus able to cast spells without fear of distraction for seven rounds (22 check result – 15 DC).

It is a full round action to initiate this ability.

Because of the incredible mental focus necessary, the chanter must not be interrupted (take damage or be forced to make a saving throw) during the initiation round. If he is, the ability fails to activate and he must spend another round preparing his mind.

Trance: At 7th level, the chanter learns to focus his mind so keenly on one task that he can perform the task indefinitely. After 10 minutes of uninterrupted meditation, the chanter shuts down all mental and physical functions that are not necessary for the task at hand. At this point the chanter begins the set activity (marching, mining, studying, combat, etc.) until a preset condition occurs. For instance, the chanter may have entered the trance to "read until I have read every book in the library."

Trances are never entered lightly, however, because they present a danger to the chanter. The chanter does not eat, drink, or sleep during the trance, straining his body to endure the lack of these vital functions. For every 4 hours that goes by, the chanter must make a Fortitude save (DC 12+# of previous saves), or suffer 1d4 points of temporary Constitution damage. A character brought to 0 Constitution in this way dies immediately.

Regenerative Chant: At 8th level, the chanter learns to use his rhythmic song as a method for biofeedback. By attuning his chant to the natural rhythms of his body, he stimulates his body to heal damage very quickly.

It is a full round action to initiate the regenerative chant. It can be sustained until the chanter is at full hit points at which time the chant fails.

During the regenerative chant, the character gains the extraordinary ability fast healing 1.

Alapantin's Kiss: At 10th level, the chanter can channel the power of the earth itself by vocalizing the natural vibrations of the land around him.

He must be in contact with the earth for five full rounds while he chants this powerful song, and if he takes damage during this time he must make a Concentration check as if he were casting a spell. After the 5th round, the chanter channels the power he has summoned to shake the foundations of any structure in contact with the earth. For each round he chants thereafter, to a maximum number of rounds equal to his Constitution score, he may deal 10d6 points of damage to one natural or shaped structure within 500 feet. This may include trees, a mountain, a castle, a building, or any other structure in contact with the earth. Obviously the chanter will not be able to topple a mountain, but he may deal it enough damage to allow entry into a formerly blocked passage, or create a massive cave-in to impede some subterranean horror. He may shift targets as often as he likes as a standard action as long as the chant is not broken. Other than changing targets, he may only perform movement actions while maintaining this difficult chant, though he may not run. The chanter may perform Alapantin's kiss once per day.

Organization

AARAMASKILLIS

PURPOSE

The *aaramskillis* is a sign of the blessing of Alapantin and a reminder of his continued protection of his people.

LEADER

Belva Songkeeper (LG dwarf female Brd5/Ftr2/Cha10)

CURRENT ACTIVITIES

In ages past, Alapantin, the god of dwarves, recognized that his people were not strongly inclined toward arcane magic. Though they possessed the capacity to work arcane spells as other races did, they did not take to it with great ardor, preferring instead the rugged simplicity of divine magic as well as the strength that comes from hard work and devotion to one's craft. Though an admirable perspective, the god understood that it also left his people vulnerable to enemies who did not share it. Many humanoids practiced arcane magic, as did elves and their perfidious cousins, the drow. Without large numbers of dwarven wizards and sorcerers, the god foresaw a time when this lack might well spell the doom of his people.

To that end, the god created the *aaramskillis*, or "band of courage," a group of dwarves on whom he would bestow his special blessing. Members of the original band were chosen for their devotion to the good of the dwarven people, as well as their strength, fortitude, and bravery. Their familiarity with dwarven chants and their ability to sing them with zeal were equally important, for the god wished to use the natural strengths of his people as a way to defend them against magic. For this reason, the *aaramskillis* became popularly known as "chanters" to friends and foes alike. They quickly aided the dwarves in their efforts to withstand the worst depredations of enemy magic. More importantly, they enhanced the dwarves' other natural abilities so that they might prevail over their opponents.

Over time, the *aaramskillis* grew and became more influential in dwarven society. Its members selected other dwarves to join the band and to teach its secrets. Alapantin smiled on them as he had the original members and they too took up an important role defending their people. With each new generation of members, the *aaramskillis* changed and grew. Their emphasis on defending against magic became less important as the enhancement of dwarven abilities became more prominent. In this respect, the present-day *aaramskillis* has diverged from its origins.

Yet, Alapantin has not withdrawn his blessing from them. He understands well that his people are proud and hidebound. They do not seek the aid of others easily nor do they change their ways without good cause. Their aversion to magic remains, despite even the efforts of a god! The dwarves are nevertheless innovative. They find new solutions to pressing problems, using every resource available to them. The chanters are a perfect example of such a resource – and they have used them well.

If anything, the *aaramskillis* has only become more important in recent years. The foes who array themselves against the dwarves are more powerful than ever. Many use magic gained by fiendish alliances and other bizarre abilities to strike fear into the hearts of the dwarves. Even so, the dwarves do not bend. With chanters at their sides, they face their enemies and do what they have always done: be dwarves. They have learned that they can never prosper by denying who and what Alapantin made them to be. And from his celestial home, Alapantin continues to smile on his people.

CAMPAIGN INTEGRATION

The *aaramskillis* are easily integrated into most campaigns. For one, they are primarily a feature of established dwarven cultures, which is why they may be somewhat rare among the general population. Only in regions where dwarves are numerous are there likely to be any chanters. Secondly, chanters are not, strictly speaking, spellcasters. To outsiders, they appear to be little more than dwarven bards, which, in a sense, they are. Consequently, it is a simple matter for a DM to explain that the *aaramskillis* have always been present in dwarven society; it is only recently that outsiders recognized them for what they truly are.

Within dwarven society, chanters are important people. They are servants of Alapantin, granted special powers to protect and preserve their people against magical and other threats. More important than that, chanters are powerful

Force Weaver

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Weapon of force	+1 level of existing class
2	+1	+0	+0	+3	+1 force spell power	+1 level of existing class
3	+1	+1	+1	+3	Armor of Force	+1 level of existing class
4	+2	+1	+1	+4	+2 force spell power	+1 level of existing class
5	+2	+1	+1	+4	Force energy substitution	+1 level of existing class
6	+3	+2	+2	+5	+3 force spell power	+1 level of existing class
7	+3	+2	+2	+5	Greater weapon of force	+1 level of existing class
8	+4	+2	+2	+6	+4 force spell power	+1 level of existing class
9	+4	+3	+3	+6	Force thrust	+1 level of existing class
10	+5	+3	+3	+7	Force magic immunity	+1 level of existing class

reminders of who the dwarves are and what they stand for. Their chanting abilities work by enhancing the natural characteristics of the dwarven people – strength, endurance, skill at arms – and making them even more powerful. They are thus the focus of a great deal of reverence and attention. To some dwarves, the *aaramskillis* are nothing short of divine themselves.

DMs who wish to introduce chanters into their adventures and campaigns should keep two things in mind before doing so. The first is that the existence of chanters is generally unknown or poorly understood by outsiders. Unless the DM intends to delve deeply into dwarven society and culture, there is little reason to introduce the *aaramskillis*. Secondly, any player character that wishes to become a chanter should likewise consider the central role of these dwarves. They play an important part in dwarven society and exercise great influence. While that makes them perfect for player characters, it also means that a PC chanter can expect to be called upon by other dwarves to perform as the servant of Alapantin that he is. If he is not prepared for such a significant role, he might reconsider joining the band of courage in the first place.

Force Weaver

The war-torn battlefield of Kranza'dun is a sight not for the faint of heart. The orcs had laid siege to the last keep of the free kingdoms for weeks, showing no signs of tiring. As the tide of battle turned to the favor of the free kingdoms, orcish war-wizards began an onslaught of force-based magics. As their arcane energies ravaged the battlefield, the orcs could only look on in horror as a small group of wizards passed unharmed through their barrage. Manifesting force-based weapons and unleashing powerful force magics, the group passed through the siege of orcs without hesitation. For the orcs, the end had come much sooner than expected.

The force weaver is something of an enigma in the societies of magic, as she appears to be as much war-wizard as she is masterful sage. Wizards and sorcerers take to the studies of the force weaver, either to serve as elite members of royal armies, champion the weak, or to act as private bodyguards for nobles and wealthy merchants. The mastery of force-based magic and the freedom of choice with her abilities makes each force weaver distinct.

Hit Die: d6.

Requirements

To qualify to become a force weaver, a character must fulfill the following criteria.

Spellcasting: Must possess the ability to cast 3rd-level arcane spells.
Skills: Knowledge (arcana) 3 ranks, Spellcraft 6 ranks.
Feats: Spell Focus (Evocation).
Special: Must know three spells with the Force descriptor.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the force weaver prestige class.

Weapon and Armor Proficiency: The force weaver gains no proficiency in any weapon or armor.

Spells per Day: Whenever a new force weaver level is gained, the character gains new spells per day as if she had also gained a level in her previous arcane spellcasting class. However, she does not gain any other benefits that a character would have gained at that level. If the character possessed more than one spellcasting class before she became a force weaver, she must specify which class to advance her new spells with each new level as a force weaver.

Weapon of Force: Starting at 1st level, the force weaver learns to channel her spellpower to create a weapon made of pure force energy. This weapon can take the form of any melee weapon with which the force weaver is proficient. The weapon of force is considered to be a +1 magic weapon with the *ghost touch* special ability. The weapon lasts for a number of rounds equal to the class level of the character and can be summoned three times per day. It is instantly dispelled if it leaves the character's hands for any reason.

At 7th level, the character's force weapon now has an enhancement bonus of +3 and the force weaver may choose an additional ability for the weapon that does not exceed a +2 bonus (see DMG 185, Melee Weapon Special Abilities).

Force Spell Power: Beginning at 2nd level, the force weaver's power with force-based magic grants her a +1 bonus to all save DCs of her force-based spells. In addition, she gains +1 point of damage per die to any force-based spells that she casts. These bonuses increase at 4th, 6th, and 8th levels.

Armor of Force: Beginning at 3rd level, the force weaver learns to create an armor of force once per day that functions exactly like the *mage armor* spell with the following differences:

- This armor grants a +5 bonus to AC instead of the normal +4 bonus.
- The armor functions only for the force weaver and may not be cast upon another creature.
- It is a free action to activate the armor.

Force Energy Substitution: Starting at 5th level, the force weaver is able to replace any spell's elemental descriptor (acid, cold, electricity, fire, or sonic) with force energy. For example, she may cast spells such as *forceball* and *force arrow* instead of *fireball* and *flame arrow*.

Force Thrust: At 9th level, the force weaver learns to create a thrust of pure force energy once per day. The thrust is a cone that extends 25 ft. in the direction indicated by the force weaver and deals 1d6 points of damage per level (max. 20d6). A successful Reflex save (DC 17 + force weaver's Int or Cha modifier) avoids half of the force thrust damage. In addition, those who fail their save are knocked back to the edge of the thrust and fall prone.

Force Magic Immunity: The force weaver has such a strong connection to the threads that control force magic that she slowly builds an immunity to it over time. At 10th level, the force weaver is immune to all force-based magic. This immunity allows the force weaver to ignore damaging spells such as *magic missile* and allows the force weaver to pass through effects such as *wall of force* without any restrictions.

Organization

Sons of Thunder

Purpose

The Sons of Thunder serve as the elite warwizards of orcish and other humanoid armies.

Leader

Zinrid (CE half-orc male Sor12/FoW8)

Current Activities

Orcs and other humanoids are frequently dismissed as magically inept, which is not an unfair characterization. The time and patience needed to master arcane spellcasting are rare among orcs, whose societies value neither. The few wizards and sorcerers who arise among them tend to be mediocre at best. Consequently, orcs often disdain magic, arguing that, because they lack the basic skills to wield it, it is not actually worth having.

Fortunately for the orcs, not all of their leaders feel the same way. As is often the case, a half-orc leader named Zinrid showed himself to possess not only potent magical ability but also foresight. Zinrid recognized that, in the long run, orcs would continue to lose in their wars against more magically inclined species, such as the hated elves, unless they developed spellcasters of equal – or greater – power than their enemies. Yet, he also understood that orcs saw very little point in expending so many resources to support a small number of spellcasters. To the orcs, spellcasters were a poor investment, weaklings whose vaunted magic was not nearly as potent as they had been led to believe.

To that end, Zinrid spent much time and effort to expand his own magical powers in ways he felt were better suited to his race's particular nature. It was in this way that he developed what he would call "force weaving," a type of magical casting that drew on the primal matrix from which all other forms of magic arose. By taking advantage of this matrix, Zinrid learned how to transform one type of magical energy into another and to focus magical force into weapons of immense destruction. Not surprisingly, force weaving appealed to the orcs of his tribe, whose wizards and sorcerers soon took up its study and made it their own. It was not long before other tribes followed suit and force weavers grew ever more common among orcs and their allied humanoid races.

The primary drawback to the new style of magic Zinrid had developed was the difficulty of mastering it. Only arcane spellcasters of already significant power possessed the control of the forces of magic necessary to reach the matrix that lay beneath them all. Even though the orcs saw force weaving as magic worth studying, few of their spellcasters possessed the necessary talent to reach its heights of power. Thus, force weavers, or "Sons of

Thunder" as the orcs came to call them, remain rare in the extreme. They do not function as front line war wizards, but as elite spellcasters, brought out to deal with particularly difficult or intractable battlefield problems.

Campaign Integration

Force weavers are the "heavy artillery" of humanoid armies. They possess extraordinarily powerful but narrowly focused powers that make them very useful under certain conditions. However, only reasonably high-level spellcasters meet the requirements to learn force weaving. This means they should appear only when a DM wishes to acknowledge that humanoids such as orcs can produce their own powerful spellcasters. If this runs counter to the already established facts about orcs in a given campaign, the DM has one of two options. He can either keep force weavers rare and mysterious, which has its own virtues, or he can suggest they are a recent phenomenon. The latter suggestion is the default presumption, the result of Zinrid's magical research. In such a case, the sudden appearance of force weavers is a deadly addition to the arsenal of evil humanoids, and one about which the forces of good should be concerned.

It is also possible that orcs are not the only race to uncover the secrets of force weaving. Indeed, any race that has a cultural predilection toward destruction or violence would be well suited to develop force weaving. Good races such as the dwarves, for example, might well hit upon its principles, as might barbaric human tribes. What the DM needs to keep in mind is a rationale as to how force weaving came to be practiced. The Sons of Thunder organization assumes a combination of cultural emphasis combined with research into the underlying forces that govern magic. Other options are equally possible, but the DM needs to think about them before introducing force weavers into his campaign.

Similarly, the sheer usefulness of force weaving make it likely that some player characters will wish to learn its secrets. That is perfectly reasonable and expected – but is it possible? There is nothing about force weaving that makes it impossible for non-orcs to learn. The real question is whether orcs would teach it to outsiders and, if they did, to what end? Alternately, the characters might try to wrest its secrets from Zinrid or one of his followers by force. Is such an approach a viable one? These are the questions a DM needs to ask himself before introducing this powerful new form of magic into his campaign.

Grand Diva

Standing gracefully at center stage with all eyes upon her, the grand diva of the royal opera house captivates her audience. Her performance stirs emotion within the crowd, onlookers are in awe of her grace, beauty, and skill. Within the walls of many cities, the arts are nurtured and the most talented performers are placed upon pedestals within the city's elite social circles. Grand divas live for this sort of treatment.

The grand diva is not a role for many female heroes, as the grand diva is the most public of roles and in many cases a very dangerous one. By taking center stage as a performer, the grand diva hides within plain sight of her foes, mingling among the social elite and learning secrets not meant to be learned. These secrets quickly become a powerful weapon for the grand diva, one with which she is extremely skilled. Knowledge is power for many; knowledge is the only power for the grand diva.

Hit Die: d6.

Requirements

To qualify to become a grand diva, a character must fulfill the following criteria.

Spellcasting: Ability to cast 2nd-level bard spells.
Skills: Gather Information 3 ranks, Perform 8 ranks, Sense Motive 3 ranks.
Feats: Skill Focus (Perform).
Special: Must be female. The character must earn a position of notoriety within an arena of public musical performance (opera, theater, symphony, etc.).

Class Skills

The grand diva's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Grand Diva

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Experienced performer	+1 level of existing class
2	+1	+0	+3	+3	Tuned ear	+1 level of existing class
3	+2	+1	+3	+3	High note	+1 level of existing class
4	+3	+1	+4	+4	Social graces	+1 level of existing class
5	+3	+1	+4	+4	Breaking the barriers	+1 level of existing class
6	+4	+2	+5	+5	Mastery of sound	+1 level of existing class
7	+5	+2	+5	+5	Scream of the diva	+1 level of existing class
8	+6	+2	+6	+6	Captivating performance	+1 level of existing class
9	+6	+3	+6	+6	Social diva	+1 level of existing class
10	+7	+3	+7	+7	Diva's wail	+1 level of existing class

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the grand diva prestige class.

Weapon and Armor Proficiency: The grand diva gains no proficiency in any weapon or armor.

Spells per Day: Whenever a new grand diva level is gained, the character gains new spells per day as if she had also gained a level in another spellcasting class. However, she does not gain any other benefits that a character of that class would have gained. If the character possessed more than one spellcasting class before she became a grand diva, she must specify which class to advance her new spells with each new level as a grand diva.

Experienced Performer: The grand diva learns secrets to becoming a better performer over the course of her career, secrets that younger or more inexperienced performers may not know. At 1st level, the grand diva gains a +4 bonus to all Perform (sing) and Profession (singer) skill checks.

Tuned Ear: With her trained ear the grand diva is more skilled at detecting sounds, as well as tuning out harmful sounds. At 2nd level, the grand diva gains a +2 circumstance bonus to all Listen checks and a +2 circumstance bonus to all saving throws against sonic-based attacks (spells, natural sonic attacks, etc.).

High Note: Her exceptional musical skill (either vocally or through the use of an instrument) allows the grand diva to strike musical notes so high that she damages objects around her. At 3rd level, the grand diva can create a sonic effect that functions similarly to a *shatter* spell with the following differences:

- The grand diva can increase the area of effect to a maximum of 10 feet if she so chooses with a successful Concentration check (DC 20).
- The grand diva can only destroy objects weighing no more than two pounds per level.
- If targeted against a crystalline creature (of any weight), the grand diva's high note deals 1d8 points of damage per class level (maximum 10d8), with a Fortitude save allowed for half damage.

Social Graces: The grand diva is exceptionally skilled at social conversation, diplomatic discussion, and displaying the proper etiquette in the presence of royalty or nobility. At 4th level, the grand diva gains a +2 circumstance bonus to all Diplomacy, Gather Information, and Knowledge (nobility and royalty) checks.

Breaking the Barriers: To entertain and socialize with all intelligent races, the grand diva develops the ability to communicate in all forms of verbal language. Beginning at 5th level, the grand diva develops the ability to understand and speak all forms of intelligent verbal communication at will. This is a verbal ability only; the grand diva does not gain literacy in all languages. Treat this as if the grand diva had a *tongues* spell active at all times.

Mastery of Sound: The grand diva uses sound in her performances and in the use

of her magical abilities, and this ability is a reflection of her greater knowledge in the manipulation of sonic energy. At 6th level, the grand diva can cast *sculpt sound* a number of times per day equal to her Charisma modifier.

Scream of the Diva: Starting at 7th level, the grand diva can emit a highly pitched scream, similar to her high note ability, which functions as a *shout* spell with the following differences:

- Creatures within the area of effect who fail their saving throws are deafened for 2d8 rounds and suffer 2d8 points of damage. Creatures who succeed at the saving throw are still shaken for one round after the scream is released.
- Any exposed brittle or crystalline objects and crystalline creatures take 1d8 points of damage per level (maximum 10d8). Crystalline creatures are allowed a Fortitude save for half damage.

The grand diva may use this ability a number of times per day equal to half her Charisma modifier (rounded up).

Captivating Performance: Beginning at 8th level, the grand diva can perform an improved version of the bard's *fascinate* ability. This ability functions as described, with the following differences:

- The grand diva can target one creature per level and the creature does not have to pay attention to her. Distractions such as nearby combat do not prevent the ability from working.
- If successful, the target's Spot and Listen checks suffer a –6 penalty instead of the standard –4.
- The target receives a second saving throw only if the grand diva stops her performance. If the target fails the second saving throw, he remains captivated for 1d3 additional rounds or until the grand diva begins her performance again. Drawing a weapon or casting a spell does not immediately break the effect, but it does grant the target a new saving throw.

Social Diva: At 9th level, the grand diva has mastered the art and technique of maneuvering through society's elite. As a result, she gains a +10 bonus to any one of the following skills: Bluff, Diplomacy, Gather Information, or Knowledge (nobility and royalty).

Diva's Wail: At 10th level, the grand diva may summon forth a wail so loud that it kills living creatures that hear it (except herself). This ability is usable once per day and functions as a *wail of the banshee* spell with the following differences:

- The grand diva can reduce the area of effect to a minimum of 10 feet with a successful Concentration check (DC 25).
- The wail only affects one living creature for every three character levels.

Organization

The Honorable Sodality of Cantatrices

Purpose

The Sodality serves the dual purpose of advancing individual members into positions of authority within their respective societies and furthering the goals of the organization as a whole, namely the control of all civilized realms through social channels by the Sodality.

Leader

Haincely Ayunta (NE human female Brd11/GrD9)

Current Activities

For as long as aristocrats have existed, they have been patrons of the arts. Whether out of a sense of duty or simple self-aggrandizement, these individuals have used their wealth and power to commission artwork of both lasting and ephemeral value. They have also sponsored the careers of various artists, with the hope that their fame might grow large enough to include themselves as well – an attempt to gain immortality by association with notable artists. Given this situation, it is little wonder that more than a few artists have attempted to use their aristocratic patrons for more than simple sponsorship.

The Honorable Sodality of Cantatrices is an example of an organization that does more than take advantage of its aristocratic patrons; it seeks to replace them. Founded over a generation ago by a renowned singer known publicly as Guyarda Devenda, the Sodality was originally little more than a guild for other women who shared Devenda's affinity for magical song. In those early days, the Sodality protected the interests of other divas and helped its members make the proper professional connections. Even with magical abilities, the life of a singer is heavily dependent on the patronage of wealthy men and women of leisure. At first, the Sodality existed solely to advance the careers of Devenda and those who joined the guild.

That all changed when Devenda realized that the Sodality's membership included some of the most celebrated singers in the entire civilized world. Collectively, they had access to more power than many explicitly political groups – and more influence as well. Many aristocrats fancy themselves artists and are easily deceived by those who encourage their vanity, such as the divas of the Sodality. Devenda had already used her own considerable intelligence and magical skills to research ancient techniques to enhance her abilities. She then used the secrets she learned to inveigle her way into the inner circle of a merchant lord whose caravans traveled the length and breadth of the known world. With this lord wrapped around her finger, the true foundation of the Sodality was at hand.

Devenda taught her colleagues that they were in an ideal position to rule civilization from behind the scenes. The unique skills that the divas possess – and that Devenda would teach them – made it easy for them to make friends and influence people. They swore to aid one another, using the Sodality's large network of contacts to place divas in positions where they could best influence those who held the power.

The Sodality is, of course, interested only in "civilized" nations, those where its members' artistic talents could best be appreciated – as well as those possessing the greatest influence over the world. Guyarda Devenda certainly envisioned the Sodality as a positive influence over the societies where it held power. She (and the earliest members) felt that, as artists, they had a "purer" vision for the future, one less sullied by base considerations like the feeble nobles they manipulated.

Unfortunately, Devenda herself lost sight of this vision early on; the Sodality's growing power and easy access to wealth corrupted her. By the time of her death, the Sodality

had no agenda beyond acquiring power for its own sake. It had also become more overtly opposed to male rule, which it saw as the primary barrier to its ultimate success. Thus, the Sodality's members tailored their plots and schemes to take advantage of male weaknesses and attempted to co-opt female aristocrats as allies or dupes. This approach had the ironic outcome of fragmenting the Sodality to the point that it is now an organization in name only. Few of its members pay much heed to their ostensible leader, pursuing their own agendas exclusively, sometimes at the expense of those of other members. Nevertheless, it is possible the Sodality may yet regain its focus, in which case it could one day become a formidable threat in the civilized world.

Campaign Integration

Using the grand divas is a good way for a DM to introduce variety into his campaign – as well as the unexpected. The members of the Sodality are a seemingly innocuous group that are, in fact, the agents of a grand – if fractious – conspiracy. To those who do not know, they are nothing more than a group of highly skilled singers and entertainers. This makes them perfect villains for DMs who like to throw surprises at their players. In addition, they provide a useful example of a nefarious bardic organization. That alone makes them stand out as noteworthy.

Of course, not all grand divas are themselves evil. Many do not realize, or only dimly understand, the true purposes of the Sodality. Consequently, it is quite possible for a player character to join the group without any real knowledge of its ultimate purpose. She may then find herself in a difficult situation – forced to choose between the Sodality and her friends – when she finally recognizes the organization for what it actually is. That makes the Sodality a terrific medium for melodrama, which itself is a great way to encourage roleplaying and enjoyable adventures.

Lastly, the grand divas are a diverse lot. Their goals and intrigues are all aimed toward a particular end, but they lack coordination. It is possible the characters could run afoul of one group of divas while at the same time inadvertently aiding another. Alternately, the characters could get caught up in a feud between two factions of the Sodality, each one ruthlessly following their own ends without regard for who gets hurt in the process. The grand divas thus make perfect "inscrutable villains," whose true goals and motivations are shrouded in duplicity and subterfuge, something from which nearly every campaign can benefit.

Jester

Jesters have long been looked at as courtly fools or pathetic performers without any real talent. Their wicked insults and bright, motley costumes only serve to further irritate their audiences. There are those within the ranks of jesters who live up to this buffoonery, but some use the training they receive in far more useful and productive ways.

Jesters who take up the mantle of adventurer tend to play down the usual gaudy dress of their performing fellows, but they often keep one vestige of such fool's garb out of nostalgia for their old lives. They translate their juggling prowess into a deadly precision with thrown weapons, and they use the wit they have sharpened through years in entertainment to befuddle and distract their foes.

Hit Die: d6.

Requirements

To qualify to become a jester, a character must fulfill all the following requirements.

Bardic Music class ability
Alignment: Any chaotic.
Skills: Escape Artist 4 ranks, Jump 4 ranks, Perform (juggling, wit) 8 ranks, Tumble 6 ranks.
Feats: Improved Initiative.

Class Skills

The jester's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Tumble (Dex), and Use Magical Device (Cha, exclusive skill).

Skill Points at Each Level: 6 + Int modifier.

Jester

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Comedic dialogue	+1 level of existing class
2	+1	+0	+3	+3	Street talk	+1 level of existing class
3	+2	+1	+3	+3	Luck of the fool	+1 level of existing class
4	+3	+1	+4	+4	Juggler's game	+1 level of existing class
5	+3	+1	+4	+4	Voice throwing	+1 level of existing class
6	+4	+2	+5	+5	Fast reaction	+1 level of existing class
7	+5	+2	+5	+5	A bit cracked	+1 level of existing class
8	+6	+2	+6	+6	Deflect arrows	+1 level of existing class
9	+6	+3	+6	+6	Uncanny dodge	+1 level of existing class
10	+7	+3	+7	+7	Luck of the fool	+1 level of existing class

Class Features

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

Weapons and Armor Proficiency: A jester is proficient with all simple weapons, light armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Comedic Dialogue: Jesters learn a new type of performance, the comedic dialogue, that can be used with the bardic music ability. They tell jokes, make puns, and insult their audience in a comical way. This ability has different effects depending on the target of the ability and the talent of the jester.

Comedic Performance: A jester with 6 or more ranks in Perform can use his comedy to lighten the mood of his companions in otherwise tense situations. All allies within 30 feet of the character that can hear his performance are immune to fear effects and gain a +1 morale bonus to Reflex saves for the duration of the performance.

A jester with 9 or more ranks in Perform can use his comedic performance against enemies instead, causing them to be paralyzed with laughter. This ability functions as if the jester had cast *tasha's hideous laughter* on each opponent within 30 feet that can hear and understand him. A successful Will save (DC 12 + the jester's Charisma modifier) negates this effect.

Comedic performance is a supernatural, mind-affecting ability.

Insult: A jester with 9 or more ranks in Perform can use his comedic dialogue to inspire anger and hatred in his foes. All foes within 30 feet that can hear and understand the jester must make a Will save (DC 13 + the jester's Charisma modifier) or become enraged by the jester's insults. Enraged beings suffer a –2 penalty to attack rolls and Will saves, and they will attempt to engage the jester at all costs, even ignoring a current melee opponent. Insult is a supernatural, mind-affecting ability.

Confusing Patter: A jester with 12 or more ranks in Perform can use his comedic dialogue to confuse opponents. All foes within 30 feet that can hear and understand the jester must make a Will save (DC 14 + the jester's Charisma modifier) or act as if targeted by a *confusion* spell for as long as the jester continues his routine. Confusing patter is a supernatural, mind-affecting ability.

Street Talk: Jesters have little time to study due to the training demands of their craft, so learning multiple languages is a luxury few have. On the other hand, it is always helpful to know a few words or phrases from different languages in order to properly draw foreigners into the act. Thus, beginning at 2nd level a jester can make an Intelligence check (DC 15) to dredge up enough words or phrases to use his comedic dialogue ability on creatures whose language he does not speak. Particularly difficult or esoteric lan-

guages (such as Auran or Infernal) may impose a –4 or higher penalty on such checks at the DM's discretion.

Luck of the Fool: At 3rd level, the jester gains a +1 luck bonus to all saving throws on account of his incredible good fortune. At 10th level, this bonus increases to +2.

Juggler's Game: The jester's prowess in juggling items aids him in combat when he uses thrown weapons. Because of this focus, starting at 4th level the jester gains a +1 bonus on attack rolls with thrown weapons.

Voice Throwing: As a part of his performances, the jester learns to throw his voice out into the crowd or make it seem as if a puppet is talking. As a result of this technique, at 5th level the jester can cast *ventriloquism* at will. The caster level is equal to the jester's class level.

Fast Reaction: At 6th level, the jester's constant training in both physical and mental quickness is rewarded by a +2 bonus to initiative.

A Bit Cracked: Beginning at 7th level, the jester's mind has irrevocably slipped out of the realm of normalcy. The jester gains a +4 circumstance bonus to all Will saves against mind-affecting spells.

Deflect Arrows: At 8th level the jester's juggling prowess has blossomed so that he may catch or deflect missile weapons that come near him. The jester gains the benefits of the Deflect Arrows feat, and he may also deflect any missile weapon whose target is within 5 ft. of his current position.

Uncanny Dodge: At 9th level the jester gains the uncanny dodge ability. As a result, he can no longer be caught flat-footed in combat.

Organization

The Benevolent Order

Purpose

The Order serves two purposes: to promote the teachings of the God of Trickery and to protect the innocent.

Leader

Theodore Dobbins (CG halfling male Rog5/Brd5/Jes10)

Current Activities

The god of trickery is a misunderstood deity. For one, he is not malevolent. His tricks and dissimulations are all in the cause of good. It is little wonder then that he is so loved by the common people. The god pokes fun at aristocrats and the self-important and loves nothing more than to encourage mortals to look at the world as a profoundly ridiculous place. Though filled with cruelty and injustice, the god teaches that there are few things in the world that cannot be overcome with laughter or, barring that, a well-played trick. He encourages his followers to find humor in everything, since it is the surest way not to be ground down by the evil that oppresses many lands. The god likewise recognizes that madness sometimes brings clarity. What ordinary mortals call sanity is often a stodgy unwillingness to look at the world from a different perspective and see that there is more to fighting injustice than picking up a sword and doing battle. Sometimes, other approaches prove more fruitful.

The Benevolent Order is a loosely organized group dedicated to the god of trickery. Its members are commonly called jesters, for they often act as public fools and entertainers. Indeed, most of the Order's funds, which it distributes to the poor and needy as well as to indigent members, come from the connections of its membership. Jesters serve in the courts of kings, emperors, and high priests. They are both a base entertainment and a hedge against the predations of the god of trickery. Having a jester in one's court is, ironically, a kind of "insurance policy" against the god taking an unhealthy interest in it. In some cases, rulers and clerics employ jesters to give them a new perspective, using them as unofficial advisors with a skewed but nevertheless important way of looking at the world.

Not all jesters work in the courts of kings, however. The vast majority of the Order travel about the world, moving from place to place. They sell their obvious talents as entertainers to keep themselves in coin. Yet, their true purpose is to act as their god's agents in the world, sowing holy madness, trickery, and guile wherever they go – and undermining evil in the process. Jesters take a particular interest in the young and the innocent, those whose minds have not yet closed off all possibilities. Jesters see them as hope for the future and as natural servants of the god of trickery. They try to cultivate good relations with children and young people, encouraging them to adopt some version of their own beliefs. Jesters also work tirelessly against those who would harm these innocents, since it is an obvious affront to their source of power.

Jesters are not welcome in every land. Many places view them as disreputable sorts, given their roguish tendencies and disrespect for authority of all kinds. Others accuse them of corrupting the youth. All these charges are correct in a sense; jesters do undermine most social orders. At the same time, these charges are beside the point. Jesters do not have any innate disrespect for authority. How could they serve even a god if they did? Instead, the Benevolent Order believes it the duty of every mortal creature to fill the world with laughter and levity. Making fun of figures of power is but one – if a very successful – way of doing just that. It is also a way of opening minds and hearts to new ways of looking at problems. The Order regularly cooperates with temples and knightly orders who share their goals, if not their methods. In their own way, jesters are no less warriors for good than are these others. They simply choose to undertake their mission in an iconoclastic fashion, one that sometimes produces better results, because it is difficult for even the cruelest tyrant to suppress laughter. Therein lies their source of strength.

Campaign Integration

The Benevolent Order requires a bit of thought before it can be included in many campaigns. For one, it presupposes a good-aligned god of trickery, who is also a patron of madness and innovation. If such a deity does not exist, the DM should find another god for the Order to serve. In general, jesters are chaotic but with strongly good tendencies. They exist to protect the innocent and promote new ideas. Any deity that has a similar portfolio might well function as their patron. In some

campaigns, it might be interesting if an otherwise staid god used the jesters as extraordinary servants, a hedge against complacency and stagnation. The dichotomy between, say, a warrior god and his jester servants offers a lot of interesting possibilities. It is unexpected, and the unexpected can be a source of great role-playing if used properly.

Despite its members, the Order is a serious organization – and a religious one at that. The DM must resist the temptation to portray them as purposelessly mad or flighty. Jesters are no such things. They act as they do for a reason: to promote new ideas. They undermine existing social structures only to dislodge people from their inertia. They are not anarchists or rebels without a cause, however. Everything a jester does that runs counter to everyday etiquette and morality should serve a greater purpose. This still gives the DM a lot of latitude in portraying jesters. They are necessarily strange and amusing people and there is no reason to allow the seriousness that underlies their actions to get in the way of the sheer fun of it all. So long as the purpose of the Benevolent Order is borne in mind, jesters are a great way to introduce a bit of levity and the unexpected into any campaign.

Ring Sage

Cultists dedicated to the teachings of the poison goddess stand ready against a group of heroes sent into the cult's sewer lair hidden beneath the city. As the high priestess prepares to give the order to attack, something odd catches her eye: the glint of gems and shined gold on the hands of one of the heroes. Appearing as a seemingly harmless man in simple robes, the priestess is horrified to see that he wears two magic rings – on each hand. With a gasp of clarity, she realizes that this can mean only one thing, Borgun the Ring Sage is the man she opposes, and with that, she now knows that the cult's efforts have all been in folly.

The ring sage is a way of life chosen by a select few spellcasting heroes. With his ability to use extra magic rings and derive power from them in rare and powerful ways, the ring sage is a formidable opponent in combat who also excels as a simple sage of magical knowledge related to rings.

All ring sages are spellcasters at heart. The skills needed to become a ring sage require a great amount of spellcasting knowledge, but some ring sages are multiclassed as paladins, rogues, or in some rare cases, even druid ring sages who use leather and similar materials instead of metals to fashion their jewelry.

Hit Die: d4.

Requirements

To qualify to become a ring sage, a character must fulfill the following requirements.

Spellcasting: Must possess the ability to cast 5th-level arcane spells.
Skills: Knowledge (arcana) 10 ranks, Spellcraft 10 ranks.
Special: A character must study a magic ring, experiment with it, and attempt to understand its power. This process takes several weeks of study, which may occur while the character is doing other things such as adventuring, and drains the ring of all magical ability.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the ring sage prestige class.

Weapon and Armor Proficiency: The ring sage gains no proficiency in any weapon or armor.

Extra Ring: By understanding the mechanics of magical rings, the ring sage is adept at overcoming the barrier of wearing more than two magic rings. Beginning at 1st level, the ring sage gains the ability to wear one extra magic ring, increasing his maximum amount of wearable rings to three. At 5th level, the ring sage is allowed another extra ring, raising his maximum total to four. These totals do not include any additional magic items that allow a character to wear additional magic rings, such as a *hand of glory*.

Ring Sage

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Extra ring	+1 level of existing class
2	+1	+0	+0	+3	Discern ring	+1 level of existing class
3	+2	+1	+1	+3	Forge Ring, Imbue ring I	+1 level of existing class
4	+3	+1	+1	+4	Skilled creator	+1 level of existing class
5	+3	+1	+1	+4	Extra ring, Imbue ring II	+1 level of existing class
6	+4	+2	+2	+5	Augment ring power	+1 level of existing class
7	+5	+2	+2	+5	Imbue ring III	+1 level of existing class
8	+6	+2	+2	+6	Absorb power	+1 level of existing class
9	+6	+3	+3	+6	Imbue ring IV	+1 level of existing class
10	+7	+3	+3	+7	Ring master	+1 level of existing class

Discern Ring: A deep knowledge of magic rings and the spells used to create them grants the ring sage the ability to discern the nature of magic rings in a short amount of time. At 2nd level, a ring sage can use a full round action to discern the abilities of any magic ring, including cursed rings.

Forge Ring: At 3rd level, the character gains the Forge Ring feat.

Imbue Ring I: By mastering the skills needed to charge a ring with magic, the ring sage also learns how to temporarily charge a non-magical ring with a single spell-like ability. Beginning at 3rd level, the ring sage can imbue a non-magical ring with a spell that he has prepared that day. The ring sage can only use 1st through 3rd-level spells with this ability, and by doing so the ring sage uses that prepared spell for the day. After that, the ring can be given to a non-spellcaster, who can discharge the spell as normal for magic rings.

It requires a full round action to imbue a ring with a single spell and any XP or special materials needed to cast the spell are used up in the casting. Also at this time the ring sage must set the parameters of the spell as if he were casting it; these cannot be changed by the person that discharges the spell. Any level-dependent rolls (such as saving throws or dispel checks) are resolved as if the ring sage were the target, not the wearer. The ring sage temporarily loses the used spell slot while the ring is so empowered. If the ring's spell has not been discharged the next time the ring sage prepares spells, then the ring sage can prepare one less spell of that level.

Skilled Creator: Skilled in the art of forging magical rings, the ring sage's knowledge allows him to create magic rings with less chance of error and at a lower cost than normal. At 4th level, the ring sage must pay only one third of the market price cost to create a magic ring.

For example a *ring of counterspells* costs 4,000 gp. For a ring sage to forge this ring he would need to pay only 1,333 gp, rather than the 2,000 gp required for other spellcasters to create such a ring. The XP costs required to create a magic ring are not reduced by this ability.

Imbue Ring II: At 5th level, the ring sage's ability to imbue rings with magic increases. This ability functions as imbue ring I except that the ring sage can imbue 4th through 6th-level spells into a non-magical ring.

Augment Ring Power: A ring sage is so fully in tune with the magic of rings that he forges an arcane bond with any ring that he wears. Beginning at 6th level, the ring sage can activate any magic ring he wears as a free action.

For example, Borgun wears a *ring of blinking* that normally requires a command to activate. When worn by Borgun, his augment ring power ability allows him to activate the ring's ability as a free action and thus does not reduce his normal amount of actions per round.

Imbue Ring III: At 7th level, the ring sage's ability to imbue rings with magic increases again. This ability functions as imbue ring I except that the ring sage can imbue

7th and 8th-level spells into a non-magical ring.

Absorb Power: By touching a magic ring, the ring sage can absorb the power from it and use it as his own. At 8th level, when a ring sage touches a magic ring, he can temporarily absorb the magical energy of the ring. If successful, the ring sage absorbs a number of spell levels equal to the spell level of all prerequisite spells of the magic ring. This drains the ring of magic for 24 hours.

Once absorbed, the ring sage can use the spell levels to cast spells that he has prepared without using up the spell slot.

For example, if Borgun absorbs a *ring of invisibility,* he gains two spells levels (since the prerequisite for the ring is *invisibility*). After that, the ring sage could cast a prepared *mirror image*, and by using the absorbed energy could retain the spell for use later in the day.

Imbue Ring IV: At 9th level, the ring sage's ability to imbue rings with magic increases to his maximum potential. This ability functions as imbue ring I except that the ring sage can now imbue 9th-level spells into a non-magical ring.

Ring Master: Through skill, magic, and force of will the ring sage becomes a master of magic rings. At 10th level, the ring sage gains the following abilities:

- All XP costs to create magic rings are halved.
- The ring sage can automatically detect the presence of any magic ring within a 120-foot area. If spells are used to hide the ring's nature or location, the ring sage makes an opposed caster level check against the caster level of the spell being used to hide the magic ring.
- The ring sage can imbue a ring as a free action rather than a full round action.

Organization

The Ring Sages

Purpose

The Ring Sages are the remnants of a once powerful brotherhood of evil spellcasters whose contemporary descendants have dedicated themselves to do good in atonement for the sins of the past.

Leader

Borgun (NG human male Wiz14/RiS6)

Current Activities

Decades ago, the wizard Dezpaine became obsessed with the power of magical rings. The forging of magical rings is a difficult and time intensive process, requiring both extraordinary skill and attention to detail. Yet, no matter how skilled the crafter, no spellcaster had ever found a way to overcome an inherent weakness in the use of magical rings: their inability to function in more than pairs while worn by the same individual. For reasons few could adequately explain, no being may wear more than two magical rings – one on each hand – and expect them to work.

Dezpain labored long and hard to overcome this "flaw" in the nature of rings. After many years, he achieved his goal and came to possess such an understanding of the mechanics of magical rings that he could wear more than two of these items at a time. In addition, his understanding was such that he could imbue non-magical rings with temporary magical abilities. In short order, Dezpain became known as the Ring Sage. Wizards and other spellcasters, including clerics, traveled great distances to meet him and learn his ways.

Dezpain, however, was a jealous and secretive man and did not dispense his knowledge easily. He did so only when a petitioner offered him something he could truly use, namely their service in his ultimate goal of acquiring power for himself. Within a few years, Dezpain had gathered to himself a large number of likeminded individuals who swore to help him gain a kingdom for himself, where he could rule over non-spellcasters as a tyrant. Using their formidable knowledge of magical rings, Dezpain and his followers would have succeeded, had it not been for the timely intervention of the paladin Gurien ar-Regulus.

Gurien and her comrades defeated the ring sage and slew all of his minions, except for the wizard Borgun, who begged for mercy. Gurien granted it to the wizard on the condition that he mend his ways and forever renounce evil. This Borgun gladly did. Indeed, his demeanor visibly changed shortly thereafter. He shaved his head and beard, sold most of his possessions, and adopted an ascetic life style. He then set out to wander the world, righting the wrongs Dezpain inflicted while he was alive.

Along the way, Borgun has acquired disciples of his own, who wish to join him in his quest to undo the evils of the past. To these select few, Borgun has imparted the secrets of ring magic he learned from Dezpain. A small cadre of new ring sages has arisen, who not only travel with Borgun on his specific mission, but also wander the world in the cause of good. In many lands, these new ring sages are met with suspicion and even hostility, so powerful is the memory of Dezpain's evil. In others, they are greeted as heroes and crusaders for justice. Yet, rumors persist of evil ring sages who either somehow survived Dezpain's defeat or who have discovered another source of ring magic. If true, these evil sages may prove to be one of the most significant opponents Borgun and his followers have encountered in years.

Campaign Integration

The ring sages provide DMs with a number of useful additions to their ongoing campaign. At the most basic level, they are oddities: narrowly focused spellcasters whose powers are based on circumventing a widely acknowledged "truth" of the way magic works. Consequently, the appearance of a ring sage – whether good or evil – is a nice way for the DM to throw into question everything the characters think they know about magic items. In this way, they can be used to lend a sense of mystery to a fantasy campaign.

On another level, ring sages show that evil is not always defeated by the sword. Borgun's conversion to the cause of good might prove inspirational. Even if no character is moved to join the ring sages because of it, the tale of Borgun's change of heart can provide a different perspective on how to deal with a fallen foe. Gurien could have slain Borgun, but she offered him a second chance, and in so doing laid the foundation for a greater good later. DMs who wish to give the characters an opportunity to consider the morality of

simply slaying their enemies could use ring sages as the vehicle for it.

Finally, ring sages make excellent allies or patrons. The combination of their unusual magic and origins helps them to stand out from the typical allies or employers that characters often encounter. Their appearance lends flavor to a campaign, even if used only for a single adventure. That they have the potential to be long-lasting allies makes them all the more useful to the DM looking to add a little spice to his games.

Spellbinder

Many bards and sorcerers find that they enjoy the power that enchantment spells can have over their fellows. Many only find amusement in minor effects that cause embarrassing episodes for their friends, but often times these pranks and practical jokes take on a more serious tone. The power of enchantment magic can easily corrupt, and while not all spellbinders are of this nature, many find themselves controlling others simply for pleasure or for material gain.

Spellbinders are masters of enchantment magic, learning to use their mind and body together to forgo some of the limitations that hinder the full potential of lesser spellcasters. They understand the nature of enchantment magic intrinsically and translate this knowledge to power that is enough to impress and frighten anyone who comes into contact with it. Thus, spellbinders might often find themselves cast out of both mundane and magical society, leaving them to wander the road in search of their dreams.

Hit Dice: d4.

Requirements

To qualify to become a spellbinder, a character must fulfill all the following requirements.

Skills: Knowledge (arcana) 8 ranks, Perform 5 ranks (dance, melody, mime).
Feats: Spell Focus (Enchantment), Spell Penetration.
Spellcasting: Ability to cast arcane Enchantment spells as a bard or sorcerer.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Spellbinders are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Spellbinders are not proficient with any type of armor or shields. Armor of any type interferes with a spellbinder's movements, which can cause her spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of equipment carried.

Specialty: Due to their fascination with and aptitude for spells from the Enchantment school, spells from all other schools are cast at –1 caster level. Also, at least half of the spells known by a spellbinder for any given spell level must be Enchantment spells. This is not a prerequisite, so if the spellbinder does not meet this at the time she takes the prestige class, she must select only Enchantment spells as she rises in level until she meets this condition.

The spellbinder is able to select Enchantment spells from any arcane spell list, thereby granting her access to more spells. If a spell exists on more than one list, she can choose to know it from either. For example, she may choose *emotion* as a 3rd or 4th level spell since it is a 3rd level bard spell and a 4th level sorcerer spell. She may still only cast the spell from a slot no higher than the level at which she knows it, however, unless she uses the Heighten Spell feat or a similar effect.

Extra Spells: Beginning at 1st level, the spellbinder gains knowledge of one additional spell of up to the level indicated, as long as this spell comes from the Enchantment school. In addition, he is able to cast one additional spell per day of the same level as his choice. These

Spellbinder

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Extra spell (1st), specialty	+1 level of existing class
2	+1	+0	+3	+3	Enchantment feats	+1 level of existing class
3	+2	+1	+3	+3	Extra spell (2nd)	+1 level of existing class
4	+3	+1	+4	+4	Enchanting dance (1/day)	+1 level of existing class
5	+3	+1	+4	+4	Extra spell (3rd)	+1 level of existing class
6	+4	+2	+5	+5	Enchanting voice	+1 level of existing class
7	+5	+2	+5	+5	Extra spell (4th)	+1 level of existing class
8	+6	+2	+6	+6	Enchanting gaze	+1 level of existing class
9	+6	+3	+6	+6	Extra spell (5th)	+1 level of existing class
10	+7	+3	+7	+7	Enchantment mastery	+1 level of existing class

spells may be chosen from any arcane spell list as long as it is from the Enchantment school. These bonus spells may also be prepared as if the character were a wizard, allowing her to apply metamagic feats to the spells as normal. She gains extra spells at 3rd, 5th, 7th, and 9th level as well.

Enchantment Feats: At 2nd level, the spellbinder learns to better use some of the tricks that she has learned. The bonuses for her Spell Focus (Enchantment) and Spell Penetration (Enchantment) feats each increase to +4.

Enchanting Dance: At 4th level, the spellbinder can enter an entrancing dance that captivates her audience. This ability works exactly like the 2nd-level bard spell *enthrall*, except it does not require a verbal component. Enchanting dance is a spell-like ability.

Enchanting Voice: At 6th level, the spellbinder can enchant creatures with the mere sound of her voice. The spellbinder can cast Enchantment spells without using somatic components. In addition, by continuing to sing or speak where her victims may hear her, she may extend the duration of the spell to a maximum number of minutes equal to her Constitution score. Each round after this limit the spellbinder must make a Concentration check (DC 15 + the spell's level) with a cumulative –2 penalty per round in order to maintain the spell. The enchanting voice only affects creatures that have the ability to hear the spellbinder, though they need not understand her language unless the spell specifies otherwise. Enchanting voice is a supernatural ability.

Enchanting Gaze: At 8th level, the spellbinder can enchant a creature merely by gazing into its eyes. The spellbinder can cast Enchantment spells without using somatic or verbal components. She still needs to have the material components, but need not have them in her hand at the time of casting. The target of any spell being cast by enchanting gaze is set to "One creature." The spellbinder is able to communicate her commands to any creature without speaking, though any language-based restrictions on individual spells still apply. This communication is by sheer force of will and is not considered a telepathic or psionic ability. The target creature must be able to clearly see the spellbinder for this ability to function; therefore, creatures without visual organs cannot be targeted. Also, if either the spellbinder or her target has more than one-half concealment this ability will not function.

Enchantment Mastery: At 10th level, the spellbinder automatically knows all Enchantment spells up to the highest level of spells she can cast. Upon gaining a new spell level, she sacrifices one spells known slot and gains knowledge of all Enchantment spells of that level. In addition, she may also prepare any number of Enchantment spells as a wizard, even if she normally casts spontaneously.

Organization

The Companions of the

Penetrating Gaze

Purpose

The Companions of the Penetrating Gaze are enchanters without peer and exist to both hone their skills and enrich themselves in the process.

Leader

Ordover (N half-elf male Brd4/Wiz6/Spb10)

Current Activities

Enchanters are commonplace in the world of arcane magic. Enchantments are among the most useful of spells, especially among those who seek to use spellcasting to gain power over others and profit by it. Throughout history there have been numerous groups, organizations, and schools dedicated to these purposes, or to purposes very much like them. Most did not survive more than a generation because of the obvious ill consequences that follow when enchanters use their abilities to manipulate others. One exception to this curse is the Companions of the Penetrating Gaze.

The Companions were founded more than a century ago by a bard known only as Whisper who also dabbled in magic. Whisper was, without a doubt, one of the more venal and self-interested bards of her generation. She sought opportunities for personal enrichment whenever she could, often to the detriment of her companions, whose membership necessarily changed with great regularity.

After one too many encounters with individuals who did not take kindly to being manipulated by her sorcerous powers, Whisper decided to try another approach. She did not fundamentally alter her general goals – self-aggrandizement – but she did make changes she felt would help her avoid further unpleasant encounters with sword-wielding warriors angered at her ability to play them like a fiddle. What Whisper eventually understood was that enchantment need not be used solely in an adversarial fashion. It could also be used as an entertainment. She was already a proficient dancer, singer, and storyteller. These skills, combined with her magical arts, could be just as easily used to enrich herself – and had far less likelihood of leading to her demise.

In this way, Whisper honed her non-magical abilities so as to better compliment her enchantments. Over many years, she developed what she termed "the Penetrating Gaze," a method of speech and movement that made good use of eye contact so as to enthrall those who looked upon the practitioner. The Penetrating Gaze proved remarkably successful. It won Whisper numerous admirers and patrons, all of whom provided her with the wealth and influence that she would otherwise have failed to acquire. More importantly, the Penetrating Gaze itself was a valuable commodity, one that she willingly imparted to others for the right price.

After Whisper's death, the practitioners of the Penetrating Gaze became more numerous and diverse in their goals and activities. One such practitioner was the half-elf Ordover, who hoped that he might build up the foundation Whisper had laid. Ordover wished to push the boundaries of enchantment even further. So, he gathered around himself the foremost practitioners of the Gaze and together they created what would be known as the Companions of the Penetrating Gaze.

Though fractious and diverse, the Companions share a common love of enchantment and a dedication to its refinement. Thanks to their efforts, the Companions have expanded on Whisper's original work and added many new arts to their repertoire. They sometimes also work together on other endeavors of mutual interest. Most share a love of wealth and creature comforts, in keeping with the tradition of their founder. This has given the Companions a reputation as sybarites and rogues, which is not entirely undeserved.

Campaign Integration

The Companions of the Penetrating Gaze are an unusual group in that they lack a real focus beyond the betterment of their members through enchantment, as well as the development of their unique abilities to greater levels of efficacy. In this way, their membership is very diverse and almost any type of enchanter could become a Companion. A DM could easily use the group for a wide variety of purposes, including as allies or adversaries.

More often, though, Companions occupy themselves with self-serving but not generally evil ends. They are more narcissistic and greedy than actually vicious. Thus, they are often found among entertainers and in the courts of powerful nobles. More rarely, they work with other spellcasters to advance the cause of arcane spell research. They can be found as adventurers, but they prefer not to spend much time away from civilized settlements, since their skills work best in those environments. Occasionally, a Companion will work as a spy or diplomat, but these are rare individuals indeed. They are either exceptionally principled or being offered large sums of money to do such things – more likely the latter.

Companions thus make better NPCs than PCs in most campaigns. However, in intrigue-based games or in campaigns where social interaction is important, they make excellent player characters. In fact, they truly come into their own when placed in situations where social skills play a significant role. Their enchantment abilities augment these to a great extent and they would prove invaluable allies in such cases. Companions likewise make excellent puppet master villains, using their enchantment abilities to manipulate the powerful to their own advantage.

Summoner

Spellcasters often surround themselves with friends and allies whose abilities can serve as a complement while they grow their power to acceptable levels. This tactic works for these spellcasters because their allies know that they will someday grow into powerful companions in their own right. Sometimes, though, friends and companions are unavailable to a spellcaster. In such cases, these aspiring mages find aid and protection in other planes, summoning a variety of creatures to help them with tasks ranging from movement to combat. These mages often find they prefer the company of outsiders, or that summoned beings are more convenient since they rarely require reciprocal aid. Those who delve the deepest into these arts become summoners, spellcasters that have mastered the art of summoning and controlling creatures native to other planes of existence.

Hit Die: d4.

Requirements

To qualify to become a summoner, a character must fulfill all the following

SUMMONER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Extra spell (1st)	+1 level of existing class
2	+1	+0	+0	+3	Improved summoning	+1 level of existing class
3	+1	+1	+1	+3	Extra spell (2nd)	+1 level of existing class
4	+2	+1	+1	+4	Improved summoning, denial	+1 level of existing class
5	+2	+1	+1	+4	Extra spell (3rd)	+1 level of existing class
6	+3	+2	+2	+5	Improved summoning	+1 level of existing class
7	+3	+2	+2	+5	Extra spell (4th)	+1 level of existing class
8	+4	+2	+2	+6	Wrath of the summoner	+1 level of existing class
9	+4	+3	+3	+6	Extra spell (5th)	+1 level of existing class
10	+5	+3	+3	+7	Summoning mastery	+1 level of existing class

requirements.

Skills: Knowledge (arcana) 8 ranks, Knowledge (outsiders) 6 ranks.
Feats: Heighten Spell, Spell Focus (Conjuration).
Spellcasting: Ability to cast arcane Conjuration spells.

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Summoners are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Summoners are not proficient with any type of armor or shields. Armor of any type interferes with a summoner's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of equipment carried.

Extra Spells: Beginning at 1st level, the summoner gains the ability to prepare and cast one additional Conjuration (Summoning) spell per day of up to the level indicated. These spells may be chosen from any arcane spell list. He gains extra spells at 3rd, 5th, 7th, and 9th level as well.

Improved Summoning: At 2nd level, the summoner casts all Conjuration (Summoning) spells at +1 caster level.

At 4th level, the summoner always summons one extra creature of the chosen type whenever casting Conjuration (Summoning) spells.

At 6th level, the summoner may convert prepared arcane spells into Conjuration (Summoning) spells of that level or lower.

Denial: At 4th level, the summoner gains an improved ability to counterspell spells from the Conjuration school. When doing so, the summoner need only sacrifice a spell of the level of the spell being countered; it need not be the exact spell.

Wrath of the Summoner: At 8th level, the summoner gains the ability to dismiss summoned creatures back to their home planes once per day. This ability functions as the *banishment* spell, affects up to two HD of creatures per summoner level, and the summoner gains a +1 bonus per class level to his caster level check and the DC of the saving throw.

Conjuration Mastery: At 10th level, the summoner automatically knows all Conjuration (Summoning) spells up to the highest level of

spells he can cast. Upon gaining a new spell level he sacrifices one spells known slot and gains knowledge of all Conjuration (Summoning) spells of that level. He may also prepare any number of Conjuration (Summoning) spells as a wizard, even if he normally casts spontaneously. In addition, the summoner automatically succeeds at any Concentration checks made while casting a Conjuration (Summoning) spell.

Organization

Garju and Daughters

Purpose

Garju and Daughters is a magical business, whose products are summoned creatures and whose prices are second to none.

Leader

Harmana Garju (N human female Wiz10/Sum9)

Current Activities

Magical businesses are uncommon in most lands. In some cases, it is because of long-standing prejudices against the concentration of too much wealth in the hands of wizards. In others, it is because the wizards themselves frown on such "base pursuits" as beneath their grand vocation as workers of magic. In most cases, though, the explanation is more straightforward: it is expensive. The cost of creating magical effects, whether temporarily or permanently, is immense, far greater than almost any other service. Magical businesses are, of necessity, luxury businesses, and extraordinarily precious ones at that.

These facts explain why Garju and Daughters is such an oddity. Founded several hundred years ago by a mysterious wizard named Almana Garju, the eponymous Garju and Daughters quickly established itself as one of the premier magical businesses in the world. The original Garju appeared out of nowhere and had no known connection to the city or land in which she established herself. Indeed, an unspoken part of her sales pitch was her "exoticness," which subtly hinted that she had access to power and learning unseen in her new home. Whether true or not, there is no question that Garju offered a wide variety of magical

goods and services at prices that few of her competitors could match.

The secret to Garju's success was her method of acquiring the items her clients wished to obtain. Rather than create them herself, or hiring a third party to do it for her, Garju "employed" a wide array of outsiders, elementals, and other summoned creatures. These creatures then acted as her agents, traveling about the world and finding just what her clientele wished to purchase. This arrangement allowed her to keep costs – and her payroll – down to very manageable levels, enabling her to reap remarkable profits. Another cost saving plan was the fact that Garju rarely acquired items before the fact, preferring to wait until she knew she had a definite buyer. This kept the need for inventory to a minimum and ensured that she obtained fewer items that might never be purchased by anyone.

Initially, Granju's staff consisted only of herself and her blood relations – her daughters. In time, though, she expanded her operations enough that she employed outsiders, not all of them women, although many of them were. From these newcomers, more information about the business's workings became known. One such piece of information was that Granju practiced a magical tradition she called "the Unfettered Way" that gave her great power over the creatures she summoned. She taught the Unfettered Way to her daughters and employees, who in turn used it to summon creatures themselves.

What remained mysterious is where Granju learned the Unfettered Way and how it was that she compelled the summoned creatures to function as her errand boys. After all, The Way concerned itself only with summoning, not control, so it seemed that there was more to the story than the old woman was letting on. Moreover, Granju herself always presided over the sending of the summoned creatures on their various activities. This in turn led to all manner of rumors, everything from a celestial heritage to diabolic pacts. The truth was never learned. Almana Granju died, but not before passing the secret on to her eldest daughter, who in turn passed it on to hers – and so on for centuries. Now, Granju and Daughters is one of the premier magical businesses in existence and rumors continue to spread about its practices and true purpose.

Campaign Integration

Granju and Daughters works best in a campaign in which the notion of a magical business is not totally unheard of, even if it is rare. Consequently, the campaign must be one in which magic is not so rare as to be a wholly mysterious and unfamiliar practice. If it is, the DM is left with two options. He can either rework Granju and Daughters extensively, perhaps turning it into a college for summoners, or he can make the business the first of its kind, effectively turning the clock back hundreds of years to its founding under Almana Granju. In the latter case, all the suspicions and questions noted above come to the fore once more. Player characters wishing to learn more about its practices must overcome these misconceptions and find a way to convince Granju to teach them her secrets – a daunting task.

In campaigns where magical businesses are an accepted part of the setting, Granju and Daughters is easier to integrate. On a basic level, it can simply serve as a source of magic items without going too deeply into how it obtains these items. Alternately, the rumors and stories might be true, in which case the business becomes the nexus of adventures, culminating in the revelation of the "true" secret of the Unfettered Way, whatever that may be. In this way, Granju and Daughters can serve either as a hero or villain group, depending on the wishes of the DM. Another option might be for the business to be larcenous in the extreme, with its summoned creatures stealing magic items from the rightful owners rather than simply collecting them from lost tombs or far-off planes.

In any event, the process of the player characters becoming involved with the business is a difficult one. Unlike its competitors, Granju and Daughters purposefully keeps its numbers small. In addition, the summoning skills it teaches are intended to be used for business purposes primarily. Consequently, any character who wishes to learn these skills must pledge themselves to the business and work toward its goals rather than their own. If a player shows a great deal of interest in doing this, the DM would be wise to develop a back story or plotline for the business that allows it to be the focus of a campaign or lengthy series of adventures.

Swamp Witch

Swamp Witch

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Divination focus	+1 level of existing class
2	+1	+3	+0	+3	Swamp brewing	+1 level of existing class
3	+1	+3	+1	+3	Foresight 1/day, territorial sense	+1 level of existing class
4	+2	+4	+1	+4	Swamp brewing	+1 level of existing class
5	+2	+4	+1	+4	Psychometric visions, friend of the wild	+1 level of existing class
6	+3	+5	+2	+5	Foresight 2/day, territorial sense	+1 level of existing class
7	+3	+5	+2	+5	Swamp brewing	+1 level of existing class
8	+4	+6	+2	+6	Potion master	+1 level of existing class
9	+4	+6	+3	+6	Foresight 3/day	+1 level of existing class
10	+5	+7	+3	+7	Environmental mastery	+1 level of existing class

These mysterious hags are the stuff of legend, dwelling in their patchwork huts surrounded by the belching, noxious terrain of the deep swamp. Parents tell their children of these creatures to scare them away from straying too far from their homes, and hunters and woodsmen are said to disappear when they wander too close to the witch's hut.

All the legends aside, the swamp witch has uncanny powers of fortune telling and precognition. Her legendary preparedness is due not to some great foresight; rather it is the fruit of her supernatural awareness and the whispers she hears from planes untold. She brews her potions with the essence of the swamp, providing a bitter pill that nonetheless holds more extraordinary powers than those of a mundane wizard. Indeed, many seek her out for these powers, but only the brave of heart or true of purpose are able to cross into her domain. Such is the power of the tales surrounding the swamp witch, and such is her power that she rarely disappoints those who come.

Hit Die: d4.

Requirements

To qualify to become a swamp witch, a character must fulfill all the following requirements.

Skills: Scry 10 ranks, Wilderness Lore 4 ranks.
Feats: Brew Potion.
Spellcasting: Ability to cast at least seven different Divination spells.

Class Skills

The swamp witch's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Wis), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Swamp witches are skilled with all simple weapons. Swamp witches are not proficient with any type of armor or with shields.

Divination Focus: At 1st level, the swamp witch learns to use chicken bones, runestones, and other foci to enhance the power of her divinations. If she uses specially prepared objects in this manner, she casts all Divination spells at +1 caster level and she gains a +10 competence bonus to all Scry checks.

Creating these special instruments requires one day in order to perform the necessary attunement rituals, and if the items are ever more than 100 ft. away from the swamp witch for one full day they lose their special qualities and must be attuned again.

Swamp Brewing: At 2nd level, all potions brewed by the swamp witch act at +1 caster level, but anyone drinking one must make a Fortitude save (DC 10) due to the

fetid swamp water and less than optimal ingredients used. If the imbiber fails this save he regurgitates the potion, losing its effects and ruining its magic.

At 4th level, the swamp witch learns to bottle more powerful magical energies than other spellcasters. She may now make potions of up to 4th level spells.

At 7th level, the swamp witch can make potions of up to 5th level spells and the potions no longer require a Fortitude save in order to be effective.

Foresight: At 3rd level, the swamp witch gains the ability to see the immediate future for short periods of time. Treat this ability as if the character had cast *augury* with a few minor changes. First, the swamp witch can see up to a day in advance. Second, if the result of the check is particularly bad, feelings of anguish and suffering overcome the swamp witch. She takes 1d6 points of subdual damage if the divination returns a "weal and woe" result and 3d6 if the result is "woe." She takes no damage upon a result of "weal" or "nothing." The character can use this ability at will.

Territorial Sense: At 3rd level, the swamp witch is able to keep track of the land surrounding her home. Any time a creature of seven HD or greater comes within a mile of her home she becomes aware of its presence and general location.

At 5th level, she gains the ability to *scry* on the creatures that she senses as if she had cast the spell, and she becomes aware of any creature with greater than five hit dice that enters her territory. This ability is instantaneous, not requiring the one hour casting time of the *scry* spell.

Friend of the Wild: At 5th level, the swamp witch gains the ability to *speak with animals* at will. She also gains a +10 competence bonus to all Animal Empathy checks.

Psychometric Visions: At 5th level, the swamp witch can read the aura of items she touches, even if its history goes back for centuries. If she touches an object (a small piece of a larger object will do, such as a piece of wood from a door or the gemstone off a weapon's hilt) she immediately learns of its history in quick flashes, allowing her to answer questions about the object. Treat this as if she had cast a *vision* spell, although the swamp witch does not suffer the loss of XP for casting the spell.

Potion Master: At 8th level, the swamp witch's potion brewing mastery has reached its peak. She now pays 25% less XP when she brews potions and she may brew up to two potions per day.

Friend of the Wild: At 10th level, the swamp witch has all but become a natural part of her environment. She now knows all creatures who pass within two miles of her home and there is no longer a chance that a creature will notice the *scrying* attempt. In addition, she is able to call forth defenses from the swamp. She can cast *summon swarm* once per day (always treat as a centipede or beetle result, at the choice of the swamp witch) as a spell-like ability.

Organization

Children of the Swamp

Purpose

The Children of the Swamp carry on the traditions of their founder, Sofonizba, an eccentric prophetess and diviner.

Leader

Mariel (CN human female Wiz10/Sww10)

Current Activities

There have always been those whose view the desolation of nature as ripe with magical energies. While many such individuals choose the solitude of the desert or mountain heights, the wizard known as Sofonizba chose the fetid waters of a dank and misty swamp. Sofonizba was a devotee of an obscure deity she called "the Many-Eyed One," and she claimed that swamps and fens were the god's special domain. So, she abandoned her friends and family and set up a small shack within the confines of a vast swamp and there meditated upon the mysteries that the Many-Eyed One revealed to her.

Sofonizba soon acquired a reputation as a diviner, seer, and brewer of healing draughts. She rarely ventured from her swampy home and grew ever more eccentric with each passing year. Something about her residence had changed her, both physically and mentally. Yet, there was no denying that, whether or not the Many-Eyed One existed, Sofonizba had also changed magically as well. Her powers increased in unexpected ways and the accuracy of her divinations were second to none. It thus came as no surprise that kings, adventurers, and peasants alike sought her out for the insights she had – as well as the powerful potions she brewed in her rough hovel within the marsh.

As Sofonizba grew older and more out of touch with the society she had abandoned, she received fewer and fewer visitors. In time, she turned away almost everyone who attempted to make contact with her – all except one, a woman called Mariel. The daughter of a local high priest, Mariel claimed that she too had heard the call of the Many-Eyed One, and had approached Sofonizba as a long-lost daughter of the same god rather than as a supplicant. The old witch recognized Mariel as a kindred spirit and accepted her into her home. When at last Sofonizba died, Mariel took up her mantle and acted as a seeress and provider of potions.

Since that time, others have claimed to hear the call of the Many-Eyed One. They have all approached Mariel to ask for her blessing, which she has given to those who truly have heard the call of this bizarre deity. Mariel then bids these women (and some men, though far fewer) to set up their own homes within a marsh, swamp, or bog and there meditate upon the mysteries of the natural world, through which they may divine not only the future but also the will of the Many-Eyed One.

The numbers of the so-called Children of the Swamp grew over the years. There were never huge numbers of them, as its lifestyle is both peculiar and isolating. Yet, there were many swamp witches scattered throughout the world, living on the edges of many villages and realms. Recently, these witches have begun to venture out into the world, leaving their hovels behind. Some have even taken assistants and apprentices, instructing them in the service of the Many-Eyed One and receiving his blessings. The witches claim that a great change is afoot, one that even they cannot yet see. Whatever it is, it requires that they be ready to greet it, for such is the will of their god. Although no witch has specified that this great change is necessarily for the worse, few who learn of its imminent appearance can bring themselves to think otherwise.

Campaign Integration

There are several ways to use the Children of the Swamp in a campaign. The simplest is to assume that they are nothing more than strange old hermits whose time in the swamp has given them bizarre insights into the world. They can serve as allies, patrons, enemies, or just as sages whom the characters consult when they need advice. The connection between individual swamp witches can be present, but it need not be emphasized. After all, the slightly insane yet insightful old woman is a staple of fantasy literature and fits well into most fantasy campaigns.

To get the most out of the Children of the Swamp, though, a DM should consider the great change about which the Many-Eyed One has told them. Whether or not the

deity exists (and this is entirely up to the DM), the Children should indeed have some vague premonition of something that will occur in the future. It must be something that is significant enough for larger numbers of these eccentric men and women to leave their hovels and venture out into the wider world.

In this way, swamp witches are an excellent means by which a DM can introduce change into his campaign world. The coming of a war, the fall of a kingdom, the birth of a savior – all these things and more can serve as the reason the Children have decided to take a more active role in the world. Their movements and activities can thus have a greater significance. A clever DM might even use them as the means to telegraph the nature of the change that is about to occur. They can function as warnings about a dire future or advisors about a positive one. Whatever the DM decides, the Children are ready-made plot hooks that allow him to show that great events are afoot.

Player characters might wish to join the ranks of the Children and there is no good reason not to allow this. Remember, though, that the Children have only a vague sense of something that will change the world. They do not know the specifics. The Many-Eyed One speaks to them in dreams and visions that are not always clear. This will not change even if a player character is among them. Thus, a DM should feel free to provide a PC swamp witch with similarly confused and inexplicable visions of the great change. By allowing them a chance to get a first if unclear look at the future, the DM gives himself another means to introduce anticipation and excitement into his campaign. Thus, the Children of the Swamp can be vital elements in any game in which portentous events might occur.

Legendary Classes

So you stole the Kingston diamond, passed the guild's tests, and became a master thief. Or perhaps you've mastered the whirling blades and won a handsome fee in the arena. Maybe you are a wizard who mastered the elements and learned to carry the stuff of fire within your very body. What is left for men and women such as you, who have conquered every challenge, solved every puzzle, and defeated every enemy?

There is one challenge left: to become a legend.

Legendary classes present high-level options for characters on the verge of greatness, whose names will be scribed eternally and against whose deeds each man shall measure his own. Although similar in concept and appearance to prestige classes, they represent far more. They describe the pinnacle of a profession or culture, the kind of opportunity that only appears once in a generation. Someone who decides to walk the path of a legendary class may be fulfilling his people's oldest myth, or a society's greatest fear. It is never an easy path, nor one many would choose. Those who do take up the mantle award themselves great power as well as great danger, and only the boldest are able to fulfill their destiny.

Class Mechanics

Legendary classes have all the same progressions as normal classes: base attack bonus, saving throws, and special abilities. They also have unique class skill packages and proficiencies. Like a prestige class, there are prerequisites that must be fulfilled before the first legendary class level may be selected. Some of these are left open for the DM's discretion, so that he can customize them to his home campaign. This allows the DM to include feats from official sources that have not been released as **Open Game Content.**

The Preparation

A character must announce his intention to take a legendary class well in advance of ever taking a level in it. In game terms, this represents the character trying to catch the attention of a deity or powerful extra-planar being, applying for a position within an organization, or channeling the spirits of his ancestors. Two levels before the character takes his first legendary class level, he must announce his commitment. This means that if Dran decides to channel the spirit of his great teacher in order to become a Maestro at 13th level, he must announce his intention no later than the point at which he reaches 11th level. Once the character has announced the level at which he will become a legend, there is no turning back.

Each legendary class has among its prerequisites a list of quests, each of which must be fulfilled in between the time of commitment and the acquisition of the first level of the class. The character may not complete them before he announces his intentions. Once each quest has been fulfilled and all other prerequisites are met, the character may take a legendary class level.

Legends wait for no man. If some or all of the quests go unfulfilled, the character may not advance in level until they are. All excess experience gained in the meantime is lost. This means that in the above example, if Dran reached 77,999 experience points without organizing a great task, he would gain no more experience until he had done so. The character need not meet all the prerequisites of the class upon announcing his intentions, but he must meet them before taking the first legendary class level. If he does not, the same penalty described above applies.

The Power

Legendary characters have access to powers and abilities beyond the reach of those who have chosen ordinary lives and less impressive legacies. They also wield greater control over the development of their powers than other characters, having choices to make as they rise in level and power. Even though two characters march down the same path, each may end up quite differently depending on these choices.

For each legendary class level gained, the character may choose one special ability from those listed. The power and scope of this ability are determined at that time and do not increase as the character goes up in lev-

els. This is known as the ability's power level. No power may be chosen more than once. This always means a sacrifice for the character, but sometimes the rewards of patience are worth the wait.

Example powers of a 5th-level Maestro

Coordinate Action I: The character can designate one ally once per day who receives a +2 bonus to all checks made for three rounds.

Legendary Reputation II: The character gains a +10 bonus to Bluff, Diplomacy, and Perform.

Natural Leader III: The character gains a +3 legendary bonus to his Leadership score.

Enhanced Charisma IV: The character gains a +4 legendary bonus to Charisma.

Enhanced Dexterity V: The character gains a +5 legendary bonus to Dexterity.

The Price

Once a character has begun to walk the path of a legend, he may not turn back even if his faith is shattered or his kingdom lost. The forces acting upon him are great, and he cannot resist the tidal wave of fate he has chosen to ride. Once a character chooses to take a legendary class level, he may not choose any other classes until the legendary class has been completed. Although this may seem restrictive, it is a small price to pay for the power and prestige afforded a legend.

Death Lord

For whatever reason, many spellcasters are drawn to the power of death and the connection between the Material Plane and the energy that fuels the undead. They are known as graverobbers and defilers in many cultures, and as great innovators in others. Some speak of utopian dreams of cities filled with undead slaves, uncomplaining workers that leave the living to more important pursuits. Others merely wish to create an indestructible army that will help them carve out an empire where they can rule supreme.

Whatever the motivations of these sorcerers and wizards, each dreams of one day commanding the ultimate power over life and death

Death Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Death Lord Ability
2nd	+1	+3	+0	+3	Death Lord Ability
3rd	+2	+3	+1	+3	Death Lord Ability
4th	+3	+4	+1	+4	Death Lord Ability
5th	+3	+4	+1	+4	Death Lord Ability

– as well as that place in between the two. A few actually reach that goal, becoming powerful spellcasters known as death lords.

Hit Die: d6.

Requirements

To qualify to become a death lord, a character must fulfill all the following requirements.

Alignment: Any non-good.
Skills: Heal 5 ranks, Knowledge (arcana) 15 ranks, Knowledge (undead) 10 ranks.
Feats: Leadership, Spell Focus (Necromancy), any one feat of the DM's choice.
Spellcasting: Able to cast 5th-level arcane spells.

Quests

- The character must defeat an intelligent undead foe with at least two more HD than his current level. He can have aid in this task, but he must strike the killing blow himself, otherwise he must seek out another in order to fulfill this quest.
- The character must find and read from the Tomes of Alhakir, three legendary books that detail the ancient knowledge of a once-powerful death cult.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the death lord legendary class.

Weapons and Armor Proficiency: A death lord is proficient with all simple weapons, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Death Lord Abilities

Enhanced Constitution: The character gains a +1 legendary bonus to his Constitution per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Undead Cohorts: The character gains a +1 bonus to Leadership per power level, but this only goes into effect if at least half of his followers and cohorts are undead. In addition, the character can attract cohorts that are undead, who will willingly serve him as detailed in the rules for the Leadership feat. Some evil death lords even kill their existing cohorts and then bring them back as even more powerful beings so that they can utilize this ability. Use the undead's Challenge Rating to determine how powerful a cohort the character can attract, accounting for any class levels or other modifiers that might increase the creature's Challenge Rating.

Legions of the Dead: The character gains an additional group of undead followers that do not count against his normal Leadership limit. For each power level, the character gains the listed number of followers per level for his current Leadership score, except these followers are undead and use their

Elemental Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Elemental Lord Ability
2nd	+1	+3	+0	+3	Elemental Lord Ability
3rd	+2	+3	+1	+3	Elemental Lord Ability
4th	+3	+4	+1	+4	Elemental Lord Ability
5th	+3	+4	+1	+4	Elemental Lord Ability

Challenge Rating instead of their level to determine if they are appropriate. It takes one day per power level to gather these undead, as the character sends out a call to the undead nearest to his location. The character can replace slain undead followers at a rate of 10 per day using this method.

Wilt Living: The character gains a death attack similar to clerics of gods of death. This is a touch attack that slays any being that currently has less than 10 hit points per power level. Creatures that are immune to death effects are immune to this ability. This attack is usable once per day, and any creature thus slain rises as a zombie of the appropriate size and is added to the death lord's horde of undead followers.

Command Undead: Once per day per power level, the character can cast *dominate monster* on any undead target using his caster level to determine all spell effects.

Drain Undead: The character can drain undead of their essence, using the energy to fuel his powers. As a touch attack once per power level per day, the character can attempt to drain an undead of its (un)life force. On a successful attack, he deals 1d6 points of damage per character level (maximum 15d6) to the creature. If he destroys the creature with this attack, he gains one of the following benefits of his choice:

- Gain two temporary hit points per HD of the creature destroyed (lasts one hour)
- Gain one temporary ability point (choose one ability) per two HD of the creature destroyed (lasts one hour)
- Heal five hit points or one point of ability damage per HD of the creature destroyed
- Automatically succeed at all Fortitude saves to shrug off one negative level per HD of the creature. The character can only gain this benefit to negative levels that he has already acquired.

Elemental Lord

Crashing through the waves of a hurricane. Scooping the raw, magical power from a boiling volcano. Soaring through the sky to meet the master of a hovering cloud giant castle in mortal combat. These are the exploits that make spellcasters famous. These are the daunting tasks that make an elemental lord a legend.

Elemental lords are fascinated by the elemental forces that underlie the magic of their world. They seek to befriend, enslave, and study all kinds of elementals, which are living embodiments of these primal energies. As they come closer and closer to understanding these forces, some spellcasters take on aspects of the very elements they seek to master. By making a pact with the elements themselves, these mages are able to reap incredible power from the elemental energies that fuel their magic.

Elemental lords gain an incredible amount of control over the elements. They befriend elementals, learn to subsitute one type of energy for another, and gain incredible resistance to the effects of the energies that flow around them. They respect the elements to a far greater degree than most spellcasters, and as a result they are able to generate amazing effects from them. Elemental lords are both feared and respected for the raw power that they wield.

Hit Die: d6.

Requirements

To qualify to become an elemental lord, a character must fulfill all the following requirements.

Skills: Knowledge (arcana) 15 ranks, Knowledge (the planes) 7 ranks, Spellcraft 12 ranks.
Feats: Great Fortitude, Spell Focus (Evocation), any one feat of the DM's choice.
Special: At least half of the character's spells known must have an elemental descriptor (*lightning bolt*) or be elemental in nature (*wind wall*).

Quests

- The character must travel to at least two of the elemental planes and stay in each for at least a week. During this time, he must interact with the plane's denizens, forming bonds of friendship that will aid him in the future. At this time he might also find the creature that will one day become his elemental familiar.
- The character must travel to an area that embodies one of the elements on the Material Plane. This can be the heart of a volcano, an island being deluged by a hurricane, or any other such area. Once there, he must allow the power of the element to course through his body and soul. This requires that he open himself up to the elemental energy, suffering 1d4 points of permanent hit point damage in the process. This sacrifice bonds him to the element that surrounds him and gives him the knowledge to manipulate the others as well.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the elemental lord legendary class.

Weapons and Armor Proficiency: An elemental lord is proficient with all simple weapons, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Infiltrator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Infiltrator Ability
2nd	+1	+0	+3	+3	Infiltrator Ability
3rd	+2	+1	+3	+3	Infiltrator Ability
4th	+3	+1	+4	+4	Infiltrator Ability
5th	+3	+1	+4	+4	Infiltrator Ability

Elemental Lord Abilities

Note: The five energy types are acid, cold, electricity, fire, and sonic. These are all valid choices for the abilities below.

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Enhanced Constitution: The character gains a +1 legendary bonus to his Constitution per power level. This is a one-time bonus.

Master of the Elements: Choose one energy type per power level. You can freely change out the elemental descriptor of any spell you cast with any of your chosen energy types. Thus, if cold and electricity are chosen, the character can freely change a *fireball*, *flame arrow*, or a similar spell with the [Fire] descriptor to an electricity or cold spell. The new energy type replaces the original, it does not stack with it.

Fire in the Blood: The character gains the ability to cast a greater number of elemental spells per day than normal. For each power level, the character can cast three additional spell levels per day. If the elemental lord is a wizard, these must be prepared with his other spells; if he is a sorcerer or bard, the character can choose to cast additional spells at his leisure as long as he does not exceed the allotted number of additional spell levels.

Signature Elements: The character can choose one spell with an elemental descriptor per power level. These spells are now such a part of the character that he may cast them in place of other prepared spells at any time. In order to do this, the character merely casts the spell and then marks one prepared spell off his list. Sorcerers and bards gain no benefit from this ability as they can choose to cast any spell they know at any time.

Elemental Familiar: The character can gain a new familiar, which can be any creature of the elemental type. This new familiar can have up to two HD per power level and in all other ways acts as a normal familiar. The character can still only have one familiar, but if he chooses to dismiss a previous familiar when he takes this ability, the normal penalties for doing so are ignored.

Elemental Resistance: The character gains immunity to one energy type per power level.

Infiltrator

The infiltrator is a master of disguise, smooth-talking salesman, and consummate strategist all rolled into one. His game is playing the wealthy noble and merchant classes for fools, often leaving them with lighter purses and a smile on their faces, something very few are able to do. Infiltrators are not only adept at gaining entry into the homes and vaults of such individuals, they also know how to insinuate themselves into their targets' very lives.

The infiltrator dresses and carries himself as a natural ally and friend of his mark, greeting him at parties and patronizing his shops until finally the mark sees him as a great customer if not a friend. It is then that the infiltrator makes his move, gaining access to the most secret of areas and coaxing valuable information from his newfound "friend." The ruse is rarely discovered before the infiltrator is long gone, and even then his target is hard pressed to describe the character in any great detail, as the disguise that hid the infiltrator's true appearance and personality has long been shed.

Hit Die: d8.

Requirements

To qualify to become an infiltrator, a character must fulfill all the following requirements.

Alignment: Any non-lawful.
Skills: Bluff 12 ranks, Diplomacy 8 ranks, Disguise 15 ranks, Forgery 2 ranks, Gather Information 8 ranks, Sense Motive 8 ranks.
Feats: Skill Focus (Bluff, Diplomacy, Disguise, or Sense Motive), Spell Focus (Enchantment), any one feat of the DM's choice.
Spellcasting: Ability to cast 3rd-level bard spells.

Quests

- The character must pull off a ruse that, if uncovered, would be very embarrassing for a member of society. Perhaps he pretends to be a lost relative just arrived to claim the inheritance of his beloved uncle; or maybe he engenders a romance with a noblewoman who could never reveal her love for a common-born.
- The character must have stolen from at least three different nobles or merchants, each in a different town or area. In each case, the target must have no idea he has been stolen from or be able to identify the infiltrator in any meaningful way.

Class Skills

The infiltrator's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Tumble (Dex), and Use Magical Device (Cha, exclusive skill).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the infiltrator legendary class.

Landwalker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Landwalker Ability
2nd	+1	+3	+0	+3	Landwalker Ability
3rd	+2	+3	+1	+3	Landwalker Ability
4th	+3	+4	+1	+4	Landwalker Ability
5th	+3	+4	+1	+4	Landwalker Ability

Weapons and Armor Proficiency: An infiltrator is proficient with all simple, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Infiltrator Abilities

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Undetectable Disguise: The infiltrator can cast each of the following spells once per day per power level: *alter self, change self*, and *hypnotism*.

Glib Tongue: The character's incredible powers of persuasion grant him large bonuses to many of his most useful skills. As such, the character gains a +5 bonus per power level to the following skills: Bluff, Diplomacy, Disguise, and Gather Information.

Contacts: The infiltrator has made contact with many powerful and influential men and women in his time, and these can often be the source of much-needed aid. Once per week per power level, the infiltrator can call in aid from a local source (of course, he must still be near a town or other area that would reasonably have a patron). This aid can be a service, favor, or financial endowment, but in general it will not exceed a value of 500 gp per power level. Each time the infiltrator does this, he must assume the role of whatever character he was playing when he first made contact with his benefactor.

Quick Search: By taking a full round action, the infiltrator can easily identify loose floorboards, secret compartments, and hidden contraptions of all kinds within his immediate area. When he performs a quick search, the infiltrator can make a single roll that acts as a Search and a Spot check for the area around him, to a radius of 10 feet per power level. There is no penalty for distance on this check.

Whispers and Lies: The character is able to influence the reactions of other people toward each other in such a way as to make him the benefactor of that conflict. This works to shift the attitude of each NPC one level per power level down on the NPC Attitudes chart (DMG 149). At the same time, the NPCs' attitude toward the infiltrator is shifted up one level per power level. These effects last for one day. The character can use this ability once per day per power level against up to one person per power level per use. Each time he uses this ability, he must choose new targets; anyone affected by this ability is immune to it for one week after its effects wear off.

Landwalker

The mysterious landwalkers come and go as they please, never abiding by man's laws or the constraints of civilization. They do not believe that their power comes from the blood of dragons in their veins, as so many sorcerers do; instead, they claim that their abilities are a gift from the earth itself, a blessing conferred by the ageless world.

Landwalkers do not hate civilization, they merely look down upon it with disdain. They

feel superior, as bearers of the powers of the earth itself, and do not deign to be ruled by any mortal creature. This claim of the origins of their powers is held up by the magnificent abilities they possess, though many believe that it is their belief that gives them the powers, and not the other way around.

Hit Die: d6.

Requirements

To qualify to become a landwalker, a character must fulfill all the following requirements.

Alignment: Any chaotic.
Skills: Knowledge (arcana) 15 ranks, Knowledge (nature) 6 ranks.
Feats: Alertness, Toughness, any one feat of the DM's choice.
Special: The character must know at least two of the following spells: *animal growth*, *control water*, *locate creature*, or *move earth*.

Quests

- The character must liberate an area of land that is being abused by a civilization or humanoid tribe. He must either convince them to cease their activities or destroy them so that they can never hurt the land again. Such examples could be the draining of a swamp to fill a reservoir or the destruction of a sacred fey woodland by the woodcutters of a nearby city.
- The character must isolate himself in the wilderness for a period of one month, using nothing but his skills to live. If he uses magic or is aided in any way by any being, the trial fails and the character must repeat this ritual. If he succeeds, then he is judged worthy by the land and is given the ability to claim his rightful prize. It is often on such journeys that the landwalker will meet his soon to be dire companion.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Maestro

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Maestro Ability
2nd	+1	+0	+3	+3	Maestro Ability
3rd	+2	+1	+3	+3	Maestro Ability
4th	+3	+1	+4	+4	Maestro Ability
5th	+3	+1	+4	+4	Maestro Ability

Class Features

All the following are class features of the landwalker legendary class.

Weapons and Armor Proficiency: A landwalker is proficient with all simple weapons, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Landwalker Abilities

Enhanced Wisdom: The character gains a +1 legendary bonus to his Wisdom per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Dire Familiar: The character can gain a new familiar, which can be any dire animal. This new familiar can have up to three HD per power level and in all other ways acts as a normal familiar. The character can still only have one familiar, but if he chooses to dismiss a previous familiar when he takes this ability, the normal penalties for doing so are ignored. Dire familiars grant a greater than normal bonus for their creature type, at the DM's discretion.

Healing Earth: As a child of the earth itself, the character can draw upon its energy to heal him in time of need. Once per day per power level, the character can heal himself one point per character level. So, a 15th-level character that took this ability as a 1st-level landwalker could heal himself once per day for 15 hp. The character must be in direct contact with the earth in order to use this ability.

Nature's Song: The character gains the ability to cast one of the following spells per power level: *animal growth, control plants, control winds, diminish plants, move earth*. The landwalker can use these abilities once per day per power level. Thus, if a landwalker chose this ability at power level three, he could cast three spells per day, chosen from either *animal growth, diminish plants,* and *move earth* (the spells he chose when he gained this ability).

Friends All Around: The character is able turn, rebuke, or control plants and animals as a cleric does undead. The landwalker may choose at the time he selects this ability whether he wants to be able to turn or rebuke, and once he has made this choice he can never change it. This ability is usable once per day per power level, as a cleric of the character's level.

The Power of the Land: As long as he is in contact with the earth when he prepares his spells, the landwalker can cast two additional spell levels of spells per power level per day. So a landwalker that chose this ability at power level five could cast an additional 10 spell levels per day, broken up however he wished.

Maestro

Some characters are natural born leaders, able to sway their companions toward the course of action that they most favor and to persuade hostile parties to lay down their arms before resorting to combat. These characters often lead large armies, using their powers of persuasion to enhance the performance of their followers. Other times, they work alone or in small groups, where they have more flexibility and stealth with which to pursue their goals. Those who would become a maestro become

masters of reading other people's emotions and using this knowledge to their advantage. Eventually they even learn to influence the movements of others through the use of magic and complex arcane gestures and motions. A character that follows this path truly becomes the master of others, so how he chooses to use this power becomes a matter of great importance to those around him.

Hit Die: d8.

Requirements

To qualify to become a maestro, a character must fulfill all the following requirements.

Skills: Bluff 8 ranks, Diplomacy 15 ranks, Perform 12 ranks, Sense Motive 8 ranks.
Feats: Skill Focus (Bluff, Diplomacy, Perform, or Sense Motive), Leadership, any one feat of the DM's choice.
Spellcasting: Able to cast 3rd-level bard spells.
Special: The character must speak at least three languages.

Quests

- The character must coordinate some large event, such as a town faire or community project. The event must include more than 100 people all working toward a common goal at the behest of the maestro.
- The character must convince two unaffiliated, hostile parties to solve their differences without resorting to violence.

Class Skills

The maestro's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Tumble (Dex), and Use Magical Device (Cha, exclusive skill).

Skill Points at Each Level: 8 + Int modifier.

Oracle

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Oracle Ability
2nd	+1	+0	+3	+3	Oracle Ability
3rd	+2	+1	+3	+3	Oracle Ability
4th	+3	+1	+4	+4	Oracle Ability
5th	+3	+1	+4	+4	Oracle Ability

Class Features

All the following are class features of the maestro legendary class.

Weapons and Armor Proficiency: A maestro is proficient with all simple and martial weapons, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Maestro Abilities

Enhanced Dexterity: The character gains a +1 legendary bonus to his Dexterity per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Influence Reaction: Once per power level per day, the maestro can designate one creature per point of Charisma and alter their reactions either to him, his allies, or any other creature designated by the maestro. This creature reacts as though he were up to one level friendlier or more hostile per power level, as detailed in the core rules (DMG 149). There is no save against this ability, but the targeted creature must have at least four less HD than the maestro for it to take effect.

Coordinate Action: The maestro is incredibly adept at aiding his allies in combat and in other tasks. Once per day per power level, the maestro can designate one ally per power level as a free action and grant them bonuses to their actions. Each ally gains a +2 morale bonus per power level to any one check they make each round. This bonus can apply to an attack roll, an ability or skill check, or a saving throw. This ability lasts for three rounds per power level.

Natural Leader: The maestro gains a +1 bonus to his Leadership score per power level.

Conduct Combat: Once per day per power level, the maestro can designate an opponent as a free action. That opponent receives a –2 penalty per power level to all attack rolls for three rounds per power level. There is no save against this ability, but the targeted creature must have at least two less HD than the maestro for it to take effect.

Legendary Reputation: The maestro gains a +5 bonus per power level to all Bluff, Diplomacy, and Perform checks.

Oracle

Seers that live in ragged tents deep in a primordial forest. Ancient hags that serve their dark masters from dungeon lairs. These legendary characters can be found in any city in any corner of the world. Their amazing powers of foresight and intuition grant them favored status among kings and adventurers alike, who are willing to pay great sums for the advice and precognitive powers of the oracles. Often oracles come from an adventuring party themselves, having learned their magnificent abilities as a defense against the unexpected and deadly nature of the foes and dangers faced by those who travel in search of gold and glory.

Hit Die: d6.

Requirements

To qualify to become an oracle, a character

must fulfill all the following requirements.

Skills: Concentration 8 ranks, Sense Motive 5 ranks, Scry 15 ranks.
Feats: Skill Focus (Scry), any one feat of the DM's choice.
Spellcasting: The character must know at least one divination spell from five different spell levels.
Special: The character must suffer some physical deformity, such as being blind or missing a hand or foot.

Quests

- The character must accurately and secretly predict a course of action that will be taken over the next month. She may not try to influence the characters involved in this action, and must never reveal her prediction to anyone involved.
- The character must seek out fresh bloodroot (DMG 80) and eat of it each morning for a week. If the character survives the experience, she will soon begin to manifest the strange powers of an oracle.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the oracle legendary class.

Weapons and Armor Proficiency: An oracle is proficient with all simple weapons, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Oracle Abilities

Enhanced Intelligence: The character gains a +1 legendary bonus to her Intelligence per power level. This is a one-time bonus.

PUPPETMASTER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Puppetmaster Ability
2nd	+1	+3	+0	+3	Puppetmaster Ability
3rd	+2	+3	+1	+3	Puppetmaster Ability
4th	+3	+4	+1	+4	Puppetmaster Ability
5th	+3	+4	+1	+4	Puppetmaster Ability

Enhanced Wisdom: The character gains a +1 legendary bonus to her Wisdom per power level. This is a one-time bonus.

Precognition: The character gains the ability to cast *augury* at will. She can see in the future an additional 10 minutes per power level, and she adds 2% per power level to her chance to receive a meaningful reply.

Soul Searching: Once per day per power level, the oracle can divine the true nature and intent of any character that she can see (or within 10 feet per power level is she cannot see for some reason). This ability requires a full round action and functions as if the oracle had cast *detect thoughts*, *know alignment*, and *true seeing* on the target as a spellcaster of her character level.

Perfect Communication: Once per day per power level the character can use this ability, which lasts for one hour per use. While it is in use, the character functions as if she had been the target of both a *comprehend languages* and a *tongues* spell.

Combat Prescience: The oracle can see the trajectory of an arrow before it is fired or know when an enemy will slash at her head. Because of this, she gains a +1 legendary bonus to AC per power level. As a full round action, the oracle can confer half this bonus (rounded up) to one ally per power level that can hear her, as she directs their movements based on her visions. The oracle retains her full bonus during this action.

Visions: The oracle gains the ability to cast the following spells once per day per power level: *clairaudience/clairvoyance* and *scry*. In addition, the character gains a +5 bonus per power level to all Scry checks. The character can use *clairaudience/clairvoyance* on unfamiliar places as long as she has a description of the place from someone who has been there and is present when the oracle casts the spell.

PUPPETMASTER

There are those who are never content with mastering only themselves. Whether they seek to create friends or influence people to a cause, they feel a burning need to have around them a cadre of loyal allies and servants. Often times these lonely souls lack the charisma or charm to accomplish these goals without some aid. This is when many turn to magic.

Some start with simple charm spells or spells that alter their appearance, but the most obsessive of these mages goes on to learn the secrets of crafting constructs and golems that will obey them without question. With many of these mages, the pursuit ends at this point, but some must continue their research further. They find that they prefer the company of mindless automata to their own kin, and some even recede to private domiciles where nothing and no one can invade their happiness. Whether or not such solitude leads to a private, happy life or a tortured and empty existence varies from mage to mage.

Hit Die: d6.

REQUIREMENTS

To qualify to become a puppetmaster, a character must fulfill all the following requirements.

Charisma: 13+.
Skills: Craft (any) 15 ranks, Knowledge (arcana) 12 ranks, Spellcraft 10 ranks.
Feats: Craft Wondrous Item, Iron Will, any one feat of the DM's choice.
Spells: Must know *charm monster* as an arcane spell.

Quests

- The character must have created and still control at least two permanent constructs, one of which must be a golem (full rules for construct creation can be found in *Spells & Spellcraft*).
- In addition to the creation mentioned above, the character must slay the creator of a construct and take control of that construct as if it were his own.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the puppetmaster legendary class.

Weapons and Armor Proficiency: A puppetmaster is proficient with all simple weapons, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Puppetmaster Abilities

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Construct Companions: When he chooses this ability, the puppetmaster can animate a number of objects equal to the power level of this ability. Each construct can have up to two HD per power level and acts in all other ways like a construct that the puppetmaster created. These constructs are animated instantaneously and require neither gold nor XP to create. These constructs can be destroyed, but the puppetmaster can immediately replace them by animating any object in the same fashion.

Puzzlemaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Puzzlemaster Ability
2nd	+1	+0	+3	+3	Puzzlemaster Ability
3rd	+2	+1	+3	+3	Puzzlemaster Ability
4th	+3	+1	+4	+4	Puzzlemaster Ability
5th	+3	+1	+4	+4	Puzzlemaster Ability

Master of the Craft: The puppetmaster's affinity for and innate understanding of constructs results in an amazing ability to create constructs quickly and cheaply. As a result, the time, gold cost, and XP cost for the creation of constructs is reduced by 10% per power level for the puppetmaster.

Wrest Control: Once per day per power level, the puppetmaster gains the ability to take control of a construct that he can see. The character must take a standard action to exert a mental effort focused on gaining control of the targeted construct. The construct then makes a Will save (DC 20) to resist the control. If the construct's creator still lives, he can substitute his Will save for that of the construct, and if the construct has a focus it gains a +4 bonus to its save. If the save fails, the character gains control of the construct for 24 hours, after which time it reverts to its original state.

Pull the Strings: Once per day per power level the puppetmaster can attempt to make a connection with a living being similar to the one he has with his constructs. This ability functions exactly like the *dominate monster* spell as cast by an 18th-level sorcerer.

Convincing Oration: The puppetmaster gains a greater force of will and personality due to his studies into the bond between construct and creator. He can use this bond to increase his ability to deal with all creatures, not just the ones he creates. This translates into a +1 bonus per power level to the character's Leadership score.

Puzzlemaster

Nosy and inquisitive, the puzzlemaster seeks knowledge and puzzles as desperately as a man lost in a desert seeks water to drink. The mind of the puzzlemaster never stops working, whether he is devising a new riddle with which to win his next contest or attempting to deduce the future actions of his enemies. His brain works like a machine, breaking down each situation to its individual parts and then arranging them in a logical pattern until he understands the nature of the case. The puzzlemaster does not always care about seeing justice done, he merely wishes to be the one to solve the puzzle first – and he usually is.

Hit Die: d8.

Requirements

To qualify to become a puzzlemaster, a character must fulfill all the following requirements.

Bardic knowledge class ability.
Alignment: Any non-chaotic.
Skills: Decipher Script 15 ranks, Disable Device 10 ranks, Use Magical Device 10 ranks.
Feats: Alertness, Skill Focus (Disable Device or Use Magical Device), any one feat of the DM's choice.

Quests

- The character must seek out and defeat at least three of the Altamastir, seven sphinx sisters who guard ancient treasures. The sisters are known for their riddling prowess, and each is tasked to give her treasure to the one who can defeat her in a contest of wit. The puzzlemaster must refuse such reward, being satisfied with the contest for its own sake.
- The character must solve a crime that has been recently committed but that is confounding the local authorities in a city. The solution must involve some sort of deduction on the puzzlemaster's part, though he may have aid in successfully bringing the criminal to justice.

Class Skills

The puzzlemaster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Tumble (Dex), and Use Magical Device (Cha, exclusive skill).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the puzzlemaster legendary class.

Weapons and Armor Proficiency: A puzzlemaster is proficient with all simple weapons, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Puzzlemaster Abilities

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Unsolvable Riddle: The puzzlemaster learns to confuse his opponents by posing to them unsolvable riddles and confusing tricks of logic. This ability functions exactly like the *confusion* spell cast at the character's level except that it affects all enemies within 10 ft. per power level of the puzzlemaster and affected beings must be able to understand the puzzlemaster to be affected. The character can pose an unsolvable riddle once per day per power level.

Traveler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Traveler Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Traveler	
3rd	+2	+3	+1	+3	Traveler	+1 level of existing class
4th	+3	+4	+1	+4	Traveler	
5th	+3	+4	+1	+4	Traveler	+1 level of existing class

Unraveling Mysteries: The puzzlemaster is very proficient at deducing the meaning and workings of things even without using magic. As a result, the character gains a +5 bonus per power level to all Decipher Script, Disable Device, and Use Magic Device checks.

Logical Deduction: Puzzlemasters are able to take all of the information about a situation and condense it into the most relevant facts. In this way he can gain some insight into the best course of action that he and his friends should take. Once per day per power level the character gains the benefits of an *augury* spell. In addition, he adds 2% per power level to his chance to come to the correct conclusion.

Combat Orientation: By correctly deducing the outcomes of each action taken by his comrades and enemies in battle, the puzzlemaster is able to keep himself in the most beneficial positions at all times. This translates into a +1 legendary bonus to AC per power level, but only after the first round of combat has taken place.

Inspiration: The puzzlemaster's mind is always working on old problems, even as new ones arise on a daily basis. As a result, the puzzlemaster gains access to new spells even though he is no longer actively seeking the answers to their mysteries. The puzzlemaster gains access to two spell levels worth of spells per power level, which he can divide any way he likes between any spell levels that he is able to cast. The puzzlemaster does not gain the ability to cast more spells each day, he only expands his repertoire of spells known.

The Traveler

Most people never travel outside of their village and the surrounding lands, and those who are often treated reverently as they spin their tales of far away lands around the campfire at night. Even the most powerful wizards and kings do not travel too far from their homes, as the perils of the wild are far too numerous to overcome on a regular basis. There are some, however, who have seen everything the world has to offer and crave more. They research texts on planar travel and experiment with short forays into other realms of existence. Many of these explorers perish, unable to handle the rigors of jumping from plane to plane. Others, however, learn to deal with the unexpected, harsh climates and denizens on the other side. They make friends and allies – and often enemies – on other planes, and learn to navigate their way through dimensional portals. These few are known as the travelers, and they often have knowledge and powers that can only be dreamed of by mortals who know only a single reality.

Hit Die: d6.

Requirements

To qualify to become a traveler, a character must fulfill all the following requirements.

Arcane spellcaster level 9+.
Charisma: 13+.
Skills: Diplomacy 7 ranks, Knowledge (arcana) 10 ranks, Knowledge (the planes) 15 ranks.
Feats: Skill Focus (Diplomacy), Spell Focus (Transmutation), any one feat of the DM's choice.

Quest

- The traveler must make himself familiar with a wide variety of the different planes of existence. He must travel to at least three different planes and spend at least a week in each one learning its secrets and interacting

with its denizens. Often it is during one of these visits that the character establishes contact with the being that will fulfill his other quest.

- Must contact an outsider with more HD than the character and convince it to be his servant on its native plane. After this, the character gains a +1 bonus to all Diplomacy and Gather Information checks when dealing with creatures native to that plane.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the traveler legendary class.

Weapons and Armor Proficiency: A traveler is proficient with all simple, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Traveler Abilities

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Planar Familiar: The character can gain a new familiar, which can be any creature of the outsider type. This new familiar can have up to two HD per power level and in all other ways acts as a normal familiar. The character can still only have one familiar, but if he chooses to dismiss a previous familiar when he takes this ability, the normal penalties for doing so are ignored.

Planar Rift: The character can open a rift to another plane anywhere within 10 feet per

Wizard King

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Wizard King Ability	+1 level of existing class
2nd	+1	+3	+0	+3	Wizard King Ability	
3rd	+2	+3	+1	+3	Wizard King Ability	+1 level of existing class
4th	+3	+4	+1	+4	Wizard King Ability	
5th	+3	+4	+1	+4	Wizard King Ability	+1 level of existing class

power level of his location. The rift has one of two possible effects:

First, the rift can be made to draw in any outsider that is within 10 feet per power level of the spot at which it is created. This has the same effect as the *dismissal* spell, except creatures suffer a –1 penalty per power level to their Will saves to resist the effect and the traveler gains a +1 bonus per power level to any caster level checks he makes to defeat a creature's spell resistance.

The rift can also be turned inside out, creating a portal that summons a creature from another plane. The traveler is assumed to have made contact with at least three different creatures that share his philosophies and goals during his travels to other planes. He knows these creatures by name and can define them when he takes this ability with the DM's permission. He may freely choose to call one of these creatures with the planar rift, in which case it acts just like the *lesser planar ally* spell except that the traveler need not negotiate for service (although the summoned creatures will expect the same courtesy from the spellcaster should he ever be needed). If the traveler decides to call a creature that he does not know with his planar rift, it acts as a *lesser planar binding* spell as cast at the character's level.

The planar rift can be used once per power level per day.

Spacial Flux: The character learns to master the art of jumping from one plane to another for short periods in order to gain certain benefits. Once per day per power level, the character can use this ability to imitate one of the following spells: *blink*, *ethereal jaunt*, *plane shift*, or *teleport without error*.

Astral Doppelganger: The character learns to create a projection of himself that resembles his astral body. The double can be created once per power level per day and acts as if the character had cast *mislead* at a caster level equal to his character level.

Planar Wrenching: The traveler's knowledge of outsiders and how they change when they come to the Material Plane aids him when fighting such creatures. Once per power level per day the character can indicate one outsider as a free action. He can then cause that creature to lose any one of its special qualities as noted in the creature's description. This special quality does not return until the outsider leaves the Material Plane and comes back after spending at least one day on its home plane.

Wizard King

Those who study arcane power sometimes become obsessed with its theory and application. Such wizards can never absorb enough lore or experiment with enough new and different magic to satiate their growing need for eldritch knowledge and power. They create magic items simply for the thrill of feeling their own lifeforce infusing a mundane object with magic energy. They tinker with the spells they cast, extending them beyond the normal range and magnitude with the flick of a finger in the blink of an eye.

Characters that take their obsession with arcane magic this far often become wizard kings, the paragon of arcane spellcasters. At their highest level they have abilities that put lesser wizards to shame, often causing both admiration and jealousy in their peers. These wizards know secrets of the universe that only the hoariest of sages have ever hinted at, and they have powers that few are able to explain. The wizard

king stands atop the mysterious mountain known as arcane magic, and he wields it with a skill unimagined in most times.

Hit Die: d6.

Requirements

To qualify to become a wizard king, a character must fulfill all the following requirements.

Skills: Knowledge (arcana) 15 ranks, Scry 10 ranks, Spellcraft 10 ranks.
Feats: Any five metamagic or item creation feats, any one feat of the DM's choice.
Special: Ability to prepare 6th-level arcane spells.

Quests

- The character must create a number of magic items with a combined base price of at least 100,000 gp.
- The character must research and create at least five new spells based around a single theme, each of which bears his name.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the wizard king legendary class.

Weapons and Armor Proficiency: A wizard king is proficient with all simple weapons, but no armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Wizard King Abilities

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Increased Spell Power: The character must choose one school of magic per power level. Any spell that the character casts from these schools has its save DC increased by two.

Mastered Spells: The character can choose one spell per power level. These spells are now such a part of the character that he may cast them in place of other prepared spells at any time. In order to do this, the character merely casts the spell and then marks one prepared spell off his list. This ability works exactly like the spontaneous casting of a cleric.

Unearthly Penetration: The character gains a +1 circumstance bonus per power level to all caster level checks related to overcoming spell resistance.

Arcane Resistance: The character gains a +1 circumstance bonus per power level to all saves against spells and spell-like abilities.

Master of the Mundane Arts: Due to the character's obsession with information on all things magical, he gains a +5 bonus per power level to the following skills: Alchemy, Knowledge (arcana), Scry, and Spellcraft.

Fundamentals of Magic: The character gains the ability to apply metamagic effects to spells without paying the normal cost. He can ignore up to two levels of metamagic cost per power level when preparing spells. So, a character that took this ability at power level three could prepare two *maximized fireballs* as 3rd-level spells instead of 6th-level spells. The character can apply this ability to multiple spells each day as long as the total number of level increases ignored does not exceed his maximum. The character can also use these levels to decrease the level penalty if he does not have enough to completely override it. So, a character that took this ability at power level one could prepare a *quickened fireball* as a 5th-level spell rather than a 7th-level spell.

Variant Classes

This section discusses variant core classes – new versions of the base classes, which are designed for players to take at first level.

Arcane Engineer

Bards, sorcerers, and wizards manipulate magical energies to create breathtaking and devastating effects. Through song, skill, or blood these spellcasters use magic to temporarily imbue themselves with fantastic abilities, and in many cases to blend in seamlessly with the peoples of the world around them. But beneath the surface of casual observation exists another form of arcane spellcaster. One who chooses to manipulate herself as well as she manipulates the magical energies that she uses. She is a wizard, a sage, and a scientist; she is the arcane engineer. Through the use of magitech (a combination of science and magic), the arcane engineer slowly transforms herself into a hybrid of living creature and magical machine, a hybrid who wields immense magical power.

Adventures: The arcane engineer moves through life with a desire to become one with magic and may be found in many walks of life. In almost every case, the arcane engineer treats her research as a closely guarded secret, fearing the scolding comments of other spellcasters or thieves who would attempt steal her arcane secrets. Arcane engineers work as instructors for colleges of wizardry, travel the world in search of lost secrets, or maintain reclusive lives of intense study and experimentation.

Alignment: Arcane engineers may be of any alignment, but tend to fall towards neutral motivations as their studies may require aid from all sorts of characters. An evil-minded arcane engineer may often choose to use willing (and in many cases unwilling) subjects as guinea pigs to study the effectiveness of a new magitech creation. She is often twisted physically and crazed (through malfunctioning or defective magitech), viewing all non-magitech users as impure. A good-minded arcane engineer uses her studies to aid the sick or maimed through the use of magitech creations, works to

protect those in need, or journeys forth to find a pure connection of man and magitech.

Religion: Arcane engineers might be more inclined to follow the teachings of the gods than any other arcane spellcasters, as the spiritual side of her studies makes the transition very easy. In worlds with machine gods or similar faiths, arcane engineers are commonly found within their temples, working with the clerics against common foes. In worlds devoid of machine faiths, arcane engineers tend to worship gods of magic, mental study, philosophy, metalworking, and war (a tendency for evil arcane engineers). If a faith is unaware of the arcane engineer's studies or magitech enhancements, she will almost certainly keep them hidden from the clergy, at least until she is comfortable and earns the trust of her temple.

Background: No singular role in life dictates the choices of the arcane engineer. For many, the lifestyle is discovered through necessity, as either she or a loved one is in need of the benefits that magic and magitech provide. Others view the path of the arcane engineer as a divine journey to cross the barriers between man and magic, using magitech as the tools with which to cross this barrier. For evil arcane engineers, the power of magitech is used to corrupt the weak, bolster her own strengths, and bend governments to her will.

Race: Gnomes and humans are the most willing to challenge the risks of being an arcane engineer. In truth, gnomes are more willing than many humans, as their natural love of gadgetry and magic makes the lifestyle a logical choice. Elves and halflings tend to view the modifications to an arcane engineer's person as somewhat unnatural, but a select few of each race's numbers have chosen to walk the arcane engineer's path. Half-orcs are the rarest of all races to discover the arcane engineer's way of life. But those few who do are sought after relentlessly by orc chieftains and warlords for their magitech knowledge.

Other Classes: Arcane engineers tend to bond more closely with wizards and sorcerers for their mutual appreciation of magic. Clerics are also among the arcane engineer's more favored company, as spiritual devotion for some is a strong common bond. For all other classes, arcane engineers are indifferent and handle each with a case-by-case mentality. This is true for all except druids, who view the arcane engineers as monstrosities in most cases and avoid them at all costs if possible.

Game Rule Information

Arcane engineers have all of the following game statistics.

Abilities: For the arcane engineer, two abilities are equally important: Intelligence and Constitution. A high Intelligence modifier increases the effectiveness and number of spells that the arcane engineer may cast each day, as well as aiding in her Knowledge and Craft-based skills. The trials her body will be subjected too during the course of her career require the arcane engineer to have a high Constitution modifier. A high modifier will aid her in the necessary Fortitude saving throws with each new magitech modification she attempts to add to herself and increases her maximum number of hit points as well.

Alignment: Any.
Hit Die: d6.

Class Skills

The arcane engineer's class skills (and key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at First Level: (2 + Int modifier) x 4.
Skill Points as Each Additional Level: 2 + Int modifier.

Class Abilities

All of the following are class features of the arcane engineer.

Weapon and Armor Proficiencies: Arcane engineers are proficient with all simple weapons. They are proficient with light armors, but not with shields. Any armor check penalties or spell failure chances suffered for wearing light armor apply to arcane engineers who wear armor.

Spellcasting: The arcane engineer prepares and casts a limited number of arcane spells each day as a wizard. She must use a spellbook, components, and prepare her spells in advance each day as a wizard does.

ARCANE ENGINEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar	3	1	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3		4	2	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3	Magitech modification	4	2	1	–	–	–	–	–	–	–
4	+2	+1	+1	+4		4	3	2	–	–	–	–	–	–	–
5	+2	+1	+1	+4	Bonus feat	4	3	2	1	–	–	–	–	–	–
6	+3	+2	+2	+5		4	3	3	2	–	–	–	–	–	–
7	+3	+2	+2	+5		4	4	3	2	1	–	–	–	–	–
8	+4	+2	+2	+6		4	4	3	3	2	–	–	–	–	–
9	+4	+3	+3	+6		4	4	4	3	2	1	–	–	–	–
10	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	–	–	–	–
11	+5	+3	+3	+7		4	4	4	4	3	2	1	–	–	–
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	–	–	–
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	–	–
14	+7/+2	+4	+4	+9	Golem study	4	4	4	4	4	3	3	2	–	–
15	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	–
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	–
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11	Magitech body	4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4

The arcane engineer must also get a good night of rest and spend the standard hour studying her spellbook to prepare her spells. She starts play with all 0-level wizard spells and three 1st-level spells of the player's choice in her spellbook. In addition, she gets one additional 1st-level spell in her spellbook for each point of Intelligence modifier the wizard has. When the arcane engineer achieves a new level, she may select two additional spells of any level that she can cast and place them in her spellbook. She can also gain new spells in the same ways as a wizard.

Summon Familiar: The arcane engineer can summon a familiar much like that of a sorcerer or wizard. All of the requirements and costs for summoning a familiar (PHB 51) apply normally to the arcane engineer.

Magitech Modification: To create a magitech modification, the arcane engineer must possess the Craft Wondrous Item feat. By creating a housing item that is implanted into the subject, she is imbued with magic power that functions as a spell-like or supernatural ability. To create a magitech modification, the arcane engineer follows the guidelines for creating a wondrous magic item (DMG 246). Magitech modifications function as magic items that may be activated with a standard action that does not provoke attacks of opportunity. A magitech modification may function as any existing, non-artifact magic item with the following restrictions:

- The modification may not have a limited number of charges (such as wands), but items with a number of charges per day (like *helms of teleportation*) are allowed.
- Modifications may not be single use items (such as scrolls).
- An additional 100 gp must be added for each caster level of the item effect duplicated, to compensate for the added materials and tools required to implant the magitech modification.

Example: Xagir the arcane engineer constructs a magitech modification that duplicates a *rope of climbing*. Rather than simply making this item, Xagir wishes to ensure the item's security and usefulness as well as its constant availability. To do this, he constructs a housing apparatus 8 inches long with a 4-inch wide

storage sphere to implant into his left forearm. Once installed, the rope will extend outward from a hole in Xagir's left palm and will function as a standard *rope of climbing* that he stores within his left arm. DMs and players should use their own judgment to assess the visual look of magitech modifications in their campaigns.

The process of implanting a magitech modification takes one hour for each 1,000 gp in the final price of the modification to be installed. There are two things that must be taken into account once the process begins. First, the arcane engineer must make a Heal check (DC 20) for every hour that the procedure lasts to ensure the proper grafting and bonding is taking place. If the character fails this check, no progress is made that hour. If he fails the check by more than five, he makes a fatal mistake and drops the subject's hit points to –1, at which time the subject begins to die. Also during the process, the subject suffers damage equal to the item's caster level each hour. This damage can be halved with a successful Fortitude saving throw (DC 10 + the modification's caster level). On a roll of natural one, the subject has suffered an unforeseen reaction to the process, drops to –1 hit points, and begins to die.

A character can have a number of magitech modifications in caster levels equal to the subject's Constitution score. For example, Xagir has a Constitution score of 18, which means that he may have up to 18 caster levels worth of magitech modifications.

Once the magitech modification is successfully installed, the subject must regain full hit points before she can use the implanted item. Once installed, the modification functions as the magic item it duplicates and may be dispelled as such an item as well. Areas where magic is heightened, lowered, or negated affect the magitech modification normally. If the magitech modification is destroyed through the use of spells, damage, etc. it ceases to function until repaired, which is identical to the procedure used to install it in the first place. To do so, the arcane engineer must pay half of the modification's cost and half of any necessary XP costs as well.

Bonus Feat: With a stronger grasp of magic and the mechanics of magitech, the arcane engineer is more adept at manipulating magic. Beginning at 5th level, the arcane engineer gains a bonus feat. This feat must be a metamagic feat or item creation feat. At 10th level she gains another bonus feat, a bonus feat at 15th level, as well as gaining a final bonus feat at 20th level. These feats are in addition to feats granted by the character's level or other sources.

Golem Study: By studying the intricate details of magic and magical technology the arcane engineer becomes more adept at golem and construct construction. At 14th level, the arcane engineer must pay only 75% of the listed gold and XP cost to create a golem (MM 110).

Magitech Body: Through a long career of study and experimentation, the arcane engineer learns the secrets to duplicating the physical qualities of the golems she creates. At 19th level, the arcane engineer who has more than half of her allowable magitech modifications implanted gains immunity to mind-affecting magic, natural poisons, and disease.

The Arsenalist

Wizards, bards, and sorcerers depend on powerful magic to defeat their foes and manipulate the tapestries of the world's natural order. For these classes, magic is the greatest weapon and the secrets of spellcraft are theirs for the taking. But despite all of their knowledge and power, there is a breed of arcane spellcaster who uses alchemy and arcane skill to unlock the secrets of one of the world's most dangerous weapons: gunpowder. These spellcasters are known as arsenalists. Arsenalists use intelligence, arcane spells, and gunpowder weapons to defeat their opponents. They are revered for their alchemical knowledge and feared for the mysterious weapons they carry.

Adventures: The arsenalist may be found in any walk of life. In a world of swords and sorcery, the arsenalist, or more specifically her weaponry, is sought after by a varying array of friends and antagonists alike. Nobles, rival wizards, and evil cutthroats all seek to learn (or steal) the secrets of the arsenalist's gunpowder weapons. For many arsenalists, keeping her secrets and staying alive are adventure enough.

Alignment: Arsenalists may be of any alignment. Chaotic-minded arsenalists

seek to create and distribute weaponry, while watching the shifting balance of decades-old conflicts. Those of a more lawful mind seek to preserve the art of crafting such weaponry and acknowledge the dangers of distributing such firepower. These arsenalists tend to closely guard their knowledge of gunpowder and the weapons it can create. Good-aligned arsenalist's work to protect the law or champion the weak against evil, while evil arsenalists use their talents and weapons to destroy and conquer.

Religion: Good-aligned arsenalists tend to worship gods of magic and invention, while evil arsenalists worship gods or war, destruction, or tyranny. It is rare to see an arsenalist working directly with a temple of her faith, but it is not unlikely. In some cases, arsenalists are used as bodyguards or elite operatives for a temple, as their knowledge and weaponry serve as an effective safeguard against the adversaries of her religion.

Background: For the arsenalist, there is no single path that defines her existence. In many cases, the secrets of gunpowder are learned by accident or through the teachings of a mentor. The power of this knowledge can define the path of an arsenalist, either as a champion of law and order or as an acolyte to chaos and destruction. One trait that defines all arsenalists is the desire to improve upon their own skills and create safer, more effective, and more powerful weaponry.

Race: All races have arsenalists among their numbers. Gnomes and dwarves are the most common, as their ingenuity and natural affinity for alchemical mechanics makes them perfect for the role of an arsenalist. Humans also possess a talent for the creation and use of gunpowder and may see a significant number of arsenalists among them. Halflings and half-orcs tend to stray away from the path of an arsenalist for varying reasons, while nearly all elves view the creations of the arsenalist as unnatural and dangerous.

Other Classes: Arsenalists interact well with all classes, especially wizards and sorcerers. Fighters, bards, barbarians, and some rangers appreciate the quality and effectiveness of gunpowder weapons. Clerics, psions, and monks tend to view the weapons of the arsenalist as achievements in ingenuity, but feel a lack of mental or spiritual prowess exists in the creation of such weaponry. Druids however, show little of no respect for the arsenalist or her metalwork creations of destruction.

Game Rule Information

Arsenalists have the following game statistics.

Abilities: Arsenalists draw their greatest strengths from Intelligence, as their spellcasting prowess and Craft skills are drawn from a high Intelligence ability score. Dexterity is the second ability score pivotal to the arsenalist, as a high Dexterity score aids her ranged melee attacks with her crafted firearms.

Alignment: Any.
Hit Die: d4.

Class Skills

The arsenalist's class skills (and key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at First Level: (2 + Int modifier) x 4.
Skill Points as Each Additional Level: 2 + Int modifier.

Class Abilities

All of the following are class features of the arsenalist.

Weapon and Armor Proficiencies: Arsenalists are proficient with all simple weapons and repeating crossbows (an exotic weapon). They are proficient with light armors, but not with shields. Any armor check penalties or spell failure chances for wearing a light armor apply to arsenalists who wear armor.

Spellcasting: The arsenalist prepares and casts a limited number of arcane spells each day as a wizard. She must use a spellbook, components, and prepare her spells in advance each day as a wizard does. The arsenalist must also get a good night of rest and spend the standard hour studying her spellbook to prepare her spells. She starts play with all 0-level wizard spells and three 1st-level spells of the player's choice in her spellbook. In addition, she gets one additional 1st-level spell in her spellbook for each

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Secret of gunpowder	3	1	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3	Summon familiar	4	2	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3		4	2	1	–	–	–	–	–	–	–
4	+2	+1	+1	+4		4	3	2	–	–	–	–	–	–	–
5	+2	+1	+1	+4	Bonus feat	4	3	2	1	–	–	–	–	–	–
6	+3	+2	+2	+5		4	3	3	2	–	–	–	–	–	–
7	+3	+2	+2	+5		4	4	3	2	1	–	–	–	–	–
8	+4	+2	+2	+6		4	4	3	3	2	–	–	–	–	–
9	+4	+3	+3	+6		4	4	4	3	2	1	–	–	–	–
10	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	–	–	–	–
11	+5	+3	+3	+7	Craft (firearms)	4	4	4	4	3	2	1	–	–	–
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	–	–	–
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	–	–
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	–	–
15	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	–
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	–
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

point of Intelligence modifier the wizard has. When the arsenalist achieves a new level, she may select two additional spells of any level that she can cast and place them in her spellbook. She can also gain new spells in the same ways as a wizard.

Secret of Gunpowder: Beginning at 1st level, the arsenalist has discovered the secret to mixing and using gunpowder in her studies. To create gunpowder, the arsenalist must make a successful Alchemy skill check (DC 15) and spend 15 gp in materials for each use mixed; each use is one ounce. To create multiple uses at once, add +1 to the DC of the Alchemy check for each additional ounce created. If the Alchemy skill check is failed, the materials are ruined and the arsenalist must pay for new materials to start again. On a roll of natural one, the gunpowder explodes unexpectedly and deals 1d6 points of fire damage per ounce to the arsenalist. This "misfire" rule applies to attack rolls with gunpowder weapons as well. While she may not yet create specific weapons or artillery, she may use this alchemical secret to create bombs and smokebombs (DMG 163), but she must pay one half of the market price to create the item.

Summon Familiar: The arsenalist can summon a familiar much like that of a sorcerer or wizard. All of the requirements and costs for summoning a familiar (PHB 51) apply normally to the arsenalist.

Bonus Feats: Starting at 5th level and for every five levels thereafter (10th, 15th, and 20th level), the arsenalist gains a bonus feat. The arsenalist must choose either a metamagic feat or an item creation feat.

Craft (firearms): At 11th level, the arsenalist has mastered the art of creating and mixing gunpowder. Thus, Craft (firearms) becomes an exclusive class skill for the character. Using a firearm requires the Exotic Weapon Proficiency (firearms) feat; otherwise the wielder suffers a –4 penalty to all attack rolls made while using a firearm. On a roll of a natural 1 the firearm misfires, dealing its damage to itself and the character wielding it.

The Craft (firearms) skill functions similarly to other Craft skills (trapmaking, weaponmaking, etc.) and is an exclusive skill for arsenalists. To craft a firearm, the arse-

TABLE 1-1: SAMPLE ARSENALIST FIREARMS

Type	Cost	Damage	Critical	Range Increment	Weight	Type
Pistol	250 gp	1d10	x3	50 ft.	3 lb.	Piercing
Bullets (10) (pistol)	3 gp	—	—	—	2 lb.	—
Musket	500 gp	1d12	x3	150 ft.	10 lb.	Piercing
Bullets (10) (musket)	3 gp	—	—	—	2 lb.	—

nalist must use artisan's tools; no other tools are allowed, as the work is very precise. If the arsenalist uses masterwork artisan's tools she gains the standard +2 circumstance bonus to her Craft checks. To determine how much time and money it takes to craft a firearm, follow the steps listed below:

- Find the DC in the listed examples or have the DM set the DC.
- Pay one-third the item's price in raw materials.
- Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the firearm in silver pieces multiplied by 10, then the character has completed the firearm. (If the result times the DC equals double or triple the price of the firearm (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC does not equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the firearm multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by five or more, the character ruins half the raw materials and has to pay half the original raw material cost again.

Creating Masterwork Firearms: The character can craft a masterwork firearm (a firearm that grants a bonus to its user through its exceptional craftsmanship, not through being magical). To create a masterwork version of a firearm, the character creates the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: the amount paid by the character for the masterwork component is one-third of the given amount for the firearm chosen, just as it is for the price in raw materials).

Repairing Items: The arsenalist can repair a firearm at the same DC that it takes to create it in the first place. The cost of repairing an item is one-fifth of the firearm's price.

The arsenalist can construct new types of firearms, but the DC and cost to do so may be considerably different from standard firearms. Players should discuss any new type of firearm ideas with their DMs before crafting the new weapon.

Firearms and firearm ammunition can be enchanted with magical effects as other ranged weapons. Consult the DMG and your DM for additional rules when enchanting firearms.

Misfire Protection: At 20th level, the arsenalist has gained superior knowledge and skill when using firearms. After achieving this level, the character never misfires her weapons or gunpowder she is creating.

MIND WEAVER

In the society of arcane spellcasters, there are typically two types recognized as the epitome of such, the wizard and the sorcerer. Wizards use tomes and study to perfect their skills, while sorcerers summon forth their power through natural talent or arcane lineage. But

another form of arcane spellcaster exists, one that is among the most gifted and the most feared of all spellcasters; she is not quite a sorcerer and not quite a psion, she is the mind weaver. Eschewing use of tomes or words, the mind weaver uses the sheer power of her mind to control the forces of magic and twist its arcane energies to suit her own needs. In a world of powerful wizards and sorcerers, the mind weaver is as equally feared as she is revered and puzzled over.

Adventures: The mind weaver fits into many roles within the world around her. Whether she works to perfect her unique talents openly, or whether she lives in fear of jealous mages, the life of the mind weaver is anything but ordinary. Some mind weavers may work as archmages to powerful nobles or kings, while others may be hunted relentlessly by superstitious common folk. In some places they are even hunted by cults and wizards who would dissect their bodies in hopes of discovering the secrets to their powers.

Alignment: Mind weavers may be of any alignment. For the mind weaver of a chaotic nature, the power she manifests is a gift that she uses to aid her in life's travels. In the case of the lawfully oriented mind weaver, she may view her powers as a skill that may be improved upon and mastered through meditation and practice. A mind weaver may be of either good or evil alignment as well. To the good mind weaver, her powers should be used to aid those who cannot aid themselves. An evil mind weaver might view her power as a sign of her superiority and use it for her own gain through acts of force, cruelty, and intimidation.

Religion: Mind weavers tend to worship gods of magic, philosophy, or mental prowess. In some rare cases, mind weavers are associated directly with a chosen temple, choosing to directly oppose hated enemies of her faith. In a few cases, powerful mind weavers are themselves worshipped by small cults dedicated to magic or mental strength. Such instances are rare, but these cultists view mind weavers as the chosen of the deities, as many of their powers are in ways superior to those of a conventional wizard or sorcerer.

Background: There is no single role that personifies the life of a mind weaver. Many mind weavers simply react to the abilities that have manifested within them. Other mind weavers are motivated to discover the limits of their power and search for a "true meaning" behind the nature of their abilities. Whether this true meaning be divine in nature or simple evolution is an answer not yet discovered. One common thread of knowledge that seems to affect most mind weavers is their rarity, and the only differences are the ways in which individual mind weavers deal with this knowledge. Some may revel in their power, using it freely and with confidence. Other mind weavers fear their ability to control the power and the corrupting influence that it may create within them.

Race: While all races may find mind weavers among their ranks, humans and elves are the most common to develop these natural spellcasting talents. While gnomes, dwarves, and halflings that become mind weavers are rare, others of their race typically view them in high regard. Half-orc mind weavers are the most uncommon, as these arcane talents do not freely manifest themselves in the genetics of orcs. The few half-orcs who do manifest these talents generally use them as simple gifts and do not pursue the greater truth behind their power.

Other Classes: Mind weavers walk two paths in their views of other classes, which depend greatly on their view of themselves. Mind weavers who see their power as a gift tend to respect classes who equally rely on natural skill, such as fighters, bards, barbarians, rangers, sorcerers, or rogues. Mind weavers who view their power as a talent to be trained and cultivated tend to respect other classes of focus and mental determination such as wizards, clerics, paladins, monks, or psions.

Game Rule Information

Mind weavers have all of the following game statistics.

Abilities: Mind weavers tend to draw their strength from several areas. Intelligence is the most important to the mind weaver as it determines the primary source of her arcane power. Charisma is also beneficial to the mind weaver whether she needs to convince a wizard or sorcerer that she truly is a peer or to hide the nature of her talents to protect herself from fearful or malicious characters.

Mind Weaver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Spell powers	5	3	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3	Summon familiar	6	4	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3		6	5	–	–	–	–	–	–	–	–
4	+2	+1	+1	+4	Armor adaptation 5%	6	6	3	–	–	–	–	–	–	–
5	+2	+1	+1	+4		6	6	4	–	–	–	–	–	–	–
6	+3	+2	+2	+5	Spell power mastery	6	6	5	3	–	–	–	–	–	–
7	+3	+2	+2	+5		6	6	6	4	–	–	–	–	–	–
8	+4	+2	+2	+6	Watching the threads	6	6	6	5	3	–	–	–	–	–
9	+4	+3	+3	+6		6	6	6	6	4	–	–	–	–	–
10	+5	+3	+3	+7	Bonus feat	6	6	6	6	5	3	–	–	–	–
11	+5	+3	+3	+7		6	6	6	6	6	4	–	–	–	–
12	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	–	–	–
13	+6/+1	+4	+4	+8	Counterspell savant	6	6	6	6	6	6	4	–	–	–
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	–	–
15	+7/+2	+5	+5	+9	Bonus feat	6	6	6	6	6	6	6	4	–	–
16	+8/+3	+5	+5	+10	Armor adaptation 10%	6	6	6	6	6	6	6	5	3	–
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	–
18	+9/+4	+6	+6	+11	Spell power mastery	6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Bonus feat	6	6	6	6	6	6	6	6	6	6

Alignment: Any.
Hit Die: d6.

Class Skills

The mind weaver's class skills (and key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at First Level: (2 + Int modifier) x 4.
Skill Points as Each Additional Level: 2 + Int modifier.

Class Abilities

All of the following are class features of the mind weaver.

Weapon and Armor Proficiencies: Mind weavers are proficient with all simple weapons. They are proficient with light armor, but not with shields. Any armor check penalties or spell failure chances for wearing a light armor apply to mind weavers who wear armor.

Spell Powers: A mind weaver does not cast spells in the conventional way that most arcane spellcasters might. Instead, her mind is naturally tuned to the energies that create magic. By using concentration and focus, she may use the power of her mind to manipulate these energies to create specific spell powers. Spell powers are arcane spells that function identically to the spell descriptions in the core rules (PHB Chapter 11) but are cast in a different manner.

The mind weaver is limited to a certain number of spell powers of each level per day, depending on her class level. A mind weaver must have an Intelligence score of at least 10 + the spell power's level in order to use it. A mind weaver's bonus spell powers are based on her Intelligence score. The Difficulty Class for saving throws against a mind weaver's spell powers is 10 + the spell power's level + the mind weaver's Intelligence modifier.

Unlike wizards, the mind weaver does not use spellbooks to learn her new abilities. With each new spell power level gained, the mind weaver

Table 1-2: Mind Weaver Spells Known

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

must decide which new arcane spells she wishes to learn as spell powers as shown in Table 1-2. A mind weaver's Intelligence modifier is used to determine the number of bonus spells (if any) she may cast each day.

Unlike wizards, the mind weaver is not required to prepare her spell powers ahead of time. She may use her spell powers spontaneously, so long as she is able to cast the spell slot of the spell power level that she wishes to activate. Also, the mind weaver may use higher-level spell power slots to activate lower-level spell powers if necessary. For example, Jindra the mind weaver needs to use one of her 3rd-level spell powers (a *fireball* effect) but she has exhausted her 3rd-level spell slots for the day. She chooses to use one of her 4th-level spell slots to activate the *fireball*. By doing this, she loses a 4th-level spell power slot and does not retain the one extra spell power level; it is lost for the day.

Spell powers function as arcane spells for the sake of counterspelling, dispelling, and recognition through the use of Spellcraft skill checks. The mind weaver is not required to use verbal or material components in order to use a spell power. She uses only somatic components to activate a spell power. In the case of spells that have an XP cost, the cost remains the same for the mind weaver. When dealing with spells with costly material components, the mind weaver must spend 1/25 of the material component's cost in XP to activate the spell power.

Summon Familiar: The mind weaver can summon a familiar much like that of a sorcerer or wizard. All of the requirements and costs for summoning a familiar (PHB 51) apply normally to the mind weaver.

Bonus Feat: Since they weave the forces of arcane energy more freely than most spellcasters, the mind weaver is able to more easily learn new techniques to manipulate those energies. At 1st level, the mind weaver gains a bonus feat. This feat must be a metamagic feat or the Spell Focus feat. At 10th level she gains another bonus feat, as well as gaining one bonus feat at 20th level. These feats are in addition to feats granted by level.

Armor Adaptation: The mind weaver is more adept than other arcane spellcasting classes at activating spell powers while wearing armor, because the somatic components they learn are far less complex than those of wizards and sorcerers. At 4th level, the mind weaver reduces the arcane spell failure check of any armor she wears by 5%. This reduction increases to 10% at 16th level.

Spell Power Mastery: After gaining intimate knowledge and a natural awareness of the arcane energies that create spell effects, the mind weaver is capable of mastering certain elements of the different schools of magic. Beginning at 6th level, the mind weaver may select a number of spell powers equal to half of her Intelligence modifier to use with this ability. From that point on, she may cast these mastered spell powers as if they had been cast with the Empower Spell feat, except that the spell power does not take up a higher level slot. However, all of the other requirements necessary to affect a spell power with this metamagic feat remain unchanged, such as spells without random variables being unaffected.

Watching the Threads: With her body and mind becoming increasingly attuned to the arcane energies surrounding her, in time the mind weaver learns to actively see threads of arcane energy in the air. At 8th level,

the mind weaver can take a full round action to activate a *detect magic* spell-like ability that acts as the spell and has a duration of concentration.

Counterspelling Savant: At 13th level, the mind weaver becomes more attuned to the flow of arcane energy and can more freely manipulate its flow. When the mind weaver makes a successful counterspell attempt, she can make a Spellcraft check (DC 15 + spell level). If she is successful, she can use a spell power slot one level lower than that of the spell she is countering. If she fails this check, the spell power slot is lost as normal.

Mind Weaver Spell List

The mind weaver can gain knowledge of and cast spells from the following list.

0 LEVEL

dancing lights, daze, detect magic, mage hand, mending, open/close, prestidigitation.

1ST LEVEL

animate rope, cause fear, charm person, color spray, entropic shield, expeditious retreat, feather fall, hold portal, hypnotism, jump, mage armor, magic missile, pass without trace, shield, sleep, spider climb, Tenser's floating disc, true strike.

2ND LEVEL

blur, bull's strength, cat's grace, darkvision, detect thoughts, enthrall, flaming sphere, levitate, locate object, make whole, minor image, mirror image, protection from arrows, resist elements, see invisibility, shatter, sound burst, spectral hand, suggestion, tongues, undetectable alignment.

3RD LEVEL

charm monster, clairaudience/clairvoyance, dispel magic, displacement, fireball, flame arrow, fly, haste, hold person, invisibility purge, lesser geas, lightning bolt, major image, nondetection, slow, water breathing, water walk.

4TH LEVEL

detect scrying, dimension door, discern lies, dominate person, emotion, fire shield, freedom of movement, improved invisibility, locate creature, modify memory, minor creation, minor globe of invulnerability, phantasmal killer, polymorph self, shadow conjuration, shout, stoneskin, wall of fire.

5TH LEVEL

cone of cold, greater shadow conjuration, feeblemind, flame strike, hold monster, major creation, mislead, persistent image, passwall, prying eyes, Rary's telepathic bond, shadow evocation, stone shape, telekinesis, teleport.

6TH LEVEL

analyze dweomer, chain lightning, disintegrate, geas/quest, greater dispelling, greater shadow evocation, flesh to stone, mass haste, mass suggestion, move earth, Otiluke's freezing sphere, permanent image, programmed image, project image, repulsion, shades, stone to flesh, true seeing, wind walk.

7TH LEVEL

delayed blast fireball, ethereal jaunt, finger of death, phase door, power word stun, plane shift, prismatic spray, regenerate, shadow walk, spell turning, teleport without error, vanish.

8TH LEVEL

discern location, horrid wilting, iron body, mass charm, Otiluke's telekinetic sphere, polymorph any object, protection from spells, power word blind, prismatic wall, sunburst.

9TH LEVEL

astral projection, dominate monster, energy drain, foresight, gate, implosion, Mord's disjunction, power word kill, prismatic sphere, shapechange, time stop, wail of the banshee, weird.

Sun Mage

The characteristics of dedication, mental focus, and natural talent vary widely from spellcaster to spellcaster. For sorcerers, the power of arcane magic comes as a natural talent and flows freely through them. For wizards, the talent is learned through years of dedicated study and practice. Bards, while effective spellcasters, never truly break the boundaries of intense spellcasting, preferring a life of song and story.

All are arcane spellcasters, but another level of intensity lingers on the edge of arcane society, the sun mage. The sun mage draws her arcane powers directly from the sun through a dedicated regimen of spiritual focus and deep meditation. To many, sun mages are mistaken for clerics devoted to sun deities. In truth, her devotion and training transforms her body into a living solar battery from which she channels her spellcasting abilities.

Adventures: The sun mage fills a variety of rolls in the world around her. For many sun mages, a simple life of meditation and study within outdoor temples and shrines is satisfaction enough. Others seek to journey out into the world as heroes of the people or to use their talents for conquest. Some sun mages work as court wizards, protect small villages from villainy, or work as healers in small holy temples. A few sun mages have turned to more sinister goals, reveling in the powers they draw from the sun's rays, using them to bully the weak, take what they want, or simply to destroy. One common thread is the sun mage's discomfort within the dark realms below the earth. While sun mages will enter dungeons and caves, they will not stay for any longer than absolutely necessary.

Alignment: Sun mages may be of any alignment, but the devotion needed to harness their powers generates more lawful sun mages than any other alignment. Lawful sun mages use meditation and training to improve their abilities, searching for a final moment of clarity that most never reach. Chaotic sun mages tend to rest in the sun's rays and may not even be aware of the source of their powers. Good sun mages use their gifts to aid others and heal the sick, while evil sun mages dream of conquest and destruction.

Religion: Sun mages worship sun gods, gods of philosophy or mental prowess, and gods of destruction (for evil sun mages). In many cases, sun mages associate directly with a chosen temple, working to promote the faith and its teachings.

Background: The role of the sun mage is one entered into in a variety of ways. Whether it is through heritage, choice, or fate, sun mages all follow one singular belief that the sun is powerful and should be respected. This is a common belief held by all sun mages, good and evil, although their execution of this belief may be incredibly different. For many, the lifestyle of a sun mage comes at an early age, while some only discover the path later in life (even after following another career or lifestyle). For good sun mages, rigorous meditation and mental exercise temper the worry of corruption through power. For evil sun mages, the power is everything and it is used to achieve once forgotten goals and to punish old foes with a fiery wrath.

Race: All races have at least a few sun mages among them, but dwarves, elves, and humans are the most common races to follow the sun mage's path. Halflings, gnomes, and half-orcs tend to lack the devotion needed to harness the power of the sun mage, but small sects of these races devoted to the sun mage's ways may be found. The most common example is a half-orc general who uses his sun mage abilities to inspire his troops, intimidate foes, and lay fiery waste to villages and towns of all sizes.

Other Classes: Sun mages tend to be very open minded in regards to other classes, though the classes known for mental focus (wizards, monks, psions, etc.) tend to be slightly more favored by the sun mage. Barbarians seem too chaotic, but the mutual appreciation of the outdoors is welcomed. Sorcerers are respected, but not as much as wizards, since many sun mages feel that the sorcerer's arcane gifts are given to them freely by the sun, even if they do not acknowledge it. Rogues and bards also lack a sense of mental devotion, but their skills are respected by sun mages nonetheless.

Game Rule Information

Sun mages have the following game statistics.

Abilities: Sun mages draw power from two key abilities, Constitution and Charisma. Unlike wizards, a high Constitution ability score determines the number of bonus spells that the sun mage may cast per day. Charisma is also important as sun mages find themselves to be outward in social situations due to their radiant presence. This presence can be used either to gain favor in the eyes of characters or to frighten and intimidate opponents.

Alignment: Any.
Hit Die: d4.

Sun Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Solar spellcasting	5	3	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3	Summon familiar	6	4	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3		6	5	–	–	–	–	–	–	–	–
4	+2	+1	+1	+4		6	6	3	–	–	–	–	–	–	–
5	+2	+1	+1	+4	Spell power +1	6	6	4	–	–	–	–	–	–	–
6	+3	+2	+2	+5		6	6	5	3	–	–	–	–	–	–
7	+3	+2	+2	+5		6	6	6	4	–	–	–	–	–	–
8	+4	+2	+2	+6		6	6	6	5	3	–	–	–	–	–
9	+4	+3	+3	+6	Spell battery	6	6	6	6	4	–	–	–	–	–
10	+5	+3	+3	+7		6	6	6	6	5	3	–	–	–	–
11	+5	+3	+3	+7		6	6	6	6	6	4	–	–	–	–
12	+6/+1	+4	+4	+8	Timeless body	6	6	6	6	6	5	3	–	–	–
13	+6/+1	+4	+4	+8	Solar substitution	6	6	6	6	6	6	4	–	–	–
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	–	–
15	+7/+2	+5	+5	+9	Spell power +2	6	6	6	6	6	6	6	4	–	–
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	–
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	–
18	+9/+4	+6	+6	+11	Spell battery	6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Champion of the sun	6	6	6	6	6	6	6	6	6	6

Class Skills

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

Skill Points at First Level: (2 + Int modifier) x 4.
Skill Points as Each Additional Level: 2 + Int modifier.

Class Abilities

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

Weapon and Armor Proficiencies: Sun mages are proficient with all simple weapons. They are not proficient with any armor or with shields.

Solar Spellcasting: The sun mage draws her arcane spellcasting powers directly from the sun's rays. To prepare her spells each day, she must get a good night of rest (no fewer than eight hours of sleep) and meditate within the rays of the sun for one hour. Weather conditions (such as cloudy skies) do not hinder her ability to draw power. Although, if she is unable to meditate within the sun's rays after her period of rest, she may not use her allowed spells for the day, as her solar charge has been exhausted and needs to be replenished. After spending one hour meditating within the sun's rays, her charge is replenished and her spells for the day are restored.

The sun mage casts arcane spells, the same type of spells available to sorcerers and wizards. When casting spells, the sun mage is not required to prepare her spells ahead of time and may spontaneously cast her known spells at will, so long as she has access to the necessary spell level slot. Like the sorcerer, the sun mage may use higher-level spell slots to cast lower level spells. Until the sun mage reaches 13th level and gains the solar substitution ability, she may not cast spells with the [Cold] descriptor, and even then she must cast it as a fire spell instead.

Table 1-3: Sun Mage Spells Known

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

Sun mages do not use spellbooks and begin play with knowledge of four 0-level spells and three 1st-level spells. This number increases as shown in Table 1-3. A sun mage's Charisma modifier is used to determine the number of bonus spells (if any) she may cast each day.

Summon Familiar: The sun mage can summon a familiar much like that of a sorcerer or wizard. All of the requirements and costs for summoning a familiar (PHB 51) apply normally to the sun mage.

Spell Power: With her strong connection to the power of the sun, many of the sun mage's spells are more potent than other spells she may cast. At 5th level, the sun mage's fire-based spells gain a +1 bonus to their save DCs, +1 point of damage per die, and a +1 bonus to caster level checks to overcome spell resistance.

At 15th-level these bonuses increase to +2.

Spell Battery: By charging herself with the power of the sun's rays, the sun mage develops the ability to permanently store one of her abilities within herself. At 9th level, the sun mage may permanently remove one of her spell slots to give herself a spell-like ability of the same level usable three times per day. For example, Lyza the sun mage chooses to permanently remove one of her 5th-level spell slots to gain a *flame strike* spell-like ability useable once per day, cast at her sun mage character level. Lyza could normally cast two 5th-level spells, but because she chose to remove one spell slot to gain the spell-like ability she may now only cast one 5th-level spell. At 18th-level, the sun mage gains another spell battery ability that functions exactly as the ability described above.

Additionally, this ability does not require the normal hour of sun meditation necessary for the sun mage to access her abilities for the day. The power to summon this spell-like ability recharges itself each day from a reserve of solar power stored deep within the sun mage.

Timeless Body: Over time, the rejuvenating power of the sun allows the sun mage to ignore the harsh penalties accumulated through the passage of time. At 13th level, the sun mage no longer suffers from any of the penalties gained through aging (PHB 93) and may not be magically aged. The sun mage still ages and dies from old age when her time comes.

Solar Substitution: As her control over her powers increases, the sun mage learns to modify spells that she casts with the power of the sun. At 13th level, the sun mage may replace any non-fire elemental descriptor (acid, cold, electricity, or sonic) with the fire descriptor on any elemental spell she casts.

Champion of the Sun: Through dedicated training and practical use, the sun mage has learned to channel the power of the sun and store its energies within herself. At 20th level, this control gives the sun mage fire immunity.

Sun Mage Spell List

The sun mage can gain knowledge of and cast spells from the following list.

0 LEVEL

cure minor wounds, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, guidance, light, mage hand, mending, open/close, prestidigitation, purify food and drink, resistance.

1ST LEVEL

animate rope, burning hands, cause fear, charm person, color spray, cure light wounds, detect undead, endure elements, entropic shield, expeditious retreat, faerie fire, feather fall, hold portal, hypnotism, identify, jump, mage armor, magic missile, magic weapon, message, pass without trace, protection from good/evil/chaos/law, sanctuary, shield, sleep, spider climb, Tenser's floating disc, true strike.

2ND LEVEL

aid, blur, bull's strength, calm emotions, cat's grace, cure moderate wounds, darkvision, daylight, delay poison, detect thoughts, endurance, enthrall, flaming sphere, gentle repose, glitterdust, lesser restoration, levitate, locate object, magic weapon, make whole, Melf's acid arrow, minor image, mirror image, obscure object, protection from arrows, pyrotechnics, resist elements, see invisibility, shatter, sound burst, spectral hand, suggestion, tongues, whispering wind.

3RD LEVEL

blink, charm monster, clairaudience/clairvoyance, continual flame, cure serious wounds, dispel magic, displacement, explosive runes, fireball, flame arrow, fly, greater magic weapon, gust of wind, halt undead, haste, hold person, invisibility purge, keen edge, lesser geas, lightning bolt, magic circle against chaos/evil/good/law, major image, negative energy protection, nondetection, phantom steed, protection from elements, remove curse, remove disease, slow, water breathing, water walk, wind wall.

4TH LEVEL

break enchantment, cure critical wounds, detect scrying, dimension door, dismissal, dominate person, emotion, fire shield, fire trap, freedom of movement, ice storm, imbue with spell ability, improved invisibility, legend lore, locate creature, minor creation, minor globe of invulnerability, neutralize poison, rainbow pattern, remove curse, shout, spell immunity, stoneskin, wall of fire.

5TH LEVEL

cone of cold, contact other plane, feeblemind, flame strike, greater dispelling, healing circle, hold monster, major creation, mislead, passwall, permanency, persistent image, prying eyes, Rary's telepathic bond, spell resistance, telekinesis, teleport, wall of stone.

6TH LEVEL

analyze dweomer, banishment, chain lightning, control weather, disintegrate, geas/quest, greater dispelling, find the path, flesh to stone, heal, mass haste, mass suggestion, move earth, Otiluke's freezing sphere, plane shift, project image, repulsion, stone to flesh, true seeing, wind walk.

7TH LEVEL

banishment, delayed blast fireball, forcecage, limited wish, Mord's sword, phase door, power word stun, plane shift, prismatic spray, regenerate, spell turning, teleport without error, vanish, vision.

8TH LEVEL

discern location, earthquake, fire storm, iron body, mass charm, mass heal, mind blank, otiluke's telekinetic sphere, polymorph any object, protection from spells, power word blind, prismatic wall, screen, sunburst, symbol.

9TH LEVEL

dominate monster, foresight, gate, implosion, meteor swarm, Mord's disjunction, power word kill, prismatic sphere, shapechange, storm of vengeance, teleportation circle, time stop, weird, wish.

CHAPTER TWO
NEW FEATS

This chapter contains more than three dozen new feats geared toward spellcasting characters, although many of the feats appropriate for any character. All of the text in this chapter is considered **Open Game Content**.

NEW FEATS

The following section describes several new feats for use in any d20 System game. Several of the feats have prerequisites that are also listed as class abilities for certain classes, such as Scribe Scroll for a wizard. If a character has a class ability that mirrors a feat, then that will pass for the appropriate prerequisite. If the character somehow loses this ability, however, he will no longer have access to any feats that require it.

ADDITIONAL SPELL [SPECIAL]

You are able to cast one additional spell per day.

Prerequisites: Spellcaster level 1+.

Benefit: You can cast one additional spell per day of one spell level that you already know. Once chosen, the additional spell's level cannot be changed.

Special: A character can gain this feat multiple times.

ADEPT MASTERY [GENERAL]

You are talented at mastering the intricacies of spells you cast.

Prerequisites: Int 17+, Spell Mastery.

Benefit: You may double the number of spells you master every time you choose the Spell Mastery ability.

Normal: Without this feat you would only gain a number of mastered spells equal to your Intelligence modifier.

ARCANE ARTISAN [GENERAL]

You are skilled at creating items for magical experimentation.

Prerequisites: Int 13+, Craft skill.

Benefit: You gain a +2 circumstance bonus to all Craft checks when crafting an item to be enchanted, and the cost to create the magic item is reduced by 10%.

ARCANE EXPERTISE [SPECIAL]

You are able to draw upon your spellcasting power to use a weapon with which you are not normally proficient.

Prerequisite: Bard level 3+.

Benefit: You may use a weapon with which you are not proficient without suffering the usual penalty. To do so, however, you must expend one spell level per

TABLE 2–1: NEW FEATS

General Feats	Prerequisites
Adept Mastery	Int 17+, Spell Mastery
Arcane Artisan	Int 13+, Craft skill
Compelling Song	Cha 15+, Perform 6 ranks, bard level 1+
Deceptive Casting	Int 13+, Bluff 1 rank
Eldritch Defense	Spellcaster level 3+
Enhanced Familiar	*Summon familiar* ability
Intercepting Voice	Cha 15+, Perform 3 ranks, bard level 1+
Nerves of Steel	Con 15+, Concentration 1 rank
Quick Learner	Int 15+
Reduced Spell Failure	Dex 13 +, Armor Proficiency
Social Graces	Charisma 13+
Songs of the Suggestive Siren	Cha 17+, Perform 9 ranks, bard level 1+
Songs of Triumph	Cha 15+, Perform 6 ranks, bard level 1+
Spell Effects	Ability to cast spells from the Illusion school
Superior Familiar	*Summon familiar* ability
Thrifty Wizard	Int 13+, wizard level 1+
Voice of Inner Strength	Cha 17+, Perform 15 ranks, bard level 1+
Worldly Knowledge	You must take this feat at 1st level, bard level 1+

Item Creation Feats	Prerequisites
Economical Charge	Brew Potion, Craft Wondrous Item, or Forge Ring
Eldritch Staff	Able to cast 1st-level arcane spells
Focus Mastery	Craft Wondrous Item, Forge Ring, or Brew Potion

Metamagic Feats	Prerequisites
Arcane Shaper	Quicken Spell
Counterspell Riposte	Arcane spellcaster level 1+
Mana Control	Craft Wondrous Item, Forge Ring, or Brew Potion
Power Mastery	You must derive your spellcasting ability from an arcane power source
Rapid Scribing	Scribe Scroll
Spell Chain	Quicken Spell

Special Feats	Prerequisites
Additional Spell	Spellcaster level 1+
Arcane Expertise	Bard level 3+
Arcane Strike	Spellcaster level 1+
Bardic Chanting	Bard level 1+
Bardic Dancing	Bard level 1+
Bardic Instrumental	Bard level 1+
Bardic Singing	Bard level 1+
Expert Bardic Knowledge	Perform 6 ranks, any two of Bardic Chanting, Bardic Dancing, Bardic Instrumental, or Bardic Singing
Spellbook Mastery	Int 16+, Spellcraft 5 ranks, must prepare spells from spellbook

round in which you use the weapon. This feat represents the ability of bards to act as though they have some ability even when they are not truly skilled at a task.

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Arcane Shaper [Metamagic]

You can shape a prepared spell into another effect.

Prerequisite: Quicken Spell.

Benefit: You can change any prepared spell into another spell that you know (but do not necessarily have prepared). The new spell must be at least two levels lower than the spell you are shaping.

Arcane Strike [Special]

You can deliver a touch spell via a melee attack with any weapon.

Prerequisites: Spellcaster level 1+.

Benefit: You may imbue a normal or magical melee weapon with one spell that you have prepared. The spell remains active for up to one round per level, after which time it dissipates harmlessly. If you hit a target with a successful melee attack with the weapon while it is charged, the spell is discharged in addition to normal damage. Only masterwork weapons may be so imbued, and a magical weapon can hold up to one spell per point of enhancement bonus. All spells stored in a single weapon are discharged upon the first successful melee strike. Only the character that cast the spell can cause the weapon to discharge in combat; the weapon functions normally for all other characters.

Bardic Chanting [Special]

You are able to create a mystical performance using chanted verses.

Prerequisites: Bardic music.

Benefit: You are able to use the expanded bardic music abilities detailed in Chapter 3.

Bardic Dancing [Special]

You are able to create a mystical performance using elaborate dance steps and body postures.

Prerequisites: Bardic music.

Benefit: You are able to use the expanded bardic music abilities detailed in Chapter 3.

Bardic Instrumentals [Special]

You are able to create a mystical performance by playing an instrument.

Prerequisites: Bardic music.

Benefit: You are able to use the expanded bardic music abilities detailed in Chapter 3.

Bardic Singing [Special]

You are able to create a mystical performance by singing.

Prerequisites: Bardic music.

Benefit: You are able to use the expanded bardic music abilities detailed in Chapter 3.

Craft Eldritch Staff [Item Creation]

You have found the raw materials for your eldritch staff and are now able to create and wield this item of power.

Prerequisite: Able to cast 1st-level arcane spells.

Benefit: You are able to create and wield an eldritch staff and attune new elements to its arcane matrix. See Chapter 5 for information on these items of power.

Counterspell Riposte [Metamagic]

You can attack instantly following a successful counterspell.

Prerequisites: Arcane spellcaster level 1+.

Benefit: When you successfully perform a counterspell action, you can then instantly cast another prepared spell in response. The spell selected for a riposte must not have a casting time of greater than one action. The spell prepared for a riposte uses up a slot two levels higher than the spell's actual level.

Compelling Song [General]

Your ability to *fascinate* others through bardic music is greater due to your compelling voice and captivating songs.

Prerequisites: Cha 15+, Perform 6 ranks, bard level 1+.

Benefit: While using your bardic music ability to *fascinate* creatures, you gain a +4 circumstance bonus to your Perform check.

Deceptive Casting [General]

You are able to fool rival spellcasters who attempt to counterspell you by using false somatic components during casting.

Prerequisites: Int 13+, Bluff 1 rank.

Benefit: Choose a number of spells equal to your spellcasting-dependent ability modifier, with this feat you may now use the Bluff skill to create false (yet effective) somatics to fool counterspelling

opponents. By doing this, you make a Spellcraft skill check against a Spellcraft check of your opponent. If you succeed, the opponent believes that your spell is different from the one you are casting and prepares the wrong counterspell. If you fail, your opponent sees through your ruse and prepares the correct spell (if possible).

Special: If you have 5 or more ranks in the Bluff skill you gain a +2 synergy bonus to your Spellcraft check to fool a rival spellcaster's counterspell attempt.

Economical Charge [Item Creation]

You are able to fill an expendable focus with more energy than normal.

Prerequisites: Brew Potion, Craft Wondrous Item, or Forge Ring.

Benefit: When creating an expendable focus (see Chapter 5), you always put one more level into it than you pay for. Thus, if you pay to charge four levels into an expendable focus, you charge it with a bonus level for free, bringing its total levels to five.

Eldritch Defense [General]

You are able to survive otherwise deadly injuries by supplementing your life force with arcane energy.

Prerequisite: Spellcaster level 3+.

Benefit: When an attack would reduce you to 0 or fewer hit points, you can instantly expend one of your spell slots for the day as a free action to reduce the damage. You suffer one less hit point of damage per spell level thus expended. The character may only do this once per day and cannot expend more than one spell slot at a time.

Enhanced Familiar [General]

The bond between you and your familiar is so powerful that it enhances the familiar's abilities.

Prerequisite: *Summon familiar* ability.

Benefit: For the purpose of determining your familiar's abilities, you are treated as if you are two levels higher than your actual level.

Special: A character can gain this feat multiple times and its benefits stack.

Expert Bardic Knowledge [Special]

You are able to coax information from the most reluctant of subjects – magic items.

Prerequisites: Perform 6 ranks, any two of Bardic Chanting, Bardic Dancing, Bardic Instrumental, or Bardic Singing.

Benefit: You are able to identify the properties of magic items by entering a trance-like mystical performance. Though time consuming, this is the surest method for uncovering the secrets of such powerful objects.

To use this feat, the bard must be alone with the item and have plenty of time to enter his trance and explore the item's magical resonances. After 1d4 hours, the bard slips into a performance trance. Each hour after this, he is allowed to make a single Perform check (DC 20). If the check succeeds, the bard discovers one of the item's functions and understands how that function is activated. If the bard exceeds the DC by 10 or more, he uncovers two of the item's functions and how to activate them. Conversely, if a bard fails two of his Perform checks in a row, he is unable to divine any more useful information about the item. He may investigate the item again after achieving a level, but is otherwise unable to determine anything about the item.

The bard may continue exploring the item for up to eight hours, after which he must receive a full night's rest before he can use this feat again.

Focus Mastery [Item Creation]

You have a natural affinity for creating expendable foci.

Prerequisites: Craft Wondrous Item, Forge Ring, or Brew Potion.

Benefit: You receive a +4 competence bonus to any Spellcraft checks made while creating an expendable focus.

Intercepting Voice [General]

Your ability to countersong against spellcasting opponents is improved by your penetrating voice.

Prerequisites: Cha 15+, Perform 3 ranks, bard level 1+.

Benefit: While using your bardic music to *countersong*, you gain a +4 circumstance bonus to your Perform check.

Mana Control [Metamagic]

You are able to control the powerful flow of mana freed from an expendable focus with greater ease than others.

Prerequisites: Craft Wondrous Item, Forge Ring, or Brew Potion.

Benefit: When you release energy from an expendable focus, you have more rounds than normal to use the energy. You do not need to make a Concentration check to avoid mana burn until a number of rounds have passed equal to one-fifth your current spellcaster level, rounded down. For example, a 15th-level wizard would not need to begin making Concentration checks to avoid mana burn until three levels after he released the energy. A 6th-level wizard, however, would still need to begin making checks after the first round.

Nerves of Steel [General]

It is difficult to break your concentration.

Prerequisites: Con 16+, Concentration 1 rank.

Benefit: You gain a +4 circumstance bonus to Concentration checks to avoid having a spell disrupted in combat.

Special: This feat stacks with the bonus granted by the Skill Focus feat.

Power Mastery [Metamagic]

You are completely in tune with one source of arcane power.

Prerequisites: You must derive your spellcasting ability from an arcane power source.

Benefit: You are able to cast one more focus spell from the highest-level of spells you have available for the day. In addition, you are able to resist the corrosive nature of a font attuned to your power source. You are able to spend an additional hour within one mile of the power source for each arcane spellcaster level you possess.

Normal: Spellcasters normally begin suffering ill effects from exposure to a font after eight hours.

Quick Learner [General]

You pick up new skills quickly and master them in a short amount of time.

Prerequisites: Int 15+. May only be taken at 1st level.

Benefit: You gain one bonus skill point every level.

Special: This bonus skill point stacks with the bonus point granted to humans.

Rapid Scribing [Metamagic]

You are able to scribe scrolls you know at a very rapid pace, provided you are willing to sacrifice more experience to accelerate the process.

Prerequisites: Scribe Scroll.

Benefit: When determining how long it takes to scribe a scroll, you must spend one day per 2,000 gp in the scroll's base price. For spells that cost less than 2,000 gp, you may scribe multiple scrolls in the day, provided their total value does not exceed 2,000 gp and you scribe a number of scrolls no greater than your Intelligence modifier in a single day. You must pay 1/15th the base price in XP when scribing scrolls at this faster rate.

Normal: Spellcasters normally require one day per 1,000 gp value of a scroll to scribe it and pay 1/25 the base price in XP.

Reduced Spell Failure [General]

You can reduce your chance of arcane spell failure while wearing armor in which you are proficient.

Prerequisite: Dex 13 +, Armor Proficiency (appropriate to the armor worn).

Benefit: Reduce your arcane spell failure percentage by 10%.

Special: A character may gain this feat multiple times, but each time it must apply to a different class of armor (light, medium, or heavy).

Social Graces [General]

You are quite comfortable when interacting with others and facile in your social discourse.

Prerequisite: Charisma 13+.

Benefit: You gain a +1 competence bonus on all Bluff, Diplomacy, Gather Information, Innuendo, and Sense Motive skill checks. This bonus only applies when you are in a non-threatening social situation and not when you are under stress. If a failed check with any of the above skills will result in combat, this benefit does not apply.

Songs of the Suggestive Siren [General]

Your voice and songs carry greater power when attempting to make a *suggestion* to a *fascinated* creature.

Prerequisites: Cha 17+, Perform 9 ranks, bard level 1+.

Benefit: While using your bardic music to make a *suggestion*, your DC to resist this ability is increased by two, changing the DC to 15 + your Charisma modifier.

Normal: Without this feat, the DC to resist your *suggestion* would be 13 + your Charisma modifier.

Songs of Triumph [General]

Your ability to recall stories of great triumph improves your ability to inspire others.

Prerequisites: Cha 15+, Perform 6 ranks, bard level 1+.

Benefit: While using your bardic music to *inspire courage*, you grant allies a +4 morale bonus to saving throws against charm and fear effects, as well as a +2 morale bonus to attack and weapon damage rolls.

Normal: Without this feat, you would only grant a +2 morale bonus to saving throws and a +1 morale bonus to attack and weapon damage rolls.

Spell Chain [Metamagic]

You have learned how to make spells flow together into a greater, more powerful whole.

Prerequisite: Quicken Spell.

Benefit: You may cast two spells at once. The casting time of the spell chain is equal to the longer of the two spells chained together. If you have to make a Concentration check during the casting of a spell chain, the DC of the check is based on the highest-level spell in the chain. Once casting is complete, all spells in the chain take effect normally. Each

spell in a spell chain uses up a slot two levels higher than the spell's actual level. All spells in a spell chain must be cast together.

Special: You may take this feat more than once. Each time you take this feat, you may add an additional spell to a chain. A character can chain together a maximum of one spell plus one additional spell per point of Intelligence modifier.

Spell Effects [General]

You can add, subtract, or otherwise modify the sensory effects of any spell you cast.

Prerequisite: Ability to cast spells from the Illusion school.

Benefit: Through the use of illusions, you may alter any of the sensory effects of any spell you cast. This alteration includes the addition and subtraction of elements, so that, for example, a *fireball* might glow with a greenish hue or a *magic missile* might take on the shape of a shard of glass. None of these alterations can affect the way a spell works. Thus, a *fireball* could be made to appear like a ball of ice but the spell would still deliver fire damage rather than cold damage.

Special: At the DM's discretion, particularly unusual or out of the ordinary alterations may increase the DC of Spellcraft checks to identify the spell by as much as five.

Spellbook Mastery [Special]

You learn more spells upon achieving a new level.

Prerequisite: Int 15+, Spellcraft 5 ranks, must prepare spells from spellbook.

Benefit: Upon gaining a new level, you gain a number of new spells of any level or levels that you can cast (according to your new level) equal to your Intelligence modifier.

Normal: Each time a wizard achieves a new level, she gains two new spells of any level or levels that she can cast (according to her new level).

Superior Familiar [General]

Your familiar gains a feat.

Prerequisite: *Summon familiar* ability.

Benefit: By taking this feat, your familiar gains a new feat of its own, provided that it meets the prerequisites, if any, for that feat. This new feat is usable only by the familiar, except insofar as its benefits are transferable to another. Should the familiar permanently die or be dismissed, the master can choose a new feat for his familiar.

Thrifty Wizard [General]

You have a talent for fitting extra spells into your spellbook.

Prerequisites: Int 13+, wizard level 1+.

Benefit: The number of pages required for a spell to be copied into your spellbook is reduced by one, to a minimum of one.

Voice of Inner Strength [General]

Your ability to *inspire greatness* is greater due to the power of your inner strength, which you share with allies through song and story.

Prerequisites: Cha 17+, Perform 15 ranks, bard level 1+.

Benefit: While using your bardic music to *inspire greatness*, you grant the following boosts to an ally:

- +4 Hit Dice (d10s that grant temporary hit points)
- +4 competence bonus on attacks
- +1 competence bonus on all saving throws

Normal: Without this feat, your *inspire greatness* ability would only grant +2 HD, a +2 bonus to attacks, and a +1 bonus to Fortitude saving throws.

Worldly Knowledge [General]

You are wizened to the world and have the knack for picking up various facts and stories.

Prerequisites: Bardic knowledge. May only be taken at 1st level.

Benefit: You gain a +2 circumstance bonus to all bardic knowledge checks and Gather Information checks.

Chapter Three
Bards: Performances of Power

This chapter contains information on four new bardic performance styles, as well as new ways for bards, both individually and in troupes, to aid their companions and allies. In addition, expanded bardic music abilities and mystical performance options are presented that help to flesh out bards with diverse styles and methods of performance.

All of the text describing new bardic performance styles, mystical performances, and their effects is **Open Game Content**. All text describing bardic troupes is designated closed content.

Bards

Bards are naturally social creatures, using their innate charisma and professional training to combine entertainment, education, and subterfuge. Wherever they travel, audiences are delighted by their performances, and the most famous of these wandering entertainers may find themselves playing before the movers and shakers of the campaign world. Despite their fame and skill, however, many bards find themselves a bit unsuited to the adventuring lifestyle. The skills so useful in social situations are not always applicable to a dungeon environment, hampering the usefulness of the bard in the situations he is most likely to encounter.

In this chapter, new options are opened for the bard. New feats allow him to use his magical abilities in different ways, and a variety of performance methods are discussed in more detail and offered as options to the typical singing bard. With the tools in this section, bards come into their own, offering new types of support to their companions and becoming a much more vital, essential member of any adventuring group.

Support

The role of the bard is one of support. His skills and abilities work best when he is not at the forefront of an expedition, but rather when he offers advice or aid to the more specialized members of the party. The new feats and abilities presented here reinforce this role by giving the bard new ways to help others, increasing their odds of success and augmenting their natural abilities.

With their knowledge of so many different aspects of the adventuring life, bards are able to use their performance skills to infuse magic into even mundane actions. Fighters will find

their blows landing more often and causing more damage, rogues discover their senses are sharper, and the distractions that the bard creates are an excellent diversion for sneak attacks. Spellcasters of all stripes will benefit from the presence of a bard as well, as their ability to enhance concentration is a great boon during chaotic combat situations. Perhaps most impressive of all, the arcane knowledge gained by bards allows them to affect magic around them so that bards become living metamagic feats.

Though still working in a support role, the bard is no longer simply in the background – new abilities and uses for old abilities push the bard firmly into the center of the group. A talented bard becomes the focal point for his companions, the glue that holds them together, and a talented leader with the many social skills necessary to ease adventurers through tense situations.

Performances

The bard's Perform skill is at the heart of the new abilities presented here, and some further definition of how this skill works is necessary. In general, each rank of the Perform skill purchased by a bard offers a new type of performance. While this works in theory, in practice it becomes problematic fairly quickly. A bard who has 15 ranks in the Perform skill knows 15 different performance types and is equally talented with each of them. In order to better manage this plethora of performance types, the following alternate rules are suggested.

Mundane and Magical Performances

The majority of a bard's performances are not magical and are the product of simple training. The wide range of performance types in a bard's repertoire are of the non-magical variety – sufficient for entertaining the masses but lacking the true power of an arcane performing style. To draw upon their unique magical abilities, bards must use one of the mystical performance types.

For bards, there are four types of mystical performance:

- **Singing:** The bard may sing songs or sequences of tones and notes to create enchanting performances.
- **Instrumental:** The bard plays an instrument of some kind, almost always an easily portable, durable instrument such as a trumpet, flute, or lyre. More complex instruments are available, but adventuring bards generally find them too cumbersome and delicate to use during their travels.
- **Chant:** The chant is a spoken, rhythmic version of a song, or in some cases a complex percussive rhythm of wordless syllables.
- **Dance:** Bardic dances tend to be very acrobatic, involving somersaults, flips, spins, and other moves requiring considerable agility and athletic prowess.

For each of the four types of performance, bards learn arcane gestures, lyrics, rhythms, and musical notes that directly interact with the magical energies of the world. By carefully constructing their performances, bards are able to use their mastery over such forces to alter, enhance, or even destroy magical effects.

The keys to the mystical performances are the styles themselves. By default, all bards begin play with the Bardic Singing mystical style (and the appropriate feat found in Chapter 2) and are able to use all of the abilities associated with that type of performance. Other mystical performances must be learned by taking the appropriate feats, and once learned they provide access to new sets of abilities. The synergies between one or more types of performance are also used to improve the chances of success when one type is used to reinforce the mystical performance of another, allowing the same or multiple bards to bolster their performance skills.

With the introduction of the mystical performance feats, it is recommended that bards not begin play with the singing skill – unless that is the skill they want. Players of bard characters should simply choose one of the mystical performance feats with which the character begins play, adding other feats as the bard gains experience.

Mystical Performances: Augmenting Allies' Spells

In addition to the abilities gained through the use of the various mystical performance feats, bards are also able to roughly approximate metamagic feats with their performances. Unfortunately, they are unable to manipulate their own spells in this way – a bard

has great power to change the way in which those around him cast spells, but is powerless to alter his own spells without using traditional metamagic feats.

Still, the bard is able to assist his companions in the creation of spectacular spells, and one bard (or more) can assist another bard in the same way he can aid any other spellcaster. In groups, even the relatively weak spells of bards can be enhanced to great potency. The following enhancements are available for enhancing the spells of others.

In order to augment a spell, the bard must use his Perform skill to create a mystical performance. Each performance requires at least one full-round action that must begin before the spellcaster initiates his casting. The bard must continue performing until the spell is cast. For spells requiring more than one round to cast, the bard need only make a single Perform check, but must expend a full-round action each round until the spell is successfully cast or the caster abandons the spell preparations. Just before the spell is completed, the bard makes his Perform check (DC determined by the type of effect desired – see below) to determine what, if any, changes he has wrought upon the spell in question.

Altering an ally's spell using mystical performances requires the following steps:

1. Select the desired effect from the list below.
2. Begin the performance before the spellcaster begins his casting. Casters with higher initiative will need to delay or ready an action to cast single-action spells. Casters attempting to use spells with a full-round casting time must wait an entire round, giving the bard the chance to begin his performance.
3. Just before the spell is cast, the bard must make a Perform skill check to determine whether or not his mystical performance altered the spell in the desired fashion.
4. If the skill check is successful, the spell is altered in the manner selected in Step 1 and the bard may end his performance at the end of the current round, if he so desires. If the bard continues his performance into the next round, another skill check is still necessary to affect another spell. A bard may not affect a single spell more than once.
5. If the skill check fails, the bard is unable to manipulate the spell as it is cast, though spell slot costs must still be paid. If the bard fails the check by 10 or more, however, a miscast occurs as detailed in the effect description. Tampering with magic can lead to unexpected results. When a miscast occurs, the cost for the spell effect must still be paid.
6. Pay any cost for the desired effect. Normally, this is one of the bard's spell slots, though spells with a greater cost are certainly possible.

Mystical Performance Effects

The effects described below may be applied to any spell, with the following restrictions:

- The caster must be in view of the bard at all times while the spell is being cast. It is not necessary for the caster to be able to see the bard, but the bard must be able to watch as the spellcaster prepares his spell so that the bard may adjust his performance accordingly.
- The bard must be able to engage in a performance of some type – if he is silenced and bound, he's not going to be augmenting much of anything until he has gotten himself free and is able to use his skills.

As long as those two conditions are met, the bard may use his mystical performance abilities on any spell, using the system given above. In this section, each of the possible effects of a mystical performance is described in the following format.

Name: The name of the effect.
Affinity: Each effect has an affinity for a particular type (or types) of mystical performance. If one of the performance types listed here is used, the bard receives a +2 synergy bonus to his Perform check.
Cost: The cost the bard must pay in order to activate this effect; typically, bards sacrifice one of their own spell slots for the day.
DC: The Difficulty Class of the Perform check needed to affect a spell.
Effect: This section describes the result of a successful activation of the effect. In most cases, there are various effects that are determined by the Perform check's degree of success.
Miscast: If the bard fails his Perform check by 10 or more, a miscast occurs. Not all effects provoke a miscast, but the results for those that do are detailed in this section.

Arcane Power Increase

Affinity: Singing.
Cost: One spell slot of at least the same level as the affected spell.
DC: 20.
Effect: When this effect is activated, the effective level of the spell is increased by one, plus one level for every five points by which the bard exceeds the DC of the check. This effective level increase is used only for determining level-dependent elements of a spell (saving throws and dispel difficulty, for example), and a spell may not be raised above 9th level.
Miscast: On a miscast, the spell's effective level is reduced by an amount equal to the bard's Charisma modifier.

Duration Increase

Affinity: Singing.
Cost: One spell slot no more than three levels lower than the affected spell.
DC: 15.
Effect: The caster's level is increased by one, plus one for every five points by which the bard exceeds the DC of the check, for purposes of determining the spell's duration.
Miscast: When the bard flubs this performance, the caster's level is treated as if it were one lower for purposes of determining the spell's duration. This virtual level decrease has no other effect, positive or negative, upon the spell being cast.

Effect Increase

Affinity: Instrumental.
Cost: One spell slot no more than three levels lower than the affected spell.
DC: 15.
Effect: When this effect is activated, the targeted spell's caster level increases by one for purposes of determining any level-dependent effects (such as duration, damage, or range) generated by a spell. This virtual level increase has no other effect, positive or negative, upon the targeted spell.

Effect Magnification

Affinity: Instrumental.
Cost: One spell slot no more than three levels lower than the affected spell.
DC: 25.
Effect: If this effect is successfully activated, the size of the dice rolled for all of the spell's random or variable numeric elements increases by one – a d4 becomes a d6, a d6 becomes a d8, and so on. No die may be increased beyond a d12 by this effect.
Miscast: When a miscast occurs, the size of the dice rolled for the spell's effect decreases by one – a d6 becomes a d4, a d8 becomes a d6, and so on. If the dice rolled start at a d4, each die is treated as if it had rolled a one.

Focused Energy

Affinity: Singing.
Cost: One spell slot of at least the same level as the affected spell.
DC: 20.
Effect: For every two points by which the bard exceeds the DC, the DC of all saving throws against the targeted spell is increased by one. This has no effect on spell resistance.
Miscast: The DC of all saving throws against the targeted spell is decreased by one. This has no effect on spell resistance.

Range Increase

Affinity: Chant.
Cost: One spell slot no more than three levels lower than the affected spell.
DC: 15.
Effect: For every two points by which

Range Magnification Table

Spell Range	Magnified Range	Critical Success Range
Personal	Touch	Close
Touch	Close	Medium
Close	Medium	Long
Medium	Long	Double Long
Long	Double Long	Triple Long
Range in Feet	+25%	+50%

the bard exceeds the DC, the caster's level is increased by one (to a maximum of 20th level) for purposes of determining the spell's maximum range. This virtual level increase has no other effect, positive or negative, upon the spell being cast.

Range Magnification

Affinity: Chant.
Cost: One spell slot no more than three levels lower than the affected spell.
DC: 20 (25 for touch spells, 30 for personal spells).
Effect: This performance increases the range of a spell by one range category, as noted in the table above. If the character exceeds the DC by 10 or more, the range increases by an additional range category.

Spells with an initial range of touch and personal are the most difficult to magnify because they involve removing the magical essence from the caster and transferring it to another target. In these cases, both the target and the spellcaster must be within sight of the bard as well as within range of one another for the bard to successfully transfer the spell.

Spell Bounce

Affinity: Chant.
Cost: One spell slot equal to the level of the spell being modified.
DC: 20.
Effect: This performance allows the bard to become the target for a spell and, in turn, to bounce that spell to another target. This performance effect will not work against spells cast by hostile opponents, who will certainly not work with the bard to ensure the performer's safety.

To use this effect, the bard must be within range of the spell as it is cast by the spellcaster. That is, if it is a touch spell, the bard must be within touch range of the spellcaster; if it is a long range spell, then he must be within long range with a clear line of sight to the spellcaster. It is important to note that the bard does not have to be a valid target for the spell – if it is a spell that affects only inanimate material, for instance, the bard may still be the target of the spell provided he is within range of the caster.

The spellcaster then fires the spell at the bard, who must make a successful Perform check (DC 20). If the check fails, and the bard is a valid target for the spell, he suffers all effects or gains all benefits of the spell (normal saving throws and spell resistance checks are allowed). If the check fails and the bard is not a valid target for the spell, the spell is still expended but no effect occurs.

If the check succeeds, however, the bard may immediately redirect the spell to a valid target within range of the spell, just as if the original spellcaster were standing in the bard's position. This allows the bard to act as a sort of forward observer, effectively doubling the range of a spell while keeping the spellcaster out of harm's way.

Example: Tarise the Spellsinger is crouched on a rocky outcropping above a camp full of lycanthropic orcs. She would certainly like to kill them, but she does not have any spells that are of sufficient deadliness to handle them all at once. Fortunately, the wizard Anlira is down the hill from Tarise and she knows the *cloudkill* spell and has it prepared for the day. Tarise is 170 feet from Anlira and the orcs are an additional 180 feet from Tarise. Clearly, Anlira's spell will not reach them from her current position. Tarise, who is within range of the spell, begins chanting for the spell bounce effect and

Anlira casts *cloudkill* at the bard.

Tarise succeeds at her Perform check and can now immediately redirect the spell toward the orcs below, who are within range of the spell if it were cast from her vantage point. Because of the spell bounce effect, the spell releases its deadly fog on the unsuspecting orcs below.
Miscast: On a miscast, the spell affects the bard (if he is a valid target) and no saving throw is allowed. Spell resistance still applies in this case, however.

Spell Delay

Affinity: Dance.
Cost: One spell slot no more than one level lower than the affected spell.
DC: 20.
Effect: For every two points by which the bard exceeds the DC, the bard may delay the effect of the targeted spell by one round. When the delay expires, the spell goes off just as if it had been cast in the same round by the original caster and all distances are measured from the point at which the spell was originally cast. The bard does not have to continue performing during the delay, the energy of the original performance holds the spell in abeyance until the delay expires.

Sustain Spell

Affinity: Dance.
Cost: One spell slot no more than three levels lower than the affected spell.
DC: 20.
Effect: This effect must be activated before the targeted spell expires. Each round the bard must make a Perform check (DC 20) – if the check is successful, the spell's duration is increased by a single round. If the check fails, however, the spell dissipates at the end of the next round. The bard may continue dancing for as many rounds as she wishes (to a maximum number of rounds equal to twice her Constitution score) or until she fails her Perform check. This effect cannot increase the duration of spells with an instantaneous effect or that are triggered or ended by a particular event. Thus, a *fireball* cannot be sustained (because it has an instantaneous duration) and neither can *fire trap* because its duration ends when a specific event occurs.

Note that a bard will have to continue dancing virtually nonstop after the first use of this effect

on a given spell, as it increases the duration of the spell by only a single round. Critical successes can alleviate this somewhat, but the wise bard will simply continue dancing until he is ready to let the spell lapse. Unless one or more critical successes are achieved during the performance, the spell will end the round after the bard stops dancing.
Miscast: When a miscast occurs, the spell ends immediately.

Mystical Performances: Impairing Enemy Spells

Just as bards may attempt to augment the effects of an ally's spells, so too may they attempt to impair the power of an enemy's spells. Using one of these effects requires the same steps as augmenting an ally's spells. This means the bard must begin his performance before the enemy spellcaster he wishes to impair – if the spellcaster then chooses not to cast a spell, the bard will have wasted his action for the round (though not his spell slot as these are only expended if a spell is cast and an attempt to affect it is made).

In order for the impairment performance to be successful, the bard must make a successful Spellcraft check (this is part of the full-round performance action in this case) to determine which spell the enemy is casting. If this check succeeds, the bard's performance continues as normal and the bard must expend a spell slot of the appropriate level when the spell is cast. If the Spellcraft check fails, the bard is unable to determine which spell the enemy caster is unleashing and realizes his performance is futile. Though the bard's full round performance action is wasted, his spell slots are not expended in this case.

In the descriptions below, references to effective caster level of a performance are a reference to the effective caster level of the spellcaster releasing the targeted spell.

Chant of Dissipation

Affinity: Chant
Cost: One spell slot at least two levels higher than the level of the targeted spell.
DC: 10 + the caster's effective caster level + the level of spell.
Effect: When this effect is successfully performed, the energy of the targeted spell is harmlessly dissipated in a colorful display of light. The targeted spell may not be of greater than 3rd level and the caster of the spell must be of a lesser level than the bard – if either of these conditions is not met, the chant of dissipation automatically fails and the bard's spell slot is still expended.

Diffused Energy

Affinity: Singing.
Cost: One spell no more than three levels below the level of the affected spell.
DC: 20, or the current save DC for the targeted spell, whichever is higher.
Effect: For every two points by which the bard exceeds the DC, the save DC of the spell is reduced by one, to a maximum reduction equal to the bard's Charisma modifier.

Effect Dampener

Affinity: Instrumental.
Cost: One spell no more than two levels below the level of the affected spell.
DC: 10 + the caster's effective caster level + the level of spell.
Effect: When this effect is activated, the targeted spell suffers a reduction in all random or variable numeric effects. Reduce the die rolled for these effects by one step – d12 becomes d10, d10 becomes d8, d8 becomes d6, d6 to d4, and all d4s are treated as if they had rolled ones.
Miscast: On a miscast, the spell is actually amplified, adding one to the result of each die roll.

Effect Reduction

Affinity: Instrumental.
Cost: One spell slot no more than one level lower than the level of the targeted spell.
DC: 10 + the caster's effective caster level + the level of spell.
Effect: When this effect is activated, the effective spellcaster level of the targeted spell's caster is decreased by one for purposes of determining any level-dependent effects (such as duration, damage, or range) generated by a spell. This virtual level decrease has no other effect, positive or negative, upon the targeted spell or the spellcaster.
Miscast: On a miscast, the spellcaster's effective level is increased by one for purposes of determining the random or variable numeric effects of a spell.

Range Inhibitor Table

Spell Range	Inhibitor Range	Critical Success Range
Close	Touch	Touch
Medium	Close	Touch
Long	Medium	Close
Unlimited	Long	Medium
Range in Feet	–25%	–50%

Range Inhibitor

Affinity: Chant
Cost: One spell equal to the level of the targeted spell.
DC: 10 + the caster's effective caster level + the level of spell.
Effect: When this effect is successfully performed, the target spell's range is reduced by one range category, as shown on the table above. If the character exceeds the DC by 10 or more, the range decreases by an additional range category. Note that a spell's range may never be reduced to less than Touch and the caster of the spell is aware of the alteration to its range and may choose to release the spell rather than continue casting it if the range reduction is too great. A wizard casting *fireball* for instance, may choose to release the spell (that is, lose it without actually casting the spell) once its range is reduced beyond either safety or utility.

Spell Deflection

Affinity: Chant.
Cost: One spell equal to the level of the spell being cast.
DC: 20, or the current save DC for the targeted spell, whichever is higher.
Effect: When this effect is successfully performed, the bard is able to move the spell's target location 5 ft. in any direction for every two points by which the bard exceeds the DC. If the spell has an area of effect, the bard shifts the center of the area as appropriate. All movement of the spell must be in a single straight line from the original target or center of the target area. The bard must also have line of sight to the target or center of the target location, just as if he were casting the spell himself. If the bard shifts a spell to an invalid target, the spell dissipates harmlessly.

Expanded Bardic Music Abilities

In keeping with the different performance types introduced in this section, there are three new sets of bardic music available for bards to use. The bardic music abilities presented in the core rules are used for the singing mystic performance type; with the DM's permission a starting bard character can choose a different type of performance in which he is proficient instead. The additional types are detailed here, but all must follow the same rules as for singing.

Bardic Chanting

A bard must have the Bardic Chanting feat to perform the following effects. While chanting, the bard can engage in combat or movement, but he cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands).

Instill Strength: A bard with 3 or more ranks in Perform can use a stirring, chanted rhythm to fill one or more of his allies with strength. This allows his allies to climb with more vigor, to jump longer distances, and their backs to carry more weight. To be affected by the chant, an ally must hear the bard chanting for a full round. The effect persists as long as the bard continues the chant but ends immediately when the bard stops his performance, or when the target `can no longer hear the stirring pulse of the chant. Affected allies receive a +4 morale bonus to all Strength checks and Strength-related skill checks. Instill strength is a supernatural, mind-affecting ability.

Discordant Chant: A bard with 3 or more ranks in Perform can use his powerful voice to potentially disrupt the concen-

tration of a single spellcaster. The target of the chant must be within 30 ft. of the bard and must be able to hear the bard – deaf creatures are immune to the effects of all chants. During each round in which the bard wishes to attempt to disrupt the concentration of the target, he must make a Perform skill check. After hearing the chant for a full round, the targeted spellcaster suffers a circumstance penalty equal to the result of this Perform check–10 should he need to make a Concentration check during the round. This chant is a mind-affecting, supernatural ability.

Cooperation Chant: A bard with 3 or more ranks in Perform can use a rhythmic chant filled with verbal cues to coordinate the actions of his allies. After the bard chants for a full round, all allies within 30 ft. of the bard may cooperate while the bard continues chanting, provided they are all working together on a particular task or attacking a single target.

If the allies are combining their efforts to help a leader succeed at a skill check, each helper receives a +2 circumstance bonus to their checks to Aid Another. The leader also receives a +2 circumstance bonus to his own skill check, over and above any bonuses provided by the success of his helpers.

If all of his allies are attacking a single foe, the bard may use his ability to help some of them use the Aid Another action more effectively. When this option is used, the bard must designate one target as the beneficiary of the chant and all others are the helpers. Each helper receives a +2 circumstance bonus to his attack roll (against DC 10 as per normal for the Aid Another action) and provides a +2 circumstance bonus against attacks from that enemy rather than the normal +1. The beneficiary of the chant's effect must ready an action to attack at the bard's command in order to gain the benefits of the attack bonuses. AC bonuses apply for the entire round once they are gained and do not require the beneficiary to have a readied action.

The bard must chant for a full round before the effects of this ability can benefit his allies and he must maintain the chant through the next round as well. During the second round of the chant, all of the above bonuses apply. This

chant is a supernatural, mind-affecting ability. The use of this chant is a full round action.

Intimidating Chant: A bard with 6 or more ranks in Perform can create a fearsome chant that causes his enemies to hesitate at precisely the wrong moment during a skill check or attack. The target of this chant must be within 30 feet of the bard and within 30 feet of one of the bard's allies. As with the instill strength chant, the bard can perform mundane actions while using this chant.

When this chant begins, the bard calls out to the target in a disparaging tone and composes a simple chant detailing the superiority of the bard and his allies. Use of this chant is a full-round action. At the end of the round in which the chant is used, the bard makes a Perform skill check (DC 15). The target suffers a –4 morale penalty to all skill checks or attack rolls during the round after this chant is used. The bard cannot use this ability on two consecutive rounds against the same target, but may use the chant two rounds in a row against different targets. The intimidating chant is a supernatural, mind-affecting ability.

Chant of the Divine A bard with 9 or more ranks in the Perform skill can use this ability. Even the most chaotic of divine spellcasters relies on certain rituals and ceremonies to entreat his deity to grant him spells. This chant allows the spellcaster to clear his mind and focus more easily on the task at hand, granting him a closer connection to the divine source of his spells. Only one divine spellcaster may be affected by this chant at a time and he must be within 15 feet of the bard. The bard must chant for a full round before the benefits of this chant are available to the targeted spellcaster.

During each round after the first full round of this chant, the targeted spellcaster's effective level is increased by one for the purposes of determining any level-dependent effects for any spells cast during the round.

Chant of Confinement: A bard with 12 or more ranks in the Perform skill can use this ability. When directed at a target that previously succumbed to the intimidating chant (within five rounds prior to the use of this chant), the target is affected as if by a *hold person* spell. The chant of confinement does not count against the bard's daily limit on bardic music performances but the intimidating chant does. A Will save (DC 13 + the bard's Charisma modifier) negates this effect. The chant of confinement is a spell-like, mind-affecting ability.

Bardic Instrumentals

A bard must have the Bardic Instrumental feat to perform the following effects. While playing an instrument, the bard can move, but he cannot cast spells, engage in combat, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands).

Eerie Chords: Any bard with 3 or more ranks in Perform is able to create a disturbing, haunting tune that seems to drift easily on the wind. To use this ability, the bard must play his instrument quietly for one full round, at the end of which he is allowed a Perform check. Any creatures with at least animal intelligence within 120 feet of the bard and unaware of his presence must make a Will save (DC equal to the bard's Performance check result) or suffer from an unsettling anxiety when hearing the strange tunes. Such creatures are considered shaken for as long as they remain in the bard's presence and the bard continues to play.

If a creature makes its Will save, it is immune to these particular eerie chords for 24 hours. Eerie chords is a supernatural, mind-affecting ability.

Stoking Song: Any bard with 3 or more ranks in Perform can create a stirring song that ignites the passions and incites rage toward one's enemies. Many bards from primitive cultures pride themselves on their ability to push the rages of the barbarian tribes to extremes, keeping them in a bloodlust for much longer than would otherwise be possible. To use this ability, the bard must spend a full round playing a rousing battle song. At the end of this time, the bard makes a Perform check (DC 15). If the check is successful, his song inspires the bloodlust in the heart of any barbarian within 30 feet. The duration of any barbarian's current rage is extended for as long as the bard plays, to a maximum number of rounds equal to the bard's Charisma modifier. This only affects barbarians who are already raging and this ability may not force a barbarian into a rage. This song is a supernatural, mind-affecting ability.

Centering Song: Any bard with 3 or more ranks in Perform can create a gentle, soothing melody that calms the mind and allows greater concentration on delicate tasks. When this song is performed, all creatures within 10 feet of the bard receive a competence bonus to any skill checks that require careful attention or fine manipulations. Balance, Disable Device, Escape Artist, Heal, Intuit Direction, Open Lock, Read Lips, Scry, Search, Use Magic Device, and Use Rope all qualify for this bonus, as do any other skills as determined by the DM. The bard is unable to take any other actions while performing this song.

The competence bonus provided by this song is equal to the bard's Charisma modifier. If this check fails, the bard is unable to create the proper mood to assist others in their use of skills and may not make another attempt for one hour. The bard must continue to perform each round that the skill is in use, but only a single Perform check is required. This performance is a supernatural, mind-affecting ability.

Jarring Chords: Any bard with 3 or more ranks in Perform can play this discordant tune. When performed, this song creates a painful, jarring tune that causes physical pain to all creatures within 20 feet of the bard. The pain is so intense that it can temporarily stun targets, rendering them incapable of performing any actions while the music persists. During the first round of this performance, the song is simply annoying and horribly discordant. During the second round and each round thereafter, the music rises in intensity until it becomes physically painful to be within range of the bard's music.

At the beginning of the second round of the performance, all targets within range of the bard must make a Fortitude save (DC 10 + the bard's class level) or suffer one hit point of damage per level of the bard. At the beginning of the third and subsequent rounds of the performance, each target who suffered damage during the second round suffers an additional hit point of damage.

All creatures that suffer damage from the jarring chords must make a successful Will save (DC 10 + the bard's class level) during each round in which the song injures them. If the save is successful, the target is allowed to act normally during the round. If the save fails, however, the target is stunned and suffers all normal penalties and action restrictions for the condition (DMG 85).

Note that the bard's allies are not immune to the effects of this song and suffer the same potential dangers as his enemies if they are in range when he begins his performance. This song affects only targets that are able to hear, and the song is a supernatural ability.

Resonating Revelation: Bards are very conscious of the sounds around them and how the acoustics of a place interact with the notes of a performance. Any bard with 9 ranks in the Perform skill can perform a song that is capable of revealing secret doors, pit traps, and other structural features of an area. The song requires three rounds of constant playing to be useful; at the end of this time the bard must make a Perform check (DC equal to the most difficult Spot or Search DC for every trap, secret door, or other false structure in the area). For every point of Charisma modifier, the presence and location of one secret door, trap, or other false structure within 15 feet of the bard is revealed by the change it creates in the bard's song. When performing this song, the bard is unable to take any other action. This performance is a supernatural ability.

Rejuvenating Melody: Bards with 12 or more ranks in the Perform skill are able to create a soothing song that reduces the severity of wounds and helps their companions rest. The performance of this song requires a full three hours, during which time the bard cannot take any other action. Once the bard finishes his song, he must immediately rest for eight hours, so drained is he by the efforts of creating the soothing music.

At the end of each hour of performance, the bard must make a Perform check (DC 20). The bard's companions can convert one hit point of normal damage into subdual damage for every point by which the bard exceeds the DC. If the bard's Perform check fails, his performance ends, though he still must rest immediately afterward. This performance is a supernatural ability.

Song of Uncompromising Resolve: The stirring melodies generated by this song fill all allies of the bard within 30 feet with an ironclad resolve. With their willpower so strengthened,

these allies are more resistant to mental attack and the effects of many spells.

Bards with 12 or more ranks in Perform can use this instrumental to aid their allies. One round after the performance begins, the bard must make a Perform check (DC 20). All allies within 30 feet gain a +4 bonus to any Will saves they make while they are in range of the bard playing this tune. In addition, affected allies gain a number of bonus hit points equal to the bard's class level. These hit points remain for one minute per point of the bard's Charisma modifier, regardless of how long the bard continues to play, after which time they go away. All damage taken comes from these temporary hit points first. The bard may continue this performance for as many rounds as he likes. This performance is a supernatural, mind-affecting ability.

Bardic Dancing

A bard must have the Bardic Dancing feat to perform the following effects. While dancing, the bard cannot engage in combat or movement, but he can cast spells that do not require somatic components and activate magic items by magic words (such as wands).

Unsettling Dance: Any bard with 3 or more ranks in Perform can perform a dance that mimics an unpredictable, spinning attack pattern. The bard must make a Perform skill check (DC 15) when this dance begins – if the check succeeds, he may unsettle one foe within 15 feet of his current location for every point of his Charisma modifier. These unsettled foes are treated as if they are flanked as long as the bard remains within 15 feet of their location, regardless of whether any other characters or creatures are near them. The targeted enemies are simply too leery of the bard to pay full attention to their own defenses. The dance only works against those targets that can see the bard – the deceptive footwork and flashy displays of the performance do not fool other senses. This performance is a supernatural, mind-affecting ability.

Shield Dance: Bards with 3 or more ranks in Perform can perform a dance that allows them to flit to and fro between an enemy and the bard's allies. To begin this performance, the bard must make a successful Perform check (DC 10). If the check fails, the bard stumbles around foolishly for a few seconds and sacrifices his actions for this turn, but otherwise suffers no ill effects. If the bard succeeds, howev-

er, he provides a +1 circumstance bonus to the AC of any allies within 15 feet of his location at the beginning of the round. This dance consumes a full round action that does not provoke attacks of opportunity and, though the bard dances around between his allies and their enemies during the round, the bard begins and ends the round in the same location. This performance is a supernatural, mind-affecting ability.

Juggling Dance: This performance is one of the few bardic abilities that is a direct attack. Performing the juggling dance requires a bard to have 3 or more ranks in the Perform skill. When the bard attempts this performance, he must dance about and juggle a handful of knives or other small objects for one to six rounds, during which time he is unable to take any other actions. At the end of the dance, the bard unleashes a barrage of small, thrown weapons, which he had been juggling. At this point, the bard must make a Perform check (DC 15), with a +1 bonus to the roll for every round spent in preparation.

For every two points by which the bard exceeds the DC, the bard can make a single ranged attack with one of the weapons he was juggling. This attack is made at his full attack bonus and the target must be within range of the weapon. The bard can only juggle, and thus throw, up to one object per point of Dexterity.

Only Small, thrown weapons may be used in the juggling dance's attack – larger weapons are simply too unwieldy to be tossed about in the manner required by the dance. The juggling dance is a supernatural ability.

Dance of the Naked Hand: When the bard begins this performance, he generates an intense arcane energy that surrounds his body and can be seen as a dimly glowing silver aura. This energy does no good to the bard himself, but is used instead to provide strength or accuracy to the unarmed attacks of an allied monk.

A bard must have 6 or more ranks in Perform to utilize this special dance. The bard must dance for three rounds, during which he can take no other actions. At the end of this time, the bard makes a Perform check (DC 20). For every two points by which the bard exceeds the DC, the bard grants a +1 competence bonus to the attack and damage rolls of an allied monk within 30 feet. This bonus applies to all unarmed attack and damage rolls for one round per point of the bard's Charisma modifier.

Dance of the Eased Mind: This dance is a favorite amongst courtiers and other bards that are commonly called upon to entertain the movers and shakers of the world. A bard skilled in this dance can earn a fortune from the nobility, who will pay handsomely to use the dance to their advantage.

Performing this dance requires at least 9 ranks in the Perform skill. The dance is exhausting and only a few bards have the ability to perform it for long periods of time – those who can, however, earn up to 100 gp per hour for their talents.

This dance must be performed for 10 minutes before its benefits become apparent. At the end of this time, the bard must make a successful Perform check (DC 15). If the check fails, the bard is unable to evoke the desired emotions of trust and calm in his selected targets. If the check succeeds, however, up to four targets within 50 feet of the bard may fall under the sway of the hypnotic, seductive dance. These targets are allowed a single Will save (DC 15 +

the bard's Charisma modifier). If they succeed, the dance does not affect them this hour. If they fail, however, they are more gullible and easier to deal with on a social level for one hour. Any character using Bluff, Diplomacy, Pick Pocket, or Sense Motive against these targets is granted a +4 circumstance bonus during the next hour.

Each subsequent hour requires an additional Perform check by the bard. The DC for the second check is increased by five, to 20, and each additional check is also increased by five. As long as the bard continues to succeed at his Perform checks, the affected targets remain susceptible to social manipulation. If the bard fails a check, however, he must immediately stop dancing and rest for no less than three hours.

The bard may switch targets at any time, releasing one of the prior targets for every new target added. New targets are allowed saving throws as noted above. This performance is a supernatural, mind-affecting feat.

Rejuvenating Dance: Bards with 12 or more ranks in the Perform skill and the Bardic Dance feat are able to fill the area with the energy of their dance, reducing the severity of his companions' wounds and helping them rest. The performance of this dance requires a full three hours, during which time the bard is incapable of taking any other action. Once the bard finishes his dance, he must immediately rest for eight hours, so drained is he by the efforts of releasing his personal energies.

At the end of each hour of performance, the bard must make a Perform check (DC 20). For every two points by which the bard exceeds the DC, the bard's companions can convert one hit point of real damage into subdual damage. If the bard's performance check fails, the bard's performance ends, though he still must rest immediately afterward. This performance is a supernatural ability.

Bardic Troupes

There are times when a group of bards can combine their performing skills together in order to achieve more potent effects. Known as troupes, these groupings of bards are able to create amazing performances.

The Elements of the Troupe

All troupes are composed of two parts – the soloist and the chorus. The soloist is almost always the bard with the highest level or greatest number of ranks in the Perform skill. The soloist determines the effect generated by the troupe and directs it whenever such direction is necessary.

The chorus is made up of bards of all skill levels, each of whom contributes according to his abilities. The members of the chorus determine the magnitude of the effect but are unable to influence how the effect is used or even the form of the final effect. Chorus members are there to provide backing for the soloist, not for their own benefit.

There are two possible effects a troupe may generate:

Enhanced Mystical Performance: The leader of the troupe decides which of the mystical performance effects the troupe will generate and which spell the effect will target.

The Spell Pool: The soloist directs the rest of the troupe in creating a powerful performance, generating a potentially enormous amount of magical energy that can be used by the soloist to cast a spell or directed to a divine or arcane spellcaster for their own use.

Enhanced Mystical Performances

When a soloist prepares to lead his chorus in this type of performance, he must decide which mystical performance effect to generate. He does not have to specify the target of the effect, only the type of effect generated.

When these performances are attempted, the soloist is the last of the bards to make a skill check. At the end of each round of the performance, one of the bards in the chorus must make a Perform skill check (DC 10). At the end of each subsequent round, a different chorus member can make a check. Each member of the chorus who succeeds provides a +2 circumstance bonus to the soloist's next Perform skill check. One round after the last bard in the chorus has made his skill check, the soloist can make his own Perform check.

The soloist can wait to make his Perform check for up to one round for each of his

bard levels. Before this time expires, the soloist must name a spell to target with the enhanced mystical performance and then make his own Perform check (DC 25). The effect generated by the soloist is then treated exactly as if it were a normal mystical performance – the only difference being the potentially enormous circumstance bonus given to the soloist by the chorus.

A bard may only take part in an enhanced mystical performance a number of times each day equal to his current bard levels. After this many performances, the bard is simply too mentally and physically exhausted to be of any use to the troupe. The bard may, however, use his own bardic performances, cast spells, or engage in other actions.

The Spell Pool

Spell pools are swirling clouds of energy from which arcane or divine spellcasters can draw the power to fuel their spells. In many troupes, the soloist makes use of this energy in the manner in which he sees fit; but, there are times when other spellcasters make use of the spell pools, usually paying the bards for the privilege to do so. Clerics, in particular, are fond of using the spell pools, especially during religious ceremonies when the performances of the bards can provide a powerful moment within the service. A few churches even have permanent troupes who provide magical energy during each of their worship ceremonies.

As with an enhanced mystical performance, the soloist makes all important decisions for the troupe while the chorus provides the raw energy. When creating a spell pool, however, the real success or failure of the process lies entirely in the hands of the soloist.

It takes time to generate the spell pool. At a minimum the pool requires one round per member of the chorus, and it can take as much as three times as long, depending on the leadership of the soloist and the amount of energy needed. To create the spell pool, the chorus must perform for one round per member of the chorus. At this point, the soloist is allowed a Perform check, if he chooses to make one. If he does not wish to make a check yet, the amount of energy generated by the pool increases dramatically but becomes more difficult to con-

trol. The soloist is offered another opportunity to make a Perform check after an additional round per member of the chorus has passed. If he passes up this opportunity, the amount of energy provided by the pool is increased even further and becomes even more dangerous to maintain.

If the soloist takes his first opportunity to make a Perform check, the DC is 15. If this check succeeds, the pool is created and is filled with one point of energy for every member of the chorus. If this check fails, the energy is still generated, but is uncontrolled and lashes out at the soloist as he attempts to bring it into some semblance of order. The soloist is allowed a Will save (DC equal to 10 + the number of points in the pool). If this check succeeds, the bard suffers no damage. If it fails, however he suffers one point of temporary Intelligence damage for every point by which he failed the check.

If the soloist takes the second opportunity to make a Perform check, the DC is 20. If this check succeeds, the pool is created and is filled with two points of energy for every member of the chorus. If the check fails, however, the soloist suffers two points of Intelligence damage for every point by which he failed the check.

Should the soloist decide to bypass his first two opportunities and make a Perform check on his third and final chance, the DC is 30. If the check succeeds, the pool is created and is filled with three points of energy for every member of the chorus. If the check fails, however, the soloist suffers three points of Intelligence damage for every point by which he failed the check. Soloists who push their luck this far are often rendered unable to ever perform again, as their minds are shattered in the attempt to channel forces far greater than their skills.

Using the Spell Pool

The power of the pool is its raw magical potential. When tapped, the pool provides one spell level of energy per point taken from the pool. This spell level may be used in either of the following ways.

It can be used to cast any spells known by the person tapping the pool, be that a soloist or another spellcaster. This spell may be further adjusted through the use of metamagic feats possessed by the spellcaster. When used in this way, a number of points equal to the level of the spell (adjusted for any metamagic feats used on the spell) is deducted from the spell pool. This spell requires one round per point used to cast, however, rather than its normal casting time.

It can also be used to cast a spell the person tapping the pool would normally not be allowed to cast. The spellcaster will need a spell completion or spell trigger item to guide the casting. The item used is not destroyed by its use in this way, nor are charges removed from the item. The spellcaster may use metamagic feats during the casting and there is no upper limit on the modified level of the spell. When used in this way, the pool is depleted by a number of points equal to twice the adjusted level of the spell. The casting time of this spell is a number of rounds equal to twice the adjusted level of the spell. In addition, the spellcaster must make a Concentration check (DC 10 + adjusted level of the spell) at the end of the casting time – if the check succeeds, the spellcaster completes the spell as desired. If it fails, however, the points from the spell pool break free from the spellcaster's control violently, inflicting 1d4 hit points of damage to the spellcaster for every point extracted from the pool.

If the spell pool is not depleted from the first spell cast from it, it persists for one round per point remaining in the pool. If the points in the pool are not used within this time limit, they dissipate harmlessly into the environment and are lost.

A bard may only contribute to a spell pool as a member of the chorus once per day. The amount of energy required from each bard is too great to make further attempts possible. A bard may only be a soloist for a spell pool once per week. Any further attempts will automatically fail as the stress is simply too much for the bard to handle.

Chapter Four
The Spellcaster's World

This chapter contains information on magical traditions and schools that can teach even the most seasoned spellcasters new abilities. Next you will find magical towers, which delves deep into the arcane mysteries of the structures in which wizards reside. Finally, a variety of organizations are presented that can give meaning and direction to beginning and experienced spellcasters alike.

All text in this chapter is designated closed content. All rules-related material derived from the d20 System Reference Document is designated **Open Game Content**.

Magical Traditions

In many places, a wizard or a sorcerer will get his first real taste of magic at a school. Dedicated to the study and improvement of the arcane arts, these centers of mysticism are havens of knowledge where magic is allowed to grow and flourish without fear of rejection. A school of magic can often feed even the hungriest of minds and is a great resource for a researcher; they can also be of equal value to a mage seeking personal improvement and power.

Every school tackles the study of magic differently. Although most of them teach the basics, many have a specialized field of study and offer extraordinary courses and techniques not found in the other schools. It is these lessons that are the focus of this text. Typically, there are 10 base lessons that outline the core teachings of a school. Each lesson endows a character with a special technique. The combined knowledge of all of the lessons in a particular school is known as a tradition.

Magic Lessons

Anyone who wishes to learn the lessons of a particular tradition is called a student. The student must undertake a series of courses that break down the understandings and practices of the school. Once a student has learned at least half of the lessons a particular school offers, he is considered a master and can teach the techniques he has learned to others. A student who learns from more than one tradition will never be considered a master, although he can still teach lessons as long as he has learned at least half of the lessons from a particular school.

The teachings of most traditions are broken

Table 4-1: Magical Traditions

Lesson	XP Cost	Time Cost	Level Cap
1	100	1 week	1
2	300	1 day	2
3	600	2 days	4
4	1,000	3 days	6
5	1,500	4 days	8
6	2,100	1 week	10
7	2,800	1 week, 3 days	12
8	3,600	2 weeks	15
9	4,500	3 weeks	18
10	5,500	1 month	20

down into 10 individual lessons. Each lesson teaches a special technique or gives the student access to some bit of arcane lore, but in order to gain the technique, a student must spend the appropriate time and experience costs necessary to learn the lesson. A student must always learn the first lesson of a tradition before advancing further. His initial choice determines the course of his education; the first tradition that he chooses becomes his primary tradition and all other traditions become secondary. Because each tradition has its own way of learning, it is more difficult for a student to learn the techniques of a secondary tradition. As such, a student must pay twice the normal XP cost to learn a lesson from any secondary tradition.

Only a master can instruct others in a tradition's secrets, but not all masters can use the techniques they teach. A master never needs to spend the XP required to teach a lesson, only the time and, if appropriate, the gold.

The level cap listed in Table 4-1 details the ideal level that a student should be before attempting to learn a lesson. If the student wishes to undertake a lesson and does not meet the level cap, the XP costs are increased by 20% to reflect the difficulty of the lesson.

Traveling Masters and Academies

In order to learn the lessons of a tradition, a student can seek out either an academy or a traveling master. Academies are large, usually self-funded organizations and are great gathering places for mages and researchers. Most academies are found within cities and metropolises, but a few are mobile.

An academy has training rooms and all the necessary educational equipment, such as alchemical supplies, a library, and a staff of trained masters. Usually an academy hires a few high-level fighters to act as guards or to handle emergencies in the event of a conjuring spell gone awry.

Some academies require entrance tests or have unique education plans that all students must follow, such as learning each lesson sequentially. Many academies are run by a headmaster, who is most often a powerful wizard or sorcerer of at least 18th level. The benefit of studying at an academy is that they are well equipped and many offer scholarships for a talented, yet destitute, magic user.

Traveling masters are a little more common than academies and can be found almost anywhere. These masters are under no obligation to teach and can charge whatever rate they feel like. Some might ask for gold, magical items, or favors such as retrieving a dangerous material component as payment. Some masters do not normally teach at all and might require strong convincing to take on a student.

Traveling masters tend to be cheaper than academies since they have less to offer, but the student suffers from the lack of educational resources. Learning from a traveling master increases the time requirements for a lesson by 15%.

Spells and Research

An adventuring mage might seek out a school of magic to increase his array of spells and to aid him in magical research. A traveling master tends not to let a stranger copy any of his spells regardless of the young admirer's charisma. Even students have to pay the standard costs for the privilege of learning a new spell. And yet, such masters can be as helpful in research as an expert in a particular field.

Academies are without question the best resource for learning new spells and performing research. Students at an academy who have achieved the first lesson can peruse the school library and learn any spell of 5th level or lower. By paying the academy dues, a student receives the benefit of tutoring and gains a +2 circumstance bonus to any Spellcraft check needed to learn any new spells. However, the student must still spend the required time and materials necessary to copy the spell. In order to gain access to higher-level spells, a student must have at least five of the school's lessons under her belt. Non-students have to pay the standard price for the spell but also receive the +2 circumstance bonus to the Spellcraft check.

An academy is the perfect place to perform research. It features a library of books, laboratories of various sizes, several experts to go to for help, and mounds upon mounds of spell components. However, only teachers are allowed to access the equipment for free. Students and non-students alike have to pay standard rental costs for the usage of academy equipment for personal research.

The Stormweavers

The Stormweavers are a well-known group of weather mages who only recently decided to found a school to pass along their knowledge. Wealthy nobles often call them in to fix a drought or to remedy an unexpected and bothersome thunderstorm. Stormweavers tend be gentle, inquisitive folk that spend their days studying the sky and learning the intricate patterns of weather. Their fascination and ability to control some of the most powerful aspects of nature is indeed a testament to the Stormweavers' power. However, such association can be troublesome; whenever the weather goes bad, the local populace might turn on the closest Stormweaver for unjustified vengeance.

School Motto: Our Minds are in the Clouds

Academy

Jutting high from the cliffs of Engard, the Tower of Rem has stood for centuries overlooking the foamy, green waters of the Bengalar Sea. The entire tower is made from a crystalline, blue stone that shines like a sapphire during the day and appears like the scales of a blue dragon at night. The famous wizard, Fermious Sanders, runs the academy, which only recently took over the famous residence. The Tower of Rem has a small faculty of 10 professors and costs 100 gp a week for room, board, and study.

Traveling Master

Miniman Pottlebrush, a halfling with a love for rhymes and games, is a master of the Stormweaver school and an excellent tutor. He is always on the lookout for tornadoes and hopes to one day discover what really lies in the center of a natural twister. How he expects to achieve this goal is anybody's guess but it is probably more dangerous than insulting a red dragon. Pottlebrush charges 2 gp per day to listen to his rants and lessons.

Lesson One – The Study of Weather

All Stormweavers must know a little bit about the weather and what influences it. Can a mountain range redirect a thunderstorm? What does it mean when all the water on a seashore suddenly recedes? Does lightning always strike the highest surface on a field? All of these questions and more are answered in the many books and personal testimonies that a student must sit through. A character that has learned the study of weather gains a +4 bonus to all Wilderness Lore checks related to weather.

Lesson Two – Trick Knee

In the course of studying weather, a student learns to predict approaching conditions with moderate accuracy. Called the trick knee because most people could never understand the complexities involved, this technique enables a character to forecast the day's weather for cold, hot, rainy, or snowy conditions provided that there is no outside interference. A character can use this extraordinary ability three times per day.

Lesson Three – Rain Dance

When performing a rain dance, a Stormweaver summons a mild shower to cover an area equal to 100 square ft. per level. Needless to say, this is a favorite among farmers who pay good money to have their crops watered during dry seasons. The rain dance is a complex ritual that does not work all of the time. The summoning of rain is a spell-like ability usable once per week; it takes 10 minutes to fully complete the necessary motions. It does not work if there are no clouds in the sky, or if the conditions are unfavorable to rain. The rain only lasts for one hour and the area it covers cannot be changed or moved once the dance is complete.

Lesson Four – Adjust the Flow

A Stormweaver eventually learns to control the flow of air around his body. This is a spell-like ability that is usable three times per day; each use lasts for one minute. When using this technique, the air around the character's body can be manipulated. The character can deflect gases and light rain, make a cloak billow in an otherwise windless day, or merely cool himself down in the hot sun. This technique does not affect powerful blasts of air (exceeding 20 mph) or weapons of any type. Once learned, the character can use the effect to gain a +2 circumstance bonus to all saves against gas attacks of any type and a +4 circumstance bonus to Fortitude saves to resist the dangers of excess heat (DMG 86).

Lesson Five – Move Weather

The Stormweavers begin the study of controlling weather by first learning how to direct it. Through study of the elements behind the weather, a student learns to bend clouds to his will. This does not mean he can use this technique to generate a thunderstorm or turn rain into snow, but he can influence its movement. Once per day as a spell-like ability, a character with this technique can take an existing weather condition like fog, falling snow, or a thunderstorm and move it up to a distance of one mile per level. The weather moves at a rate of 10 miles per hour in the desired direction before resuming its natural course. Magically created weather cannot be controlled or moved with this technique.

Lesson Six – Storm Friend

The elements are the essence of weather and

are of extreme importance to the Stormweaver school. Oftentimes, a Stormweaver will call upon an elemental for advice or to help in furthering his studies. As such, the Stormweavers eventually befriended a group of small storm elementals called the drazze that are a combination of the elements of air and water. The Stormweavers summoned these elementals so often that the drazzes finally just decided to speed up the process and taught the wizards a small ritual, usable once per day. A character that knows this ritual can summon a drazze as a spell-like ability that requires a full round action to perform. The drazze remains for one round per level or until dismissed.

Drazze

Drazze: Small Storm Elemental; HD 4d8; HP 18; Init +2, Spd Fly 80 ft. (perfect), Swim 80 ft.; AC 17; Atk Slam +4 melee (1d6), electrical bolt +4 ranged (1d8+1); Face/Reach 5 ft. by 5 ft./5 ft.; SA: Windstorm; SQ: Elemental; AL N; SV Fort +0, Ref +2, Will +0; Str 12, Dex 14, Con 10, Int 7, Wis 10, Cha 12.

Skills and Feats: Listen +7, Spot +7, Wilderness Lore +7; Flyby Attack, Power Attack.

Windstorm: The drazze can turn itself into a small windstorm once every 10 minutes and can remain in that form for up to one minute. In this form, the drazze gains damage reduction 15/+1 and can move through the air or along the surface at its fly speed. The windstorm is 10 ft. wide at the base and 15 ft. tall at the top. Creatures caught in the windstorm must succeed at a Reflex save (DC 15) or take 1d8+2 points of damage from the wind and lightning.

Lesson Seven – Lightning Rod

The lightning rod is certainly the most dangerous lesson a student learns under the Stormweavers. However, the technique acquired from this lesson is certainly worth the effort. A character with the lightning rod technique can imbue a melee weapon with the *shocking burst* ability three times per day. The weapon retains the *shocking burst* power for a period of one minute. In order to learn this powerful ability, the master and student practice an ornate ritual underneath a lightning storm, which culminates with the student getting struck by a lightning bolt. Some students do not survive the encounter.

Lesson Eight – Fists of Rain

This lesson teaches a student to manipulate water. As a spell-like ability, a character with this technique magically grabs a large amount of water and transforms it into a pair of five-foot-tall fists controlled by the character. These fists have a base speed of 60 ft. and attack with a melee bonus equal to the character's level. Each fist deals 1d8+6 points of damage on a successful hit. A student who knows the fists of rain technique can call on it once per day. He must either be in a rainstorm or near a body of water measuring greater than 30 gallons. The fists are controlled as a free action, and they dissipate after one round per level or as soon as the character stops concentrating on them.

Lesson Nine – Breath of the Stormgod

The Stormweavers try to remain on good terms with the religious powers governing the skies. As part of a bargain that the Stormweavers would never gather together and initiate mass destruction, the Stormgod Dagin gave the school founders an incredible text that redefined the arcane spells related to air. The book, known as the *Breath of the Stormgod*, is a well guarded secret and is highly valuable. Dedicated students are allowed to study 10

pages of this impressive tome. A character that has learned from the book casts all air and wind-related spells as if his caster level were one higher. Thus, a 5th-level character that cast *wind wall* would have a duration of six rounds rather than five.

Lesson Ten – Greater Storm Friend

The drazzes have a large cousin called tempests, who are also on friendly terms with the Stormweavers. These elementals are also composed of air and water and are incredibly powerful. However, they are also mischievous and not easy to control; thus, the Stormweavers tend not to call on a tempest except in extreme emergencies. A character who knows the greater storm friend ritual can summon a tempest once per week as a spell-like ability that requires a full round action to perform. The tempest remains on the Material Plane for up to one minute per level, after which time it recedes back to its native plane.

Tempest

Tempest: Huge Storm Elemental; HD 12d8+48; HP 104; Init +7, Spd Fly 80 ft. (perfect), Swim 80 ft.; AC 21; Atk Slam +18/+13/+8 melee (2d8+5), electrical bolt +10 ranged (3d8+3); Face/Reach 10 ft. by 5 ft./15 ft.; SA: Thunderstorm; SQ: Elemental; AL CN; SV Fort +10, Ref +12, Will +5; Str 20, Dex 24, Con 19, Int 7, Wis 10, Cha 12.

Skills and Feats: Listen +17, Spot +17, Wilderness Lore +12; Cleave, Flyby Attack, Power Attack, Weapon Finesse (slam).

Thunderstorm: The tempest can turn itself into an enormous thunderstorm once every 10 minutes and remain in that form for 15 rounds. In this form, the tempest is immune to damage and can move through the air or along the surface at half its fly speed. The thunderstorm is 60 ft. wide at the base and 30 ft. tall at the top. Creatures caught in the thunderstorm must succeed at a Fortitude save (DC 18) or take 4d12+8 damage from wind, thunder, and lightning.

Arcane Marauders

Feared by sailors everywhere, the Arcane Marauders are a group of sea pirates that exist to neutralize magic users. The Marauders like to call themselves the Red Guard after their founder, and were a reputable school at one time. Garret the Red created the school to combat illegal sea trafficking of stolen goods. His battles with the powerful group of smugglers called the Silver Traders are legendary, as are his victories over the Bloodsea Pirates. Garret trained mages to take the element of magic out of sea battles. However, as the years progressed, the mages of the Red Guard became less and less helpful to sea travelers and more concerned with themselves. Eventually, the school earned the title of the Arcane Marauders and is hardly recognizable from its past glory.

School Motto: It Takes Magic to Fight Magic

Academy

The Hope of Newheron is a boat, and a very large boat at that. Measuring over 400 ft. long, 80 ft. wide and 150 ft. above the water at its highest point, the Hope is an impressive vessel that carries about 200 residents at any given time. Captained by the elven mage Timas Therarian, the Hope appears to be nothing more than a large shipping boat – and it does make a good profit shuttling goods from one coast to another. However, the unremarkable (aside from being huge) exterior hides a disturbing secret – the Hope is one of the largest academies of the Arcane Marauders. Some wizards have been known to climb aboard the Hope for a friendly game of cards or drinking only to awaken the following day far out to sea. These shanghaied mages are forced to combat students as practice and are sometimes allowed to live if they do a good job. Costs for room, board, and lessons on the Hope are 500 gp per month.

Traveling Master

The high-elf Salvados "The Scuttler" Bellsweet has been an Arcane Marauder ever since a group of pirates waylaid and killed his betrothed, the sweet and lovely Mia Starlight. He received his nickname after he found the guilty pirates and forced them to scuttle their own ship, while they were still on it. Salvados is a good man and almost gives the Marauders back their good name; his only failing is his unrelenting hatred for pirates of all kinds, and especially those who wield magic. The fact that he himself lives life as a pirate does not in any way undermine his views. His ship, the Starlight, is a spry little vessel with a dangerous crew of experienced fighters. He will take on a willing student for a mere

10 gp per week, but he expects students to work the ship with his crew while they train.

Lesson One – Sea Legs

No Marauder worth five coppers loses his feet on deck, even during the most hazardous and upsetting storms. A student of the Marauders must therefore endure a lot of sea travel to learn this first lesson. The student eventually becomes accustomed to casting spells on unsteady and sometimes shaky ground. The master will typically conjure up a nasty thunderstorm and force the student to cast every spell he knows while in the middle of it. A character with sea legs gains a +2 circumstance bonus to any Concentration check regarding the casting of a spell in adverse conditions such as a rocking boat, a battle, or a heavy rainstorm.

Lesson Two – Spell Understanding

The Marauders might be pirates but they are still mages at heart. Books, study, and experimentation are not beneath them. In this lesson, the master gives the student an intensive crash course on every spell he knows. The goal of this thorough study is to help the student better identify spells being cast by an enemy magic user. A character with spell understanding gains a +2 circumstance bonus to Spellcraft checks when identifying a spell being cast.

Lesson Three – Concentration Taunt

What better way to disable a wizard than to make him so mad he cannot cast a spell? Students of the Marauders are taught a variety of vulgar insults and gain the extraordinary ability to taunt an opponent three times per day. A character can use the concentration taunt as a free action but only against a foe attempting to cast a spell. The foe must be able to hear the taunt and will lose any spell he attempts to cast that round unless he makes a Concentration check (DC 10 + the Marauder's Charisma modifier).

Lesson Four – Cheap Shot

The purpose of this lesson is to teach a downright dirty melee attack that temporarily ruins an opponent's ability to speak. The student learns how to smack an opponent in the neck and face with a blow that leaves an opponent speechless for a few seconds. The cheap shot

must be declared before an attack roll is made and can be used three times per day as part of a standard melee attack, which suffers a –2 penalty. If the attack successfully hits, even if it deals no damage, the opponent cannot speak at all for a number of rounds equal to the Strength modifier of the attacker. Targets that are immune to critical hits are not affected by this technique.

Lesson Five – Shifty Target

The Marauders know a couple of powerful tricks that they use to fight magic. The shifty target defense enables a Marauder to redirect certain spells. This only affects spells that target the Marauder, who must be able to identify the spell as it is being cast. Spells with area affects or those that have multiple targets cannot be redirected. If the marauder successfully identifies the spell, he can make a Concentration roll (DC 10 + level of spell + opponent's Charisma or Intelligence modifier) to change the target of the spell from himself to another valid target. The spell's caster cannot become the target of this spell, and the new target must be within range of the original caster or the attempt automatically fails. A character can use the shifty target technique three times per day as a free action.

Lesson Six – Mindbreaker

Nothing ruins a good raid more than having your own sailors turn and fight each other. The Marauders had to develop ways to counter mind-influencing spells early in their careers, so they developed the mindbreaker technique. The Marauder emits a powerful mental blast that can help unwary friends shake off a dangerous enchantment. A character with mindbreaker can use this technique three times per day as a full round action. The character sends forth a mental wave that affects all targets within a 30-ft. radius. Any character under the influence of a mind-affecting spell can make a new Will save against any mind-affecting spell that is currently influencing him. Spells that do not allow for a saving throw are unaffected by this ability.

Lesson Seven – Arcane Plunder

Arguably, the most powerful lesson offered by the Marauders is the arcane plunder technique. In this lesson, a student learns how to literally suck the magical energy out of an opponent. A character must announce he is using arcane plunder before making an attack roll. The character then makes a standard touch attack. If successful, the character drains a spell slot from the opponent. Roll a 1d4–1 to determine the level of the drained spell. A random unused spell of that level is emptied and treated as if it were cast. If the opponent has already cast all of his spells of that level, then a spell of the next lower level is drained. The drained spell merely dissipates; the Marauder gains nothing from the attack. This technique only affects arcane spellcasters, and can be used three times per day.

Lesson Eight – The Wizard Killers

In this lesson, the Marauder learns a small ritual that can give him and his allies a great advantage when fighting arcane spellcasters. The student learns how to enchant an arrow to seek either wizards or sorcerers, granting several arrows the *bane* ability versus these foes. The ritual involves mixing a little silver, a centaur hair, and a dab of rat's blood in a bowl or pouch. It takes one round to enchant an arrow and the magic lasts 10 minutes per level. A character can use the wizard killers technique to give the *bane* ability to 1d6 arrows per use, three times per day, with the designated foe of arcane spellcasters.

Lesson Nine – Counter Spell

Sometimes it is best to merely keep an enemy spellcaster busy long enough for a friend to jump in and finish the job. The Marauders have perfected the ability to counter spells, making high-level Marauders feared by mages on the high seas above all other opponents. A character with the counter spell technique does not have to know or have memorized the specific spell needed to counter another spell. However, he must still identify the spell before he can counter it. The character need only expend one spell slot of an equal or greater level than the spell being countered in order to fizzle its magic.

Lesson Ten – Mind Blast

This technique is an advanced form of the shockwave learned in the mindbreaker technique, which can be used to mentally strike an opponent. The Marauder sends forth a strong mental bolt that disables the ability to think. It is well believed that this blast can reduce even the most rambunctious of wizards to a mundane opponent. This spell-like

ability can be used once per day, and requires that the character see the desired target and take a full round action to perform the assault. The target must make a Will save (DC 15 + character's Intelligence modifier) or suffer 2d4 points of temporary Intelligence damage. Lost points return at a rate of one point per hour. Using this ability is a severe strain for the Marauder, who also takes one point of temporary Intelligence damage from the attack.

The Galvanar Spellmasters

The firmly established Spellmasters of Galvanar have their hands in almost every political decision made in the city. Their influence is widespread and at times intrusive. They are little loved, but the Spellmasters do not care. They wield an astonishing amount of political power and have to police themselves since no respectable town guard will arrest a Spellmaster without permission from the guild. Masters of the school carry a plain silver ring that fits on the left pinky with an engraved "S" etched onto the front. Students wear only a bronze ring, but still gain the respect afforded to the school. Only students that choose the Spellmasters as their primary school are considered members. A student wishing to learn from the Spellmasters as a secondary school is only allowed to take the first three lessons. In order to insure that their members behave, the Spellmasters have a specific group of high-level sorcerers called the Enforcers that track down rogue mages. A simple call from an irate sheriff can bring the Enforcers down on a law-breaking mage of the order. The Enforcers drag lawbreakers to the Spellmaster's high council in Galvanar for trial and punishment.

School Motto: Power and Magic Are Not for the Timid

Academy

Wainston College is the most prestigious academy for aspiring Spellmasters. It is very challenging to join, requiring both a written test (Knowledge (arcana) DC 15) and an aptitude test (three riddling puzzles). Situated deep in the Forests of Illusion, Wainston looks like an ancient castle with more than three dozen towers, hundreds of walkways, countless classrooms, secret passages, moats, and an enormous mansion where the professors live. Wainston costs 2,000 gp per semester (six months) and teaches students of all ages and walks of life. The headmaster, Gully Samhein, is a 400-year-old human, although he barely looks twenty. His wife, Tamra Samhein, handles all applications and student services.

Traveling Master

Occasionally found puttering around in oddity shops, Solomon Guiles is an elderly wizard of shrewd temperament. He has a knack for magic and for spotting talent, despite his poor eyesight. Solomon was a professor at Wainston for many years until he got fed up with the bureaucracy and backstabbing and decided to just wander around in search of new potion ingredients. He has long, white hair with streaks of gray, wears casual brown robes, and carries an ornate flame staff in the shape of a dragon. Solomon charges 5 gp per day for his services.

Lesson One – Basic Studies

Magic always begins with books, and to most mages the library is more like a second home. The Spellmasters have a strict curriculum of studies that covers everything from potion-making to curse identification. This first series covers magic uses and how to differentiate spells and their schools. A character with basic studies gains a +1 circumstance bonus to all Spellcraft checks.

Lesson Two – Foreign Languages

Other cultures have their fair share of knowledge and magic, and communication studies are considered important so that aspiring mages can learn about them. This lesson is more traditional than anything else, since the translator's guild has made incredible headway in magically translating texts. However, the Spellmasters have not dropped this lesson since they feel it is always better to read a text in its native tongue. As part of this lesson, a character learns to speak and read a new language, adding a bonus language to his list of languages known.

Lesson Three – Intermediate Studies

The second part in the Spellmaster's curriculum is an in-depth study of arcane traditions, magical mysteries, and ancient prophecies and lettering. A character that has completed intermediate studies gains a +1 circumstance bonus to all Knowledge (arcana) checks.

Lesson Four – The Mechanics of Magic

A must-have for any mage wanting to wear

armor, the mechanics of magic delves deep into the realm of somatic components in spellcasting. A Spellmaster learns how the physical world affects the ability of a mage to wield and control magic. It is actually a very boring study since it involves a lot of physical exercises. However, the benefit of repeating these motions is an increased chance of success in spellcasting when hampered. A character with this technique reduces the chance of spell failure while wearing any armor by 10%.

Lesson Five – Defensive Spell Combat

The Spellmasters are not a combative school, but that does not mean its students are unprepared for battle. This lesson, as the name implies, covers the important topic of fighting defensively with magic. Defensive combat is probably the most popular lesson taught since it requires a lot of hands-on application. The Spellmasters train a young pupil to focus attention more on the casting of a spell than on worrying about outside interference. It is rather hard to cast a *sleep* spell when a very angry and drunk fighter is charging you. Characters that learn this technique receive a +2 circumstance bonus on Concentration checks made to cast defensively.

Lesson Six – Advanced Studies

One of the final parts of the Spellmaster's education is a series of discussions on learning, reason, and magic. These are comprised mostly of philosophical lectures about the ethical use of magic, but the knowledge gained can be applied to practically all aspects of life. A character who learns this technique gains a +1 bonus to all Intelligence-based skill checks.

Lesson Seven – Spell Wringing

Many spells require special words, certain items, and even physical motions to cast. These components are seen as necessary for the proper casting of a spell, but this is not always true. With a little time, creativity, and a greater understanding of magic, a spellcaster can live without a component every now and then. A character who knows the spell wringing technique can ignore one component (verbal, somatic, or material) when casting a spell. This technique can be used three times per day, and only one component per spell can be ignored. Material components that have any cost over one gp can never be ignored.

Lesson Eight – Metamagic Mastery

The Spellmasters have spent years studying the phenomena that are represented by the various metamagic feats. These abilities are a great aid to spellcasters and are an important field of study. Much to the school's disgrace, the greatest pioneer in this narrow field was a dwarf by the name of Nikolai Scratch who uncovered the secrets of metamagic mastery. His theories remain a topic of great debate even today, but the applications are undeniable. Three times per day, a character with this technique can ignore the costs required to cast a spell through a metamagic feat. This means that he can prepare or cast a spell without suffering a penalty to the spell's effective level. The caster must strain to do this, however, and takes one point of temporary Constitution damage each time this ability is used.

Lesson Nine – Expert Spell Knowledge

After the advanced classes, a student moves beyond the application of magic to the spells themselves. This lesson broadens the student's knowledge and improves his ability to learn and remember spells. A character with expert spell knowledge learns one extra spell from each spell level that he can cast. Wizards have these spells copied into their spellbook, while sorcerers and bards add one extra spell per spell level to their spells known repertoire.

Lesson Ten – Spellcasting Mastery

The ultimate secret held by the Spellmasters is the knowledge of how to expand the magical potential of a mage to new heights. Supposedly given to the school by some great celestial being in the elder days, the technique of spellcasting mastery demands long hours of study and a strong mind. A character who knows this technique can cast one additional spell per spell level per day.

Telwar Pyros

The Telwar Pyros are an unusual group of mages that delight in anything that explodes and burns. To no one's surprise, this school was created by a group of gnomes called the Pyros of Telwar who loved playing with chemical bombs. Even though they are considered just a little bit insane, their knowledge of alchemy is beyond compare and they are often called on to drill mountains, take care of sleeping giants, or remove a castle wall. A few Pyros have fought in wars, but not in recent years due to a strong superstition that they bring bad luck. The most famous instance of this occurred during the Orc Wars when the King of Densor hired Vladimar Yupp to destroy the unbreakable outer wall of the Orc capital of Ghoreck. Vladimar, a powerful Telwar Pyro in his day, succeeded in destroying the wall but unfortunately took the rest of the mountain with it. The entire city was buried along with Densor and the rest of his army. Miraculously, Vladimar alone walked away from the whole mess. Since then, the Pyros are not considered a welcome sight by any army.

School Motto: Handle With Caution

Academy

The Telwar Academy is an impressive structure, six stories tall and about three city streets in length. However, what visitors say they remember most about this academy is its unusual surface, which bears a remarkable resemblance to green jelly. The school leaders were so fed up with parts of the school getting destroyed in experiments that they enchanted the walls to reform no matter how much damage occurred to them. It is said that when a massive earthquake shook the city in which it stands about 70 years ago, the Telwar Academy was the only thing left standing, although it did not stop shaking for almost three and a half weeks. The headmaster, Hagistar Jonn, is a female gnome with a piercing stare and a broad smile. She runs the academy with incredible precision and strict order. Classes always start and stop exactly on schedule, and meals are served promptly. Costs for study at the academy are 600 gp per month. This price often seems expensive, but it includes full access to the school's alchemical supplies.

Traveling Master

The dark elf Lyle Coldwind is a calculating young man with short dark hair, a clean suit, and fast reflexes. He teaches in exchange for rare spell components. A tough but fair master, Lyle hopes to seek his fortune by marrying rich.

Lesson One – Alchemy Instructional

The first thing a student learns as a student of the Telwar Pyros is how to tell the difference between various chemicals, what will burn and

what will not, and the basics of combustion. After a few tutorials, characters learn enough to gain a +2 bonus to all Alchemy checks relating to combustion, fire, and explosive mixtures.

Lesson Two – The Red Thumb

All Telwar Pyros know how to control fire, or at least how to get a good one going. Most students undergo a small ceremony that permanently enchants their hand. With a slight flick, they can call forth a small flame on the very tip of their thumb. It behaves and looks like a candle flame and does not hurt the student at all. A character with this technique has the spell-like ability to call forth a tiny flame at will as a free action. The magical flame cannot be used as a weapon, but it can set a combustible substance on fire. The flame emits enough light to see up to five feet from the hand, though a mild wind will put it out. A character cannot cast spells while using this ability.

Lesson Three – Little Snappers

The Pyros are famous for their fireworks and explosions. One of the easiest lessons a student can take is how to make little snappers and minor fireworks. The snappers are small explosives that take about an hour to make and are only usable for 24 hours, as the chemicals inside are rather volatile and corrode quickly. A character with this technique can only make one snapper per level per day. The snappers can be thrown at a target as a ranged weapon that explodes upon impact dealing one point of fire damage. These snappers can be affixed to thrown weapons as well, dealing their fire damage in addition to the normal weapon damage. It costs 1 gp to create a little snapper. If a character is set on fire while carrying the little snappers there is a 25% chance that the snappers will go off, causing their full damage to the character. In addition, for 10 gp and one day's work, the character can craft a small selection of harmless but beautiful fireworks. These fireworks can be used to grant a +4 bonus to a single Perform check.

Lesson Four – Sparks

Loved by children everywhere, the ability to generate these little glowing sparks around the body is a neat trick. In all honesty, the initial creation of this technique was an accident, the result of a failed experiment in making a wearable fire coat. Once per day for one minute per level, a character with the sparks technique can

generate hundreds of little glowing sparks around his body. This is a supernatural ability. The sparks are harmless, multi-colored, glowing pinpoints of light that slowly float away from the character's body and dissipate.

During the day, these sparks give a character a shiny appearance but are otherwise invisible. At night, however, these sparks are an incredible sight and make it very difficult for an opponent to strike the sparkling character. The sparks shed enough light to illuminate a 10-ft. radius around the character and bestow one-quarter concealment in very dark conditions.

Lesson Five – Firewalker

The firewalker lesson improves the student's ability to ignore fire damage. The ability gained by this lesson is more of an aftereffect resulting from countless experiments in which the student takes damage from fire. One experiment in particular involves putting a piece of red dragon's tongue in a phial mixed with purple Hasserfad buds. The resulting fire consumes an enormous area and turns the student's hair a funny shade of purple. However, the Pyros encourage these rather painful experiments to help a student feel more comfortable around fire. A character with

firewalker gains a +2 circumstance bonus to all saves against fire (magical and non-magical alike) and fire effects.

Lesson Six – Burning Poker

Not all people have the same appreciation for explosions as the Pyros, and the school found it necessary to teach a lesson that protects its members from the harm they can cause. After many ideas were thrown around, the Pyros finally decided on a safer solution. They developed the burning poker technique. A character who learns this spell-like ability can imbue a melee weapon with the *flaming burst* ability three times per day for one minute at a time.

Lesson Seven – The Kiss of Fire

Vladimar Yupp managed to redeem his honor in the school after the big disaster by developing the kiss of fire technique. The *Kiss of Fire* is a book, written in flaming gold on black parchment, and is considered the greatest treasure held by the Pyros. The book details the proper usage of fire spells and has an otherworldly quality to it. Some say Vladimar won the book in a card game with a demon (in which he cheated), and yet others insist he received it as a gift from the goddess of fire herself. Regardless of its dubious origins, the book is a rare find and improves a wizard's ability to use arcane fire spells. By studying a few select pages from the book, a character can cast fire spells as if his caster level were one higher. For example, a 5th-level character with this technique deals 6d6 points of damage with a *fireball* rather than the normal 5d6.

Lesson Eight – Flaming Fist

The flaming fist is an extended version of the red thumb technique, but instead of just one small flame, the entire hand is sheathed in a burning fury. As part of the enchantment necessary to learn this lesson, a student must stick his hand in an item referred to as the burn box. This black velvet box seems harmless at first, but it gradually heats the hand warmer and warmer until it feels as if it is burning to a black crisp. The student must endure this torture for one hour before receiving the flaming fist ability.

A character with this technique can sheath his hand in fire three times per day for a period of five minutes each. The fire causes no damage to the character and behaves like a standard torch. The character's unarmed attacks deal an extra 1d6 points of fire damage and the flame will set fire to combustibles. The character cannot wear gloves of any sort when using this spell-like ability and can set fire to himself unless he is careful (the character must make a Reflex save (DC 10) if he performs any action other than movement).

Lesson Nine – Big Bangers

The Pyros developed the big bangers based on the same theories used in the small snappers, only with stronger materials. These larger, more destructive explosives are often used in demolition projects and the like. The big bangers take an hour to prepare and only last one day before the chemicals inside degrade. A character with this technique can make one banger per level in a 24-hour period. The big bangers can be thrown as a weapon and explode for 3d6+3 points of fire damage on impact. All those within 5 ft. of the target take 1d6+1 points of fire damage. There is a 25% chance that the big bangers will explode if the character carrying them is set on fire. It costs 25 gp to create a big banger. At this point in his training, the character also learns to create massive fireworks. The character with this technique can great a small handful of these semi-dangerous explosives and can use them to gain a +8 bonus to Perform checks involving the fireworks.

Lesson Ten – Cloak of Fire

Another ritual gleaned from the *Kiss of Fire* book enchants a student with the supernatural ability to resist fire and fire damage. The ritual takes place near an active volcano and is usually witnessed by other students and masters. Typically the event is a joyous celebration, and after the student is imbued with the cloak of fire the Pyros hold a celebration full of drinking, eating and fireworks displays. A character who knows this technique gains fire resistance 10.

Celestial Chorus

The Celestial Chorus uses ancient songs and small rituals to perform impressive feats of magic. Founded by a group of bards, the Chorus is a small school that believes that music is the true heart of magic, and it is little known except among certain circles. They have many legends, but one of the most famous regards the Harpist, a heroic figure in the histo-

ry of the Celestial Chorus who was supposedly given a gift from the gods: twenty songs called the Twilight Scrolls. Each scroll held on it a song with massive magical properties. However the archenemy of the Harpist, the Unnamable Demoness, feared the power these songs would give to mortals so she stole and hid them. She could not destroy them, because the divine power that had created the scrolls forbade it. Over time, the Chorus has reacquired two of the scrolls holding these powerful songs and they teach them in the last two lessons of the school. The Chorus will greatly reward and honor anyone who retrieves the remaining 18.

School Motto: Music is Magic

Academy

Rinatin's School of Magical Music is a small, two-story building located deep in downtown Seahaven. Mr.Wayne Rinatin and his family run the school, where they teach basic music, singing, instruments, and lessons from the Celestial Chorus. There are usually around 50 students taking lessons at the school, but only 12 are residents at any given time. Classes begin before dawn each morning and do not recess until mid afternoon. The cost of residency is 80 gp per week or 300 gp per month. Many students use the afternoons and evenings to earn extra money at the local taverns and inns. Classes are taught in strict order and Mr. Rinatin does not approve of rowdy or irresponsible students.

Traveling Master

The elven bard, Rion Thunderbird, is a jolly young man with large bushy brown hair, a light step, and troubadour clothes. He is most often found singing or playing his fiddle inside a tavern or deep in a forest grove. Rion hopes to one day find and recover the Twilight Scroll of his patron deity, Felana, goddess of the wood. He believes that the scroll is buried in the heart of an ancient and evil treant called Blackweed whom Rion has been hunting for years.

Lesson One – Songs of the Ages

Music is the key element for all the powers taught by the Celestial Chorus. This first lesson, songs of the ages, covers the basics of singing, the differences between tenor and alto, and how to carry a tune. Students are also taught a large collection of songs from ancient classics to newer songs. A character that has learned songs of the ages gains a +2 bonus to the Perform (sing) skill.

Lesson Two – Hymn of Courage

This song inspires courage in all those who hear it. The words of the song are about an ancient hero named Oberly, a simple farmer who overcame great adversity to save a kingdom and win the love of his fair princess. Although fictional, the song has an almost spell-like quality to it that calms the nerves and strengthens the soul. A character with this technique can use the song's power three times per day; it takes eight rounds to fully sing the song. Once completed, the song confers the same benefits as a *bless* spell as cast by a 1st-level cleric.

Lesson Three – The Water Song

More of a whistle with a few scattered words than an actual song, this tune has the amazing ability to keep a musician dry in even the most extreme thunderstorms. A singer can keep up the tune for as long as one hour at a time, all the while walking through rain without getting water on himself. Once per day, as a spell-like ability, a character that knows this song can use it to walk through non-magical rain without getting wet at all. Indeed, any water will not stick to the character's body, allowing him to swim at his full base speed while remaining buoyant and dry.

Lesson Four – Soothing Lullaby

Developed by Madam Delilah, the greatest lute-player to ever come out of South Farthings, the soothing lullaby is an incredibly relaxing song. The woman used it merely to put her seven children to sleep at night, but one evening she played it at a tavern, where its popularity was instantly born. It takes five minutes to sing the entire song, and up to three individuals can be affected with a single use. A person who listens to the soothing lullaby right before going to bed will have wonderful dreams and a very refreshing slumber. The sleeping character recovers twice as many hit points as normal from the rest. A character cannot benefit from her own soothing lullaby.

Lesson Five – Torturous Melody

The half-orc Cackle Lugstaff came up with this absolutely atrocious melody as a joke for his older brother's birthday. Needless to say, his older brother was not amused, and he made Cackle eat his drum set. Witnesses to the event described an overwhelming sense of nausea and fear when the song began. Cackle's family dubbed it the torturous melody. The song has a spell-like quality to it and is still taught today for purposes of self-defense. Once per day, a character can sing this tune, causing all subjects within a 25-ft. radius to be affected by a *scare* spell as cast by a 5th-level bard. The song does not affect the singer, and requires a character's complete attention to maintain. Opponents must make a Will save (DC 12 + the singer's Charisma modifier) each round the song is played until it affects them or they leave its radius.

Lesson Six – Tune of the Piper

Occasionally popping up in the odd fairy tale, the tune of the piper is the most famous song of the Celestial Chorus. The song has no lyrics and must be hummed or played through a woodwind instrument. Although seemingly harmless to people, the song has an almost hypnotic affect on vermin. A character with this technique can use it once per day with the following effect. All vermin within 25 ft. of the character are affected by a *charm animal* spell as cast by a 1st-level bard. Vermin must make a Will save (DC 11 + the player's Charisma modifier) each round the song is played until it affects them or they leave its radius. The song can be played for up to one hour, and the

effects of the spell end immediately if the song ceases for even an instant.

Lesson Seven – The Solo of Lenoire

It is common knowledge that the famous swordsman Lenoire Devain dabbled a little in wizardry on the side. He sang this song during the tournament of Fangsoa and defeated opponent after opponent in an incredible display of fighting. The song, it seems, has a spell-like effect on the singer that sharpens the senses, improves morale, and heightens the reflexes. A character can use this song once per day to temporarily gain a +4 circumstance bonus to all attack rolls for the duration of the song, which lasts for three minutes.

Lesson Eight – The Sorcerer's Sonata

It takes two minutes to sing this lively tune, which has the unusual ability to empower spellcasting. After a character finishes this song, his next spell is treated as if it were cast with the Maximize Spell feat without cost. This spell-like ability can be used three times per day.

Lesson Nine – Scroll of Glandral

One of the twenty lost Twilight Scrolls, the Scroll of Glandral, appeared on the steps of a Celestial Chorus academy with an unintelligible note attached to it. Nobody knows who returned it or why, but it is said that there are certain goblin tribes that flee in terror at the mere mention of this song. Regardless, before this scroll appeared, the Celestial Chorus was beginning to wonder if the Twilight Scrolls ever really existed or were merely a product of myth. The Scroll of Glandral is named after the god of chaos, and it contains a song made up of nonsensical lyrics written to a humorous and strange beat. The song lasts for two minutes and its power begins the moment the first note is sung.

A character singing this song casts the *animate objects* spell on all objects within a 25-ft. radius as if he were a 10th-level sorcerer. These objects remain enchanted even after the song is finished until the spell's duration ends. This spell-like ability can be used once per week. If the song is interrupted or left unfinished, the spell ends immediately.

Lesson Ten – Scroll of Sulis

The second of the Twilight Scrolls discovered, The Scroll of Sulis was found by a group of adventurers who were poking around the library of a dark lich. The song on the scroll is written in delicately thin gold ink and is dedicated to Sulis, goddess of healing. It has a very peaceful influence on listeners. A character must spend five minutes to completely sing the song and use its spell-like ability. Once per day, upon completion of the song, the singer heals all creatures within a 25-ft. radius of the singer with a *heal* spell as if cast by a 12th-level cleric.

Snakebrine's School for Witches and Warlocks

The Snakebrine School for Witches and Warlocks has a bad reputation due to its total lack of control over its members. They care little for the moral issues of magic and concern themselves mainly with improving its application in everyday life. The founder was a rather untidy human by the name of Jeremiah Snakebrine who went a little insane later in life, at which time he founded a strange cult. It came to a nasty end with half the members either dead or in a coma after they tried summoning the demon Kulreck to take them to paradise. Kulreck still exists and occasionally pops up to wreak a little havoc and mayhem. The modern Snakebrine School likes to gloss over this part of their history, since it is rather embarrassing and unrelated to their current pursuits, namely the study and dissemination of magic.

School Motto: Live a Life of Magic

Academy

Situated in the Mountains of Frost, the Belltoad Academy floats on a small island high above the Giant's Valley. The academy is located in the very center of the island, surrounded by a wide variety of shops, inns, and homes that sprang up to meet the school's needs. Wizards from all over send orders to Belltoad for unusual potions and ingredients since the academy has a "no questions asked" policy on such purchases. Aside from flying, a single, long bridge that becomes invisible at night provides the only access to Belltoad. The academy is run by a wizened old halfling by the name of Matthew Crinklebug, who has taught

there for almost 60 years. He does not teach much anymore, but the students love him anyway. The cost to study at Belltoad is 700 gp per semester (six months).

Traveling Master

The dwarven master, Ivan Remerez, keeps his long black hair in the dreadlock braids that are common to his clan. He wears alligator boots and a thick set of glasses that barely contain his large, green eyes. Ivan sells and collects oddities to make ends meet, and he charges 2 gp per day for lessons. He is currently traveling to find his lost daughter, Maya, who ran away from home two years ago. Ivan is a gruff individual with no time for laughter or play.

Lesson One – Herbs and Toads

The Snakebrine has collected a lot of knowledge regarding plants, small animals, and their uses in magic spells, potions, and items. Herbs and toads is a lesson about nature and how even the tiniest bug has its place. A character that has studied this lesson gains a +2 bonus to all Knowledge (nature) checks.

Lesson Two – Bats, Cats, and Owls

The mage's companion. The spellcaster's friend. The familiar is an undeveloped branch of study that has only just recently been given the attention it deserves. How does an animal magically bond with a spellcaster? What does this do to the flow of magic? Are some animals better suited than others? The great witch Zelda Sneer did the first major work regarding these enchanted beasts and uncovered many insights before she was mysteriously murdered. A character that takes this lesson can give her familiar a +4 bonus to any skill that the familiar already knows.

Lesson Three – Black Cauldron

This lesson is about potions and exploring the wonderful world of poisons, elixirs, and magical slimes. A student who takes this lesson is exposed to dozens of experiments involving chemical concoctions and a variety of spell components that range from the common to the obscure. The benefit of this class is an expanded knowledge of potion making and pushing the magical envelope of enchanted liquids. A character with this technique can use the Brew Potion feat to create a potion of any spell 4th level or lower that the character knows and that meets all other requirements for a potion-worthy spell (target type, etc.). This overrides the normal limit of 3rd-level spells, but the character must still have the Brew Potion feat to benefit from this training.

Lesson Four – Shadow Puppetry

Back in the days of the great witch trials, the Snakebrine members had to hide their movements and studies from the fear-driven public. The shadow puppetry technique manipulated the dark to improve movement in shadows, or to keep certain parts of a room hidden from peering eyes. Since then, the public has become more accepting and the technique has rather lost its original purpose. However, shadow puppetry remains an important lesson and serves as a game for students and masters alike. The school holds massive tournaments to see who can perform the most elaborate, creative, and realistic displays, with prizes ranging from the mundane to the magical.

A character with this technique can manipulate shadow in an area equal to one square ft. per level. This spell-like ability is usable three times per day. The darkness can be moved or forced to take unusual shapes. The character can manipulate the shadows for up to five minutes, each minute providing a +2 bonus to all subsequent Hide checks made within the area. Once fully manipulated, the shadows will stay artificially bent for up to one hour before moving back into their natural positions.

Lesson Five – Toil and Trouble

Also called "Curses, Punishments, and Other Cruel Pranks," this lesson teaches students how to create a minor curse and then unleash it on some unlucky individual. A classic lesson that has survived from Snakebrine's days, toil and trouble is loads of fun to learn as students get to cast nasty curses on one another throughout the lesson. A character with this technique can cast a minor curse on one individual as a spell-like ability usable once per week. A Will save (DC 15) negates the effects of the curse. Otherwise, the curse lingers for one day per caster level of the character performing the spell. The curse cannot have a permanent effect but can cause itching, purple rashes, a funny smell, or a case of bad luck. The character that initiates the curse can choose two rolls or checks on which the afflicted character suffers a –2 penalty. The curse's manifestation should always be made to

reflect the penalties, so a curse that caused a penalty to all Climb and Tumble checks might manifest itself as painful sores on the target's hands. A *break enchantment, heal,* or *remove curse* spell ends the curse immediately, and the person that cast the curse can voluntarily end the effect at any time.

Lesson Six – Imposing Presence

A standard tactic among schoolmasters to deal with disruptive students, the imposing presence technique makes a character seem taller, stronger, and practically shivering with supernatural power. It has been compared to a mage giving another person a physical glance that reflects the magical energy that he wields. This spell-like ability can be used three times per day and lasts for up to one minute. The presence confers a +2 circumstance bonus to all Charisma-based skill checks.

Lesson Seven –Dark Magic

Snakebrine is one of the few schools willing to tackle the topic of necromancy. The dark magic lesson is a study on the black arts that takes a neutral stance toward their application. Snakebrine is neither for nor against the unethical uses of magic. Its devotees merely see it as one side of that complex coin that is arcana. As such, a student taking this lesson is exposed to lectures on corpse-usage in magic, blood mixtures, and various dark rituals and evil gods. A character with the dark magic technique gains a +2 circumstance bonus to Spellcraft rolls involving all Necromancy, Evil, and Chaos spells.

Lesson Eight – Broomstick

Requires knowledge of the *fly* spell. The Gelnan witches are credited with being the first to fully exploit brooms and flying. Their insane parties, which involved strange rituals including howling at the moon and dancing before a great fire, have given birth to many obscure myths and folk tales. However, the broomstick is one of the most eagerly anticipated lessons for students of the Snakebrine school. A character with this technique can magically enchant a wooden broomstick with the powers of a *broom of flying*. However, only the character that enchanted the broom can use it to fly. This spell-like ability can be used three times per day and each usage lasts for one hour.

Lesson Nine – Moon Magic

The moon has a powerful influence on the planetary forces. It changes the tide, controls the sea winds, and affects the flow of magic. With this lesson, a mage learns to harness the power of the moon to enhance his spells. Spells cast by a character with this technique are treated as if the caster were one level higher. However, the character only gains this power if he is outdoors at night and under the light of a visible moon. At least one part of the character's body must be in the moonlight for this technique to work.

Lesson Ten – The Horror of Horrors

Because of the tendency for abuse, this technique is taught only to older, respectable mages. The horror of horrors is an advanced curse that is permanent and can be placed on either a person or an object. Typically, mages use it on the latter. Once per week as a spell-like ability, a character with this technique can cast a major curse. It takes five rounds of uninterrupted chanting to cast the curse, which can be negated by a Will Save (DC 18). This works exactly like the *bestow curse* spell. The character that casts this curse cannot break or change it once it has been completed.

Carharte Timekeepers

The Carharte Timekeepers is the oldest mage school in existence. Their origins are lost to the past and their future seems about as uncertain. The mages of this school specialize in the dangerous study of time magic. They have set themselves up as the protectors of time and are ruthless in their treatment of other spellcasters that dabble in the field. Masters and students of this school are occasionally called on to deal with a rogue mage who is threatening to tear the intricate fabric of time. Unfortunately, this type of policing has angered a lot of other schools and the Carharte Timekeepers have made a lot of enemies. Many powerful mages are calling for a forced disbanding of the Timekeepers. These mages are acting on mostly selfish impulses or under the direction of beings known as the clock gremlins. These powerful demons are the true enemies of the Timekeepers and are forever mucking up the river of time in order to create chaos. They can appear anywhere at anytime, and it is the duty of master Timekeepers to stamp these creatures out.

School Motto: Time is Like a City and We Are Its Gatekeepers.

Academy

It was thought that the Citadel of Onin had been destroyed before it mysteriously reappeared upon the plains of Khalic. The sides of this enormous academy are made from the beams of some enormous extinct tree and it has a stone foundation of white granite. Some say that the headmaster of Onin, Wallace Durgo, sent the Academy into the future to avoid some great calamity and that the experience killed him since none have seen his face in years. Further compounding the mystery is the fact that students are not allowed in the uppermost towers. The academy neither confirms nor denies these rumors. Price for study at the school is 300 gp per month and students must take an oath of silence, in the form of a *geas* spell, so that they never reveal the true contents of the academy to the outside world.

Traveling Master

The half-demon Tawder Fleck travels with his owl familiar Fremm in search for a way to make him wholly human. His demonic side only reveals itself when he lets anger control him. During these times, his normally calm and chivalrous demeanor changes to a crude and malicious spite. Tawder charges 5 gp per day to teach lessons and he often requires students to taste-test his food for him, having become slightly paranoid and delusional because of his ongoing identity conflict.

Lesson One – Age Study

Age study is a mad combination of world history, archaeology, masonry, sewing, and magic all rolled into one package. The purpose of this lesson is to study how time affects the material world. A character with this technique gains a +2 circumstance bonus to all Knowledge checks relating to time or chronomancy. By making an Intelligence check with the aforementioned bonus, a character who knows this technique can discern the age of a person, object, or an event. This can be quite useful when studying an ancient artifact to narrow down the time of its creation or when figuring out how long a chest of gold has lain undisturbed based on the layers of dust hanging on it.

Lesson Two – Internal Clock

The Timekeepers have a very acute understanding of how time flows. Wallace Durgo's great-great-grandfather Bulnacar is credited with the discovery of the internal clock technique. History says that he found it by falling asleep next to a mercury clock after a long day of study. A mercury clock is enchanted so that it always reads the correct time, and under these odd circumstances that enchantment seems to have seeped into the sleeping mage's mind. The result was that he gained a magical ability to tell time. A character who knows this technique instantly knows what time it is at the location of his school regardless of his current location.

Lesson Three – Clock Construction

Although a clock is really unnecessary to the Timekeepers after gaining the internal clock ability, they still have use for them in some rituals, when constructing magical items, and to make a little extra pocket money. This lesson teaches the construction of non-magical timepieces from wind-up watches to grandfather clocks. A character with this technique gains the Craft (timepiece) skill. It takes about half the clock's market price to pay for the necessary components and a character must spend

3–12 hours in the construction of the clock based on its size and functions.

Lesson Four – Fortune Teller

Nothing that occurs, whether past, present or future, is completely set in stone. However, the Timekeepers let people think that the past is safe and only the future can be changed. This lesson is garnered from the few legitimate fortune-tellers out there and focuses on foresight. By looking a little at the past and the present, and throwing a little magic into the mix, a student learns how to predict the flow of time and foresee events. In all actuality there is very little magic involved and all it takes is a little common sense, but most people do not pick up on that. Some Timekeepers like to use cards, sheep's intestines, crystal balls, and even mirrors, but these are all just props that mislead the questioner away from the true secret of fortune telling. A character that has learned this technique can cast the *augury* spell three times per day as a spell-like ability.

Lesson Five – Freeze Time

It takes a strong will to magically change the course of time. The knowledge of how to freeze a small area in time is the Timekeeper's first lesson on this subtle art. This spell-like ability requires a full round action to perform and behaves like the *temporal stasis* spell, only on a much smaller scale. Freeze time can be used three times per day to hold an object no larger than two square feet suspended in time. The object cannot be alive and must be within view of the mage. Magical objects or those that are being held by another creature can make a Fortitude save (DC 10 + the character's Intelligence modifier) to negate the spell. The spell lasts for one month per level and can be dispelled at any time by the casting character. An object frozen in time can be moved, which will disrupt any kinetic force it might have carried. If left alone, however, a moving object continues its previous course once the spell ends.

Lesson Six – Wither

Wither is a magical touch attack that speeds up and ages a subject. It was first used to study the aging process of plants by watching them quickly grow and die, but it did not

take long for someone to try it on a person. Wither causes an unnatural aging to a small area of a subject that is extremely painful and has been known to scar skin. A spell-like ability, wither is usable three times per day and requires a standard touch attack. The victim can make a Fortitude save (DC 10 + character's Wisdom modifier) to negate the effects. Otherwise, the victim takes 2d4+4 points of damage and all skin in the area turns a sickly gray. If the victim takes more than 10 points of damage from this attack, the area touched is permanently scarred.

Lesson Seven – Time Stutter

The Timekeepers know a way to travel outside the boundaries of time, but only for a few seconds. Legends say that the eldest founders could actually travel these roads and cover long distances in what seemed like an instant to everyone else. This arcane ritual is very hard on the body and a character can only perform it once per week for a period of one minute per level. As a spell-like ability time stutter is very similar to the *blink* spell, but instead of jumping in and out of the Ethereal Plane, the character jumps in and out of time. The character still sees the natural world but everything appears frozen and the character cannot manipulate anything until he returns to the natural flow of time. However, opponents suffer a 50% miss chance when attacking a character in time stutter.

Lesson Eight – Reinvigorate

This lesson is merely a reversal of the wither technique. Rather than aging a particular object, a student learns how make it younger. The founder of this lesson, a halfling by the name of Iggy Biggles, developed it in order to save his life. It seems he had gotten on he bad side of a particular noble after making some very lewd jokes about the count's ancestry. The noble was not amused and was set to order poor Iggy's execution when the clever halfling offered to make the count younger. The count was a very old man and quite vain about his appearance, so naturally he accepted. Unfortunately, Iggy used the reinvigorate technique in conjunction with a *potion of youth*, which turned the count into an infant. Iggy escaped during the ensuing chaos and brought the reinvigorate technique with him. Reinvigorate returns an object to a past state. It usually reverts only a few days, but this can be quite helpful in many situations. An injured or recently cursed person could be restored to a healthier body. A character can use this spell-like ability once per day to restore an object or a person to a past state, up to one minute per level. Injuries vanish, minor curses are lifted, and so forth. This ability cannot be used to bring the dead back to life, however.

Lesson Nine – The 10-Minute Leap

Time travel is dangerous, unpredictable, and considered a taboo subject by most mages. Even the Timekeepers respect the power they wield, so they use the 10-minute leap technique only on rare occasions. Even this small leap in time is very physically and mentally taxing for the mage. As such, a time traveler loses all his spells as if they were cast and takes one point of subdual damage for every minute traveled. However, the points and spells can be recovered by resting as normal. The ritual to perform the 10-minute leap takes one full round to complete; it is considered a spell-like ability and can be used once per day. A character that has gained the knowledge of this lesson can travel forward or backward no more than 10 minutes in time. If the character goes backward, he disappears and finds himself in his body in the past wherever it might have been. If the character goes forward in time, he disappears and reappears in the exact same spot in the future. If another creature or object is occupying the spot that the character needs to appear at, then the character will appear in the closest available space.

Lesson Ten – The Keys of Time

The essence of this technique is a highly complex philosophy. Developed by the Golden Council, a group of master Timekeepers, the keys of time is the manipulation of continuity in order to make a spell happen again and again. In other words, the spell is cast, it occurs, and then is brought into the future to occur again. The spell piles on top of itself and is repeated. A character with this technique can cast a single spell up to three times in one round without using up additional spell slots or actions. As an extraordinary ability once per week, the character can declare that he is using the keys of time, and the next spell he casts is cast an additional 1d2 times in the same round.

For example: Tiering casts a *fireball* using this ability and rolls a 2 on 1d2. The *fireball* explodes three times on the same target as if

three mages were casting it at the same time and the same place. The extra spells cast cannot change targets, but can be controlled as separate spells and do not use up any extra spell slots.

Magical Towers – Arcane Power Bases

The great power of arcane spellcasters lies in their mastery of spells. Able to rain down destruction on their enemies with a handful of magical syllables and a few intricate hand gestures, the arcane spellcaster can be a formidable force without any equipment at all.

On the other hand, these spellcasters tend to accumulate a great many books, wands, potions, scrolls, and other odd bits of magical treasure. These items often grow quite cumbersome, leading the spellcaster to search for a location in which to store his mundane and eldritch belongings.

Unfortunately, few places are secure enough to protect such prizes to the satisfaction of their owners. Over time, most spellcasters will want to construct a stronghold of their own, a place in which they can not only store treasures but also conduct research, study their magic in peace, or simply entertain guests in a secure and comfortable location. The end result of these practical needs is the construction of a magical tower.

Crafted from equal parts physical materials and magical energies, these towers are riddled with traps, secret passages, and strange and mysterious powers found nowhere else. As a spellcaster grows in power, so too will his tower grow along with him, providing the arcane master with the space to further his own studies and store his growing treasure trove.

The Form of the Tower

Arcane spellcasters have a longstanding tie to the tower. The circular design is easily accommodated within the mystic geometry needed for its construction and limits the points of entry available to most intruders. The height of the tower is another advantage, giving the spellcaster the visibility needed to cast spells over long distances and to keep an eye on the surrounding terrain. The combination of factors has led arcane spellcasters to favor the tower over any other type of structure and it is the only type of building with which such a strong mystical connection can be forged.

Planning the Tower

Getting ready for a construction project takes a good deal of work. Spellcasters must account for each of the steps below as they build their towers. While these steps do not necessarily have to be performed in the following order, doing so will make the process much simpler. For instance, while a tower could reasonably be constructed in a location other than its final destination, it is much, much simpler to build the thing where you would like it located.

Select a Location

While many wizards are fond of plopping their towers down in the middle of a barren wilderness or atop an isolated and forbidding mountain peak, doing so can be quite difficult and costly. First-time tower builders will certainly find it much easier to put their tower somewhere a bit more hospitable, where their workers can get to and from the construction site without the need for magical assistance. Remember, too, the difficulty in getting to and from the tower for the wizard himself – if you build your tower a thousand miles from the nearest civilized area, how are you going to get your spell components and other necessary supplies?

Location and Terrain

For our purposes, there are only three categories of terrain: difficult, normal, and easy. Each refers to the ease with which a construction project can be handled. Table 4-2 indicates which terrain type fits into which category. This table also indicates the increase or decrease in the price of the construction project as a percentage.

Table 4-2: Surrounding Terrain

Terrain Type	Construction Category	Price Modifier
Jungle	Difficult	+15%
Mountains	Difficult	+15%
Swamp	Difficult	+15%
Underground	Difficult	+15%
Island	Difficult	+15%
Hills	Easy	–10%
Plains	Easy	–10%
Forest	Moderate	—
Desert	Moderate	—
Scrub, rough	Moderate	—

Nearest Civilization

The proximity of the tower's location to civilization can have a significant impact on the cost of construction. If the tower is built within or very near a metropolis, for example, the construction team will have no difficulty finding supplies and a steady supply of labor to complete the job. Sticking your tower out on a desert island, on the other hand, means an increase in the cost of shipping your supplies out by boat and doing the same with your workers.

There are two factors to consider when determining the effects of civilization (or the lack thereof) on your tower. First, the farther you are from a tower the longer it will take to get supplies and workers to the site and the more they will cost when they arrive. Second, larger population centers provide access to a greater amount of materials for construction, which reduces the time necessary for construction and can lower prices somewhat. To determine the final time and cost modifiers based on the nearest center of civilization, simply add the modifiers for proximity to the modifiers for size, found in Table 4-3.

As can be seen in Table 4-3, there is a trade-off between population size and cost. It is more costly to build a tower near smaller towns as well as large metropolises, but for different reasons – supplies cost more in small towns but land is more expensive near larger cities.

Sources of Power

One of the reasons wizards and other arcane spellcasters construct their towers so far from civilization is the desire to reside near a source of arcane power. Those spellcasters who are dependent on a power source for their spells are particularly keen to locate and tap these fonts of mystic energy, but even non-dependent spellcasters can find uses for these energy sources.

This is mentioned here simply by way of explanation – see Fonts of Power in Chapter 5 for further information about the uses of these power sources and why spellcasters are so interested in constructing their towers near them.

Tower Size

The tower sizes below are rough estimates of the square footage of useable space on the interior of a tower, based on its radius in feet. If your tower is not cylindrical, mapping it out becomes a simple matter of sketching it on graph paper and keeping track of the area of each section you add.

While a tower can have as many stories as its owner desires (and can afford), as a tower increases in height it decreases in diameter. For every 10 stories a tower rises into the air, its radius must decrease by 50 feet. Thus a tower with 20 stories with a 300-ft. radius at its base would have a 250-ft. radius on floors 11 through 20. If it rose an additional 10 stories, floors 21 through 30 would have a 200-ft. radius.

Tower Rooms

A tower is more than just a stone shell, it is the

Table 4-3: Population Center Size and Proximity

Travel Time to Nearest Population Center	Time and Cost Modifier
Less than 1 hour	–5%
Less than ½ day	0
1 day	+5%
3 day	+10%
One week	+15%
More than one week	+20%*

*In this case, the time delay may be considerably more. Each month, there is a 20% chance that the current band of laborers will simply have no more part in the lengthy travel to and from the work site and will abandon the project. In this case, an additional month is added to the construction time as new workers must be found and hired.

Population Center Size	Time and Cost Modifier
Up to 1,000 citizens	+10%
Up to 2,000 citizens	+7%
Up to 5,000 citizens	+5%
Up to 10,000 citizens	—
Up to 25,000 citizens	+5%
More than 25,000 citizens	+10%

home, laboratory, storage vault, and library of the wizard who lives within. In addition to its mundane functions, a tower also contains innumerable chambers of more mysterious and arcane purposes. From focusing chambers that allow more precise *scrying* to the horrifying pits of the necromantic vaults, the locations within a magical tower are anything but normal rooms.

Each of the rooms detailed below is presented in the following format:

Name: The name of the room.
Size: The square footage of the room, assuming a 10-ft.-high ceiling unless otherwise noted.
Cost: The cost of a room. Included in this cost is a 2-ft.-thick stone wall around the perimeter of the room, a rough stone floor, a single, normal door, and one normal, shuttered window. The builder does not have to include these items, although he does not need to pay extra if they are. Thicker walls, reinforced doors, and glass windows, as well as any other alterations or augmentations, cost extra as detailed later in this chapter.

If an experience cost is required in the construction of the room, the tower's creator must pay this cost. Note that a spellcaster may not reduce his current level due to paying experience point costs – that is, if the character does not have enough experience to pay for the construction of a room without reducing his current level, he cannot build the chamber at all. Also see Attuning the Tower later in this section for more information about the cost of using the arcane powers of a magical tower.
Prerequisites: Some rooms require the presence of other rooms in order to function properly. A preservation chamber, for example, cannot exist without a conjuration vortex to provide the necessary energy. This section will also note any proximity considerations necessary for the prerequisite – though not always imperative, it is often important for the rooms to be adjacent to one another when a prerequisite is noted.

Alchemical Laboratory

Size: 500 square feet.
Cost: 750 gp.
Prerequisites: Must have at least one exterior wall.
This room contains the basic supplies needed to conduct alchemical experiments. A large wooden or stone table is included in the purchase price, along with the basic tools needed for an alchemical operation. A

Table 4-4: Tower Size

Radius	Square Feet per Level	Cost per Story
10 ft.	300	600 gp
25 ft.	2,000	1,500 gp
50 ft.	7,900	3,000 gp
100 ft.	31,400	6,000 gp
150 ft.	70,700	9,000 gp
200 ft.	125,700	12,000 gp
250 ft.	196,300	16,000 gp
300 ft.	282,700	19,000 gp
350 ft.	384,800	22,000 gp
400 ft.	502,700	25,000 gp
450 ft.	636,200	28,000 gp
500 ft.	785,400	31,000 gp

large fireplace with attached bellows provides heat for the room and also has an extensible rack that allows the alchemist to easily heat concoctions within the furnace itself. Water is provided by a basin near the furnace that is fed by a pair of 50-gallon barrels suspended on heavy iron racks above the basin. A waste disposal chute opens through one wall and is covered by a large iron door which swings down to open. This door may be locked (DC 25 to pick the lock), but is most often sealed with an *arcane lock* or similar spell. Where the disposal chute drops the waste is up to the builder, but deep ravines, rivers, and lakes are all popular choices when designing a tower.

Only one alchemist may use this laboratory at a time, and he receives a +2 circumstance bonus to any Alchemy skill checks made in this room. If you are using the Alchemy rules from *Spells & Spellcraft*, consider this room an alchemist's lab.

Alchemical Laboratory, Advanced

Size: 1,000 square feet.
Cost: 4,000 gp.
Prerequisites: Must have at least one exterior wall.
This room is an alchemist's dream, containing virtually every piece of alchemical equipment known to mortals. There are two tables in this room, allowing up to four alchemists to work here simultaneously. The room has a pair of furnaces, arranged side-by-side, to provide heat and allow for the cooking of alchemical mixtures. Three pairs of 50-gallon barrels provide water to three sinks. In addition, the floor slopes slightly toward the exterior wall, and a number of waste vents can be opened along this wall through which spilled alchemical messes and other waste can be poured. Any alchemist working in this lab receives a +10 circumstance bonus to any Alchemy checks due to the plethora of alchemical tools and comfortable surroundings.

Arcane Nexus

Size: 200 square feet.
Cost: 50,000 gp, 5,000 xp.
Prerequisites: Energy Conversion Chamber.
This room is the heart of many towers, the place where the arcane might of the wizard is at its greatest. The arcane nexus allows the wizard to cast one additional spell per spell level per day, for each of the spell levels from which he can cast spells. A 6th-level sorcerer, for example, could cast one additional spell from levels 0 to 3.

If the spellcaster is in his tower, this ability may be used without cost. For each spell cast outside of the tower, however, the spellcaster must pay 10 xp per spell level to prepare or cast spells in this manner. Note that the power of this room does not extend beyond the plane upon which the tower is constructed. Arcane nexuses can bestow a variety of advantages; a more detailed look at these places of power can be found in *Spells & Spellcraft*.

Armory

Size: 500 square feet.
Cost: 500 gp.

Prerequisites: —
This chamber holds the racks, closets, and tables needed to store weapons and armor for 25 soldiers. The cost of this equipment, however, is not included in the cost of the room.

Barbican

Size: 500 square feet.
Cost: 1,250 gp.
Prerequisites: Barracks, Gatehouse.
Sitting above the gatehouse, the barbican is equipped with murder holes through which arrows can be fired at those in the gatehouse. It also includes a small, recessed fireplace in which a 50-gallon pot of oil can be heated. The oil requires a solid hour to heat, after which the pot can be tilted forward to release the oil. The deadly, boiling liquid then pours down into the gatehouse, carried to the murder holes by channels carved into the floor. Anyone below the boiling oil must make a successful Reflex save (DC 15, or DC 20 if the gatehouse is sealed) or suffer 2d6 points of damage as the oil pours onto them. Two guards are usually kept on duty here at all times, as it takes two to handle the pot of boiling oil.

Barracks

Size: 1,000 square feet.
Cost: 1,000 gp.
Prerequisites: —
This room contains bunks to hold 25 guards. The beds themselves are cramped and not terribly comfortable, but their straw mattresses and sturdy frames are sufficient for sleeping. This room also contains a set of lockers alongside the beds that allow the guards to keep a few personal possessions near them during their time of service. This room does not include the care or upkeep of guards – this information is covered in the Servants and Guards section of this chapter.

Officers do not sleep in the barracks with the guards and require a bedroom of their own.

Basic Room

Size: 500 square feet.
Cost: 500 gp.
Prerequisites: —
The basic room contains nothing – it is simply a large, empty space that can be used for storage, as a meeting room (if furniture is placed within), or as a holding cell for miscreants that are captured running around the tower. If the builder wants to put in a chamber but has no idea what he will use it for later, the basic room is the room of choice.

Bath

Size: 150 square feet.
Cost: 300 gp.
Prerequisites: —
This room contains a simple copper tub supported by sturdy legs over a small fire pit (useful for heating the water). A chamber pot or two is usually left lying around here as well, and the small disposal hatch on the wall (covered by a thin metal door) allows an easy way to remove the waste before it becomes a problem.

Bedroom

Size: 500 square feet.
Cost: 1,000 gp.
Prerequisites: —
This room provides space for individuals to stretch out and rest. Containing a simple but comfortable bed, a small desk and chair for writing or studying, a pair of lamps for light, and a chest of drawers for clothes and bedding, this room is not the height of luxury, but it is far better than the average room in an inn.

Dining Room

Size: 750 square feet.
Cost: 1,500 gp.
Prerequisites: Kitchen.
This room contains a number of rough wooden tables and benches, enough to be suitable for holding 25 Medium-size individuals at one time. A fireplace is typically found in this chamber to warm the room and allow for the re-heating of food if desired.

Eldritch Battery

Size: 500 square feet.
Cost: 25,000 gp, 2,000 xp.
Prerequisites: Must be adjacent (either to the side, above, or below) an Energy Conversion Chamber.
This room serves as a power source for the spellcaster to whom the tower belongs. When the room is created, the spellcaster must decide which type of power the battery provides from the following list: acid, cold, darkness, electricity, fire, force, light, and sonic.

For all spells with the same descriptor, the spellcaster's effective level is increased

by +1 for purposes of determining any level-dependent effects of the spell (including saving throws, duration, range, and damage, for example). This ability is free for the tower's owner to use while within the tower, but using it when outside the tower requires the expenditure of 5 xp per level of the spell being cast.

Energy Conversion Chamber

Size: 1,500 square feet.
Cost: 50,000 gp + 50,000 gp worth of personal items; 2,500 xp.
Prerequisites: —
This room serves as a way for the tower's builder to draw upon the power that the structure provides. Without a chamber of this type, the tower is simply another mundane construct, no matter how much money is poured into it.

The interior of this chamber is lined with all manner of strange runes and many personal items belonging to the spellcaster. Though the base cost of this room pays for the specialized construction of the room, it does not provide these items. When construction of the room is completed, the spellcaster must then place items he has used in his adventuring career in this room. The value of these items must be at least 50,000 gp and at least half of these items must be magic items used frequently or created by the spellcaster. See Attuning the Tower, for more information.

Familiar Armory

Size: 250 square feet.
Cost: 35,000 gp, 1,000 xp.
Prerequisites: Energy Conversion Chamber.
Familiars are precious to spellcasters; so precious, in fact, that they will go to great lengths to protect them from harm. This room is the most extreme example of defense available – it generates a powerful magical energy used to shield a familiar from harm.

When within the tower, the familiar is granted damage reduction 10/+2 and receives a +2 bonus to all saving throws. While outside the tower, the familiar is granted damage reduction 5/+1 and a +1 bonus to all saving throws.

The drawback to this chamber is the great amount of energy it consumes. In order to provide this energy, the room destroys material objects – the greater the value of the objects destroyed, the more energy is produced. Each

month, items worth a total of 5,000 gp must be placed within this room where they will be slowly broken down into energy over the course of the month. If this is not done, the chamber stops functioning until the proper amount of treasure is deposited within.

Gatehouse

Size: 200 square feet.
Cost: 800 gp.
Prerequisites: —
This small opening in the tower is normally the only entrance allowed into the building. It contains a pair of gates (generally portcullises opened or closed from within the barbican if one is purchased) that require a Strength check (DC 25) to lift or otherwise open when they are closed.

Kitchen

Size: 500 square feet.
Cost: 1,500 gp.
Prerequisites: Must have one exterior wall.
This room contains a simple fireplace or stove set into one of the exterior walls as well as a walk-in pantry for storing food. All necessary pots and pans for preparing a large meal are available in this chamber and a waste disposal hatch on the exterior wall is available for tossing out any inedible bits or scraps returned from the dining room. One cook must be hired to prepare the meals in this room.

Library, Identification and Research

Size: 500 square feet.
Cost: 15,000 gp.
Prerequisites: Spellcraft Library.
Identifying magic items is a chore for wizards, even with the use of *identify* and similar spells. An identification library can greatly increase the odds of discovering exactly what an item does without the need to resort to expensive spell components and exhausting rituals for each item you wish to identify.

The base price for this room provides only the barest materials needed for research. For an additional 5,000 gp, the books in the library are upgraded to provide a +4 circumstance bonus to all Spellcraft checks made within the room. For each additional 15,000 gp, this circumstance bonus is increased by +4, to a maximum of +20.

To use this library, the spellcaster needs to spend 1d8 hours studying an item within the room. After this time, the spellcaster is allowed a Spellcraft check (DC 25) to determine if the lowest-level power of the item is discovered. If the Spellcraft check is successful, the spellcaster has successfully identified the lowest-level power of the item. If it fails, however, another 1d8 hours of study are required before another attempt may be made and the DC increases by two. For each further failure, the DC increases by 2 and requires an additional 1d8 hours of study before another Spellcraft check can be made. If the DC reaches 35, the spellcaster is unable to discover anything else about the item and may not make further identification research attempts on the item until he has gained a level of experience.

Once the lowest-level power of an item is identified, the researcher may attempt to identify the next-to-lowest level power of the item. The DC for the Spellcraft checks resets to 25 and the process detailed above is repeated. This is done for each power in the item until the character has discovered them all or quits of his own volition. If the DC of the Spellcraft check ever reaches 35, the item is simply too difficult a mystery to unravel without magical aid.

Use of the *detect magic* spell provides a +2 circumstance bonus to all identification research checks. *Identify* and *analyze dweomer* spells each provide an additional +2 circumstance bonus to all identification research checks. Each spell may only be cast once for each item and must be cast before research begins. These circumstance bonuses all stack with one another and persist for the duration of the research attempt, even if it spans days or weeks of research time.

Library, Lore

Size: 500 square feet.
Cost: 1,000 gp.
Prerequisites: —
This library is used when performing research involving a particular Knowledge skill. The basic lore library contains a number of bookshelves and several small tables at which researchers can sit and scribe their research notes. A basic lore library costs 1,000 gp and provides a +1 circumstance bonus to all skill checks pertaining to a single Knowledge skill. For an additional 4,000 gp this circumstance bonus increases to +2, and an additional +1 circumstance bonus is provided

for each additional 5,000 gp spent on the books within. This library may never provide more than a +4 circumstance bonus.

Library, Spellcraft

Size: 500 square feet.
Cost: 5,000 gp.
Prerequisites: —
When a wizard wishes to research a new spell, he requires an extensive library containing all manner of strange texts and obscure reference books. This expensive library provides the tools needed for spell research and grants a bonus to Spellcraft checks based on the amount spent on the books it contains.

For the 5,000 gp base price, the spellcaster is simply allowed to perform spell research in the room. For an additional 5,000 gp, the researcher gains a +1 circumstance bonus to all Spellcraft checks made when researching a new spell. For each additional 10,000 gp spent, the bonus increases by +1, to a maximum of +4.

Materials Transformation

Size: 200 square feet.
Cost: 100,000 gp; 5,000 xp + component cost.
Prerequisite: Energy Conversion Chamber.
This room is valued greatly by spellcasters as it all but removes the need for material components – for a price. The cost of the room includes a plethora of material components for all manner of spells, each stored in its own container and locked away in this room. These materials are tied to the spellcaster himself, allowing him to draw upon their energy without needing to destroy them when casting a spell.

When the spellcaster uses the power of this room in the tower, there is no cost – he simply does not need to use material components when casting spells in his own lair. Outside the tower, however, the spellcaster must pay a number of XP equal to 1/10th the value of a spell's component if he casts it with materials from this room. For components costing less than 10 gp, the experience cost is 1 XP. The spellcaster may decide at the time he casts the spell whether or not to draw upon the power of this room.

Memory Lock

Size: 250 square feet.
Cost: 50,000 gp; 2,500 xp.
Prerequisite: Energy Conversion Chamber.
This room allows the spellcaster to cast a single spell he knows without the need to prepare it. The spell is decided at the time the memory lock is created and may not be changed. Once the room is created, the spellcaster may cast the spell at will, once each round, as a spell-like ability.

This casting ability carries a price however. Inside the tower, each casting of the spell requires the sacrifice of 10 XP per spell level while outside the tower, each casting of the spell burns off 50 XP per spell level for each casting. All normal costs associated with the spell must still be paid. If the spell requires material components, these must be provided each time it is cast. Note that spells cast from the memory lock may not take advantage of the Materials Transformation chamber.

Necromantic Focus

Size: 500 square feet.
Cost: 100,000 gp; 2,500 xp.
Prerequisite: Necromantic Pit.
This chamber is designed to increase the control the spellcaster can exercise over the undead. By binding the undead to the power of this room, the spellcaster is able to control a much greater number of creatures than would otherwise be possible, and he is able to control much more powerful creatures. Without a chamber of this type (or some cleric levels), arcane casters are unable to control the undead they create using the *create undead* and *create greater undead* spells.

When this chamber is complete, the owner of the tower gains control over any undead created within the tower and is able to maintain control over 10 HD worth of undead per level, as long as all of the undead were created within the bounds of the tower. These undead do not count against the normal limit of undead the caster can control as a result of the *animate dead* spell, which is still limited to 2 HD per caster level. Note that undead created in the tower cannot survive more than 1d6 days outside of the tower.

Necromantic Pit

Size: 1,000 square feet.
Cost: 50,000 gp; 5,000 xp.
Prerequisite: Energy Conversion Chamber.
This extremely powerful room grants arcane spellcasters access to necromantic spells formerly reserved for the agents of the divine – *create undead* and *create greater undead*. The pits must be filled regularly with the corpses of intelligent creatures. While these may be bodies from creatures who die of natural causes, they must be relatively fresh (dead within the month before they are placed within the pit). Every month, the pit requires the corpses of at least 20 HD of intelligent creatures. If the pit is not filled each month, its powers are unavailable to the spellcaster for the rest of the month and for each additional month in which the pit is not filled.

When this room is completed, the spellcaster may scribe the *create undead* and *create greater undead* spells into his spellbooks, provided he is able to cast 6th-level and 8th-level Necromancy spells. If he is not able to cast such spells at the time the room is finished, those spells will be made available only after he reaches the appropriate level. From that point onward, the spellcaster is able to memorize and cast these spells as if they were arcane spells as long as the pit stays filled.

Necromantic Storage

Size: 2,000 square feet.
Cost: 25,000 gp; 1,000 xp.
Prerequisite: Necromantic Focus.
Normally located in an isolated area of the tower, necromantic storage rooms are handy for keeping dead bodies fresh and ready for use in the necromantic pits. Any corpse placed in this room will be kept fresh as the day in which it is placed here and no time is considered to have passed for the corpse until it is removed. That is, a corpse placed in this room two days after its death will remain as fresh as it was at the time it was put here until such a time as it is removed; at this time it continues decomposing as normal. In addition to preserving the bodies from decay, the chamber also preserves them in time for use in necromantic rituals – no matter how long a body remains in this chamber, for the purposes of all spells dealing with the dead, the body is considered to only have been dead for the amount of time passed before it was put in this room. There is no limit to the amount of

Table 4-5: Shadow Harness Effects

Effect	Cost
Cast a prepared (for wizards) or known (for sorcerers and bards) spell without expending a spell slot.	1 power point per level of the spell.
Cast a spell as if it were prepared using the Empower Spell feat (spell must be prepared or known and its spell slot is expended).	3 + 1 power point per level of the spell.
Cast a spell as if it were prepared using the Enlarge Spell feat (spell must be prepared or known and its spell slot is expended).	1 + 1 power point per level of the spell.
Cast a spell as if it were prepared using the Extend Spell feat (spell must be prepared or known and its spell slot is expended).	1 + 1 power point per level of the spell.
Cast a spell as if it were prepared using the Heighten Spell feat (spell must be prepared or known and its spell slot is expended).	1 power point per level of the spell + 1 point per level increase
Cast a spell as if it were prepared using the Maximize Spell feat (spell must be prepared or known and its spell slot is expended).	5 + 1 power point per level of the spell.
Cast a spell as if it were prepared using the Quicken Spell feat (spell must be prepared or known and its spell slot is expended).	5 + 1 power point per level of the spell.
Cast a spell as if it were prepared using the Silent Spell feat (spell must be prepared or known and its spell slot is expended).	1 + 1 power point per level of the spell.
Cast a spell as if it were prepared using the Still Spell feat (spell must be prepared or known and its spell slot is expended).	1 + 1 power point per level of the spell.
Add the Death and/or Evil descriptor to any spell as it is cast.	2 power points.

time a body can stay in this room – a month, a year, a decade, it is all the same.

For example, a body that was dead for three weeks can be placed in this room for an indefinite period of time and it will be considered only three weeks dead until it is removed from the room, at which time the clock begins counting again.

Scrying Focus Room

Size: 500 square feet.
Cost: 15,000 gp.
Prerequisites: —
This room is designed to heighten the powers of concentration and perception. Its every surface is lined with mirrors, and the chairs and table in the center of the room are constructed so as to be as comfortable and inconspicuous as possible. The entire top of the table in this room is a smoothly polished mirror of the finest quality. It can be tilted to a comfortable viewing angle by anyone sitting at the table.

Any Scry checks made within this room receive a +8 circumstance bonus.

Shadow Harness

Size: 500 square feet.
Cost: 75,000 gp.
Prerequisites: —
Easily the most vile and despicable of all rooms contained within a tower, the shadow harness is used to capture and hold the souls of the spellcaster's victims. The room itself seems blank and the walls incomplete, with strange gaps between the stones. Within those gaps can be seen swirling shadows and a faint keening is always present in this room. Creating this room is an act of evil – good or neutral characters who do such a thing are flirting with danger.

Once the room is created, it is useless without souls trapped inside it. When a creature is killed in the room, its spirit becomes trapped in the gaps in the walls of the shadow harness and it remains lodged therein until the spellcaster calls upon its power. A creature's spirit has a number of power points equal to the HD of the creature at the moment it died. When these points are used, the spirits are slowly destroyed until nothing remains of them.

The spellcaster can use these power points in a number of ways, most of which involve augmenting his spellcasting abilities. Consult Table 4-5 for the effects and costs of using the power points provided by these souls.

Summoning Stabilizer

Size: 500 square feet.
Cost: 25,000 gp, 1,500 xp.
Prerequisites: Energy Conversion Chamber.
Summoning spells are quite useful to spellcasters, and when they are properly maintained they can be used to populate the tower or to augment the tower guard. This room allows summoned creatures to survive much longer than normal inside the tower and even increases their lifespan outside the tower's walls.

Whenever the spellcaster to whom the tower belongs casts a Conjuration (Summoning) spell within the tower, its duration is increased to one hour per level of the caster. If the spell's duration is already greater than one hour per caster level, the summoning stabilizer provides no additional benefit.

For Conjuration (Summoning) spells cast outside the tower, the duration is equal to 1 minute/level of the caster. If the spell already has a longer duration, the summoning stabilizer provides no further benefit. Drawing upon the power of the stabilizer outside the tower requires the expenditure of 5 XP per level of the spell being cast.

Determine Cost

Once the chambers that are going to be added to the tower have been decided upon, its final cost can be determined. There are still a few modifications that may reduce or increase the cost of the tower, however, as detailed below.

Spells

Creating a tower is a magically intensive process, as the caster must use arcane geometry and all manner of eldritch components to put

everything in the proper alignment and to create or retain the correct energies. Common spells have their place in the construction of the tower, as well, and may be used by the spellcaster to reduce the cost of his tower, as shown below.

Transmute Mud to Rock

By using this spell, a spellcaster can use simple mud as a construction material, reducing the cost of any non-magical room by 5%. To determine how many castings are required to create a room, divide the area of the room by 10 to determine the number of 10-ft. cubes of mud that must be transmuted into rock.

For example, Lasrol is going to create a simple gatehouse that is 200 sq. ft. in area. Dividing this by 10, we discover that Lasrol will need to convert 20 10-ft. cubes of mud into rock. The appropriate amount of mud is hauled into the tower, shaped by the workers and then Lasrol comes in and casts the *transmute mud to rock* spell. Because she is 10th-level, she is able to transmute the entire room, all 20 of the 10 ft. cubes of mud, into stone and the room is completed. This saves her 5% of the room's cost.

Wall of Stone

This spell is perfect for creating walls within the tower and may be used to create entire rooms with multiple castings. The walls of any non-magical room make up 10% of the cost of the room. This savings can only be realized if the entire perimeter of the room is created using the *wall of stone* spell. To determine how many walls of stone will be needed to create the perimeter of the room, add together the lengths of all the room's walls and multiply this sum by 10.

Construction Time

Divide the total cost of the tower by 1,500 gp to determine the number of days that are required to complete construction. If you wish to build the tower more rapidly, you may reduce the construction time by one day for every additional 3,000 gp you spend on labor. Note that you may never reduce the construction time by more than 25% in this way.

It is also possible to cut corners by spending less and using fewer laborers over a longer period of time. For every additional day you tack onto the construction time of the tower,

you may reduce the cost of the tower by 300 gp. You may never reduce the cost of the tower by more than 50% in this way.

Protecting the Tower

The physical protection afforded by a tower is not impressive. Stone walls and iron gates will not keep an enemy wizard out, and even magical protections can be overcome. For that reason, mundane protective measures are not paid much attention in a tower. Unless the owner specifically chooses otherwise, the doors inside the tower are simple wooden doors (though they do have locks) and the gate is nothing more than a pair of iron portcullises. The exterior walls of the tower are roughly one-foot thick stone and the interior walls are also stone, but rarely more than a few inches thick. The floors are also stone and generally average six inches thick, but again, these defenses provide little protection from an enemy spellcaster.

The wise tower owner will invest heavily in spells such as *alarm*, *hold portal*, and *guards and wards*. The best defense is to layer similar spells in unpredictable, changing pattern throughout the tower to keep invaders confused and off guard. When a spellcaster is going to leave his tower for a long period of time (such as when he's heading out for an adventure), an apprentice is normally left behind to cast protective spells when necessary. Ultimately, no protective mechanism is safe from intrusion – which is yet one more reason why spellcasters prefer to build their towers in isolated, secret locations.

Attuning The Tower

Once a tower is completed, the spellcaster must attune himself to it before it will be of any use other than as a place to live. Only an arcane spellcaster can attune a tower. This process requires a great deal of time and is based on the total base cost of all magical rooms in the tower. If a room provides any magical effect, no matter how small, it must be included in this calculation.

Divide the total base cost of all magical rooms by 10,000 to determine the number of days the tower's owner must remain within its bounds. During this time, at least eight hours each day must be spent meditating on the tower and attempting to harness its magical forces. At the end of his time sequestered in the tower, the builder is allowed a Spellcraft check (DC equal to the number of days spent in the tower). If the check succeeds, the tower is attuned and the builder may immediately begin using the powers it provides.

If the check fails, however, the tower resists the builder's efforts to tame it. The builder must spend another period of time equal to the first attunement attempt within the tower. After this time has passed, he may once again make his Spellcraft check with the same DC. The builder may continue attempting to attune the tower, spending the required time for each attempt, until he succeeds in bringing his construction under his control.

Some spellcasters are simply too impatient to spend all this time in the tower attempting to attune it. To accelerate the attunement process, the tower's builder can put more of her own personal items in the Energy Conversion Chamber (see above). For every 10,000 gp worth of magical items placed in the conversion chamber, above and beyond the cost of the room itself and the original 50,000 gp worth of magical items required, the spellcaster gains a +1 circumstance bonus to her attunement check. All of the items placed in the room must have been used, if only once, by the spellcaster, or they provide no bonus. In addition, any item used to provide a bonus must remain in the room (along with the original 50,000 gp worth of items) or the spellcaster risks severing his attunement to the tower.

Attunement Disruption

If the items placed in the Energy Conversion Chamber are ever removed, the spellcaster attuned to the tower is instantly aware of the violation. Though he may not know where the items have gone to, he will certainly know which ones are missing from the moment they leave the room. As long as the items are recovered and returned to the room within seven days, there is no danger for the spellcaster attuned to the tower.

After seven days, however, the spellcaster runs the risk of losing his attunement to the tower as the energy patterns are disrupted. At the end of the seventh day and every three days thereafter, the spellcaster must make a successful caster level check (DC 20) to maintain his attunement to the tower. If the check

fails, the spellcaster is no longer able to draw upon the abilities of the tower.

As long as the items are returned to the Energy Conversion Chamber within a month of the attunement's disruption, the spellcaster does not have to re-attune the tower. When the items are replaced, the connection between spellcaster and tower is whole once more, and the owner may begin using the tower's capabilities immediately.

If more than a month has passed, or the spellcaster is unable to reclaim the items, the attunement process must be repeated. Magical items worth the amount of treasure removed from the Energy Conversion Chamber must be added to the room, following which the process for attunement must be repeated. Once the attunement is complete, the spellcaster is again able to use the tower's abilities.

Usurping a Tower

A tower is a rich prize and, when the master is away, there is no telling what sort of mischief an adventurous group of fun-loving characters might get into. Arcane spellcasters are certain to attempt to invade any tower they think they can get into, not only for the treasure it contains, but for the power it provides as well. Though the process of usurping a tower is quite dangerous, it is also quite possible.

The obvious step in taking over a tower is overcoming the mundane defenses, magical traps, and sundry monsters that surely live inside. Since this is the stuff adventurers thrive on, no details are provided here. The above sections provide the DM with more than enough information to construct a tower and its defenses. But once the tower is sacked and the defenders are all put to the sword, the usurper must still conquer the tower itself, which is a whole new challenge.

Damaging the Link

Removing items from the Energy Conversion Chamber is the first step to taking over a tower. With the items taken from the chamber, the link between the spellcaster and his tower is already in jeopardy, albeit not immediately. The downside to this, of course, is that the spellcaster who owns the tower is instantly aware of the tampering. All of the items within the Energy Conversion Chamber must be removed before a usurpation attempt can begin.

Usurpation When the Owner Lives

Taking over a tower when the owner is alive is a difficult problem. Not only is she likely to respond to your actions with a great deal of violence and all of the allies at her disposal, she is also going to oppose your ability to attune the tower. Clearly, killing off a tower's current owner is the choice of most usurpers, but this is not always possible.

Wresting control of a tower from its owner is an arduous and dangerous process. To begin the assault, the attacker simply stands within the Energy Conversion Chamber and focuses his mind on attuning the tower to himself. After a single round of such concentration, the battle for the tower begins.

During each round thereafter, both the usurper and the current owner must make an opposed Spellcraft check. The current owner receives a +4 circumstance bonus on these checks as the tower attempts to protect its connection. The loser of each check takes 1d6 points of subdual damage from the effects of the mental battle. The struggle for control of the tower continues until either the usurper or the defender is left unconscious. If the usurper wins, the connection between the tower and its owner is severed. The usurper must still attempt to attune the tower himself, however. If the defender wins, the usurper fails in his attempt to sever the link.

Because the skill checks and damage caused are applied simultaneously, it is possible that both attacker and defender will be rendered unconscious at the same time. In this case, the defender is considered the victor and the tower retains its attunement.

Usurpation When the Owner is Dead

If the owner of a tower is dead, all the usurper needs to do is remove the items from the Energy Conversion Chamber and replace them with items of his own. The usurper may then attempt to attune the tower, as detailed above.

Organizational Templates

Although many arcane spellcasting classes are loners by nature, some seek out others who share their goals and ideals. Others recognize that there is strength in numbers and that their causes – for good or for ill – are better served by working in a group. Still others believe that organizations are the best means to pass on what they know to others of their kind.

Whatever their reasons, arcane organizations are at least as common as their fighting or divine equivalents and they are excellent vehicles for roleplaying. At their most basic level, they can offer a good way to introduce a new prestige class into a campaign, since many prestige classes are closely tied to a small group or organization. They also give the DM a ready source of adventure hooks as well as a method to frame adventures or even entire campaigns. The rootless adventurer is a common enough archetype in fantasy, but it is not especially well suited to a campaign focused on a particular goal or ideal. Organizations provide a framing device that can serve as a backdrop for a campaign. They are likewise a convenient means by which the characters can interact with one another, since they might all belong to the same group or to a collection of related groups with shared goals. Finally, organizations offer an outlet for advancement that is not tied to defeating monsters or dungeon delving. Characters can encounter an entirely different set of challenges as they attempt to advance within their chosen organization.

When using an organization in a fantasy game, it is important to distinguish between membership in the organization and membership in any prestige classes associated with it. The former is represented by adding a template to a character, much in the same way as you would to create certain types of monsters. The following rules explain how to create a character that belongs to an organization, such as the Wizards' Guild. Also included is advice on just how to choose the right balance of requirements and rewards so that a template is not overly powerful compared to others or so weak as to be unsuitable for player characters.

Creating an Organizational Template

The first step to creating an organizational template is having an idea for the organization itself. This idea should be either narrowly focused or at least specific enough that there is a reason for its existence. For example, the Royal Society of Singers and Storytellers is made up only of bards and other arcane performers who have accepted the patronage of a particular king. That is a very narrow focus, making it reasonable as an organization. On the other hand, the Wizards' Guild is not narrowly focused in the same sense. Its members are quite diverse. However, all guild members share a common interest in advancing the cause of magical research (as well as their careers), which is also a good basis for an organization. The DM should bear these examples in mind when creating his own organizational templates.

Ranks

One of the primary benefits of an organizational template is its rank structure. Every organization will have a number of different ranks, which are levels of authority and initiation within the group. Most will have only five ranks, but more are certainly possible, if the DM so desires. Each rank probably possesses a name, which a member may use as a title before his own, as a badge of his position within the organization. The number and names of the ranks is entirely up to the DM and serves only flavor purposes. That is, they have no game mechanical effects. Instead, they are a way to differentiate between organizations and give the characters a chance to mark their progress by appending the title "Master Alchemist" or "Peer" before their names.

Membership Requirements

At each rank, there should be requirements. These requirements must be possessed before the character is allowed to achieve that rank. They are the bare minimum that a character needs before his organization will admit him to the new rank – but there may be other requirements as well. Whether there are is up to the DM and should be based on campaign considerations, such as whether the character in question has ticked off the guildmaster or proven himself an unstable element. In such cases, the DM could reasonably

make the character perform additional deeds or meet other requirements before his superiors will allow him to advance further. Again, this is a roleplaying consideration and should be used only if the campaign warrants it.

The membership requirements themselves can be many things. Most typically they are a few game mechanical milestones, such as base attack bonus, saves, skill ranks, or feats. Their intensity and their number should be linked to both the nature of the organization and the benefits accrued at each rank (see below). In cases where the organization is lenient or where the benefits are especially small, the DM would be wise to make the requirements equally paltry. If, on the other hand, the organization is strict or the benefits are significant, the DM would be reasonable to make the requirements equally impressive.

In general, though, no requirements should be more strenuous than those needed to get into a prestige class. Prestige classes represent elite individuals who have totally devoted themselves to a particular cause, group, or technique. Organizations, on the other hand, are not nearly as taxing on their members – or rarely are. If a character intends to join an organization rather than a prestige class, it is likely he does not want to focus too strongly on a single aspect of his existence. Given that, the DM should try to keep the requirements for membership in a range that is somewhat less than that of a prestige class. This is only a guideline, of course, since it sometimes makes sense for an organization to have stricter requirements, particularly if the rank benefits are impressive enough.

Another consideration is how broadly based the DM wishes an organization to be. It is generally better to make the requirements broad enough that members of many classes and races can join. So, alternative requirements are often appropriate rather than very specific ones that limit which types of characters can join. Again, there are always exceptions to this suggestion and a DM should bear in mind the purpose and role of the organization before making any decisions one way or the other. In the end, what is most important is the integrity of the group itself. The Royal Society of Singers and Storytellers, for example, is very much a

"bard's group," which is why its upper ranks require Bardic Music. The Wizards' Guild, despite its name, is actually much less stringent, since it is geared toward all arcane spellcasters, not merely wizards.

A Note about Requirements and Benefits

Membership requirements and benefits do not stack. That is, if Rank 2 grants a +1 bonus to Will saves and Rank 3 grants a +2 bonus to Will saves, the character does not gain a total of a +3 bonus. Similarly, if Rank 1 requires 3 ranks in Spellcraft and Rank 2 requires 5 ranks in Spellcraft, the character does not need 8 ranks in total. Each subsequent level assumes the requirements or benefits of the previous one. If, for some reason, this is not the case, the DM should make this explicit. None of the sample organizations included in this book break this rule, however.

Benefits

Just as each rank has requirements, so too do they have benefits. These benefits represent the rewards for advancing in the organization's hierarchy. Consequently, they should have real effects in a campaign, whether as a roleplaying device or as a game mechanic. The amount of benefit should be tied directly to the requirements for each rank. An organization with lax requirements should, in general, give fewer and less impressive benefits than those with more strict requirements. Likewise, the type of benefits should make sense within the context of the organization. For example, the Wizards' Guild allows higher-rank members access to its library of ancient tomes. This makes good sense, given the Guild's focus on magical research and development. However, it would have made no sense to give higher rank guild members Disable Device as a new class skill. The DM should try to tailor the benefits to the purpose of the organization.

Like requirements, it is important to keep prestige and other classes in mind when creating benefits. Benefits should be useful, but not so useful that they undermine the rules of the game. Therefore, giving someone free feats or an ability unique to a class are probably poor choices as benefits. In fact, feats and class abilities are good benchmarks for what is too powerful. If a benefit comes close to being as effective or useful as a feat or class ability, the DM should consider revising the benefit. For magical abilities, these should rarely be more powerful than 0-level spells. Otherwise, the uniqueness of the magical classes is undermined. Likewise, bonuses to saves or attack bonuses should rarely be more than +1.

Roleplaying benefits are probably the best way to ensure that membership in an organization does not become too powerful. Indeed, these sorts of benefits are one of the best ways to use these templates. They give the characters a solid grounding in the setting and show that there are other ways to advance than through accumulating experience points. Gaining access to the Guild of Alchemists' laboratories, for example, is a true benefit and one that should be the envy of those barred from it. Similarly, the patronage of a king is worth more than just gold to a member of the Royal Society of Singers and Storytellers.

Drawbacks

Drawbacks are a bit like requirements in that they are things that place a burden on members in the organization. They differ in that they do not necessarily increase with rank and usually have more to do with ideology than with skill. For example, members of the Bringers earn the enmity of those who believe sorcerers are aberrations fit only to be destroyed, while the Sanguine Society must sacrifice the blood of "lesser" beings as a show of devotion to their evil cause.

Drawbacks are tests of the character's devotion and should usually be roleplaying-oriented. Mechanically based drawbacks are possible, of course, but the DM would be well advised to use them only when the benefits are especially good. Depriving a character of an entire school of magic, for instance, should only come as a side effect of especially good benefits.

Drawbacks work hand in hand with requirements. They are a way for the DM to balance out a template's benefits with its requirements. If a group's requirements are minimal and the benefits significant, a good way to balance the equation is by levying some hefty drawbacks. On the other hand, if the membership requirements are already quite strict, adding too many drawbacks might be seen as overkill. Weighing these two elements of the template against one another is an important key to creating a reasonable organizational template for a campaign.

Causes for Expulsion

Also related to drawbacks are the causes for expulsion. These are the reasons why an individual can be kicked out of an organization, as well as the consequences for his being ejected. Typically, failing to live up to any of the drawbacks is cause for expulsion, but they need not be the only one. Many organizations will have ideological or theological reasons to expel members, such as someone defying the teachings of a religion or consorting with the enemy. In the end, almost anything could be a cause for expulsion, depending on the focus and stridency of the organization in question.

When deciding on appropriate causes, the DM needs to bear in mind several factors, not least of which being how orthodox a group is. Some groups give their members lots of leeway in their behavior; others do not. In general, tightly knit groups with a lot of power (and therefore benefits) will be less freewheeling and open to diversity of opinion and action than looser and less powerful ones. As always, there are exceptions to these guidelines and the DM should try not to characterize all his organizations in the same way. Variety is important and there will undoubtedly be many groups that defy easy categorization.

Any character who is expelled from an organization loses the template's benefits immediately. He may also suffer other penalties, such as ostracism or even threats of violence from his former comrades. Some organizations are secret in nature and they do not expel anyone; they merely kill them. This is an extreme example, of course, but demon cults or conspiracies, for example, cannot tolerate anyone who knows their secrets and leaves their ranks alive. No matter what, the DM should note what ill effects might occur as a result of being expelled from an organization, above and beyond the loss of its rank benefits.

The Bringers

Though many wizards are dismissive of them, there is no denying that sorcerers wield powerful magic. Indeed, many sorcerers have proven themselves to be the equal – or better – of their fellow arcane spellcasters. Even so, there is also no denying that sorcerers are different in many ways. Whereas wizards are made through hard work and long study, sorcerers are born. Some say sorcerers carry the blood of dragons in their veins. Others suggest they are fiendish or even celestial in origin. Whatever the truth, the Bringers exist to find potential sorcerers (whom they call "the Gifted") at a young age in order to train them to use their innate abilities responsibly and skillfully. The Bringers also champion the cause of sorcerers in lands where they are persecuted because they are not like wizards and other arcane spellcasters, a mission that sometimes leads to conflict – and even death.

Membership Requirements

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Apprentice: 3 ranks in Knowledge (arcana); 1 rank in Sense Motive; sorcerer level 1+; oath of secrecy not to reveal the activities of the Bringers

Finder: 5 ranks in Knowledge (arcana); 3 ranks in Sense Motive

Bringer: 5 ranks in Sense Motive; Cha 14+

Adept Bringer: 7 ranks in Knowledge (arcana); 7 ranks in Sense Motive

Master Bringer: Sorcerer level 7+; 7 ranks in Sense Motive

Benefits

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Apprentice: Knowledge of other Bringers in the vicinity, including one Bringer-level member who serves as the character's mentor and guide.

Finder: Access to the Bringers' records of Gifted families and births, granting a +2 circumstance bonus to all Knowledge (arcana) and Gather Information checks relating to the mission of the organization.

Bringer: +1 bonus to Will saves when resisting spells cast by wizards who specifically seek to thwart the mission of the Bringers (including those who advocate violence against sorcerers).

Adept Bringer: +2 bonus to Sense Motive checks when specifically used on a mission to find or protect a person with the Gift whose talents are as yet unrealized.

Master Bringer: +2 bonus to Will saves versus spells cast by any wizard, regardless of his attitude toward the Bringers' mission.

Drawbacks

The most significant drawback that membership brings is the opposition and enmity of many wizardly groups and those allied to them. This drawback is operative only in lands where there is friction between the two types of arcane spellcasters, however. In more remote areas, Gifted individuals – especially children – are viewed with suspicion and fear as agents of fiendish entities. Consequently, Bringers experience not simply prejudice but also violence when working in such lands.

Causes for Expulsion

Actions counter to the mission of the Bringers are the only real reasons a character is likely to be expelled from the organization. Such actions include revealing details of its operations to authorities opposed to sorcerers, as well as anything that places the future of a Gifted child in jeopardy.

The Guild of Alchemists

Magic comes in many forms and not all of it is accomplished with muttered words and arcane gestures. To those who study it, alchemy is the "Great Art" and the culmination of all the sciences. Those versed in its mysteries are boons to society, through their ability to create and identify substances, as well as through their command of base elements, which they refine into purer forms. Indeed, many alchemists believe that theirs is a spiritual calling, for by refining base elements they also learn to refine their own souls and prepare the way for their ascension into a higher form. That lofty philosophy aside, the Guild of Alchemists exists to regulate the practices of alchemists everywhere and to provide them with a forum for their research.

Membership Requirements

To qualify for each rank of this organization, the character must meet the following minimum requirements:
Apprentice: 1 rank in Knowledge (arcana); 3 ranks in Alchemy; a letter of introduction from a present member of the guild, attesting to the character's skills as an alchemist

Journeyman: 3 ranks in Knowledge (arcana); 5 ranks in Alchemy

Alchemist: 5 ranks in Knowledge (arcana); 7 ranks in Alchemy; Brew Potion feat

Master Alchemist: 7 ranks in Knowledge (arcana); 9 ranks in Alchemy

Philosopher: 9 ranks in Knowledge (arcana); 11 ranks in Alchemy

Benefits

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Apprentice: Access to the local Alchemist's Guildhall and the use of its facilities for a fee. Each new member is also assigned a mentor (Alchemist-level member), who is the character's instructor in the guild and its ways.

Journeyman: Access to the guild laboratory, which grants a +2 circumstance bonus on all Alchemy checks while

using it. The lab is also fully stocked with basic alchemical supplies, which guild members may purchase for a nominal fee.

Alchemist: Access to the guild library, which grants a +2 circumstance bonus on all Alchemy and Knowledge (arcana) checks by members working on projects within the confines of the guildhall. The right to petition the guild's governing council to allow non-members access to guildhall facilities, such as the labs and library.

Master Alchemist: +2 bonus to Diplomacy checks when dealing with wizards, clerics, sorcerers, and other alchemists if the encounter relates to the alchemist's field of expertise.

Philosopher: +2 bonus to Reflex saves when attempting to avoid the ill effects of an alchemical experiment gone wrong (whether one's own or another's). At the DM's discretion, this bonus may be applied to traps and other challenges whose effects are similar to those of an alchemical experiment.

Drawbacks

The Guild of Alchemists is a professional organization. Consequently, the guild has a graduated dues structure, in which members must pay an increasing amount per month based on their current status within the guild. The structure is as follows:

Apprentice:	5 gp per month
Journeyman:	10 gp per month
Alchemist:	25gp per month
Master Alchemist:	50 gp per month
Philosopher:	100 gp per month

Causes for Expulsion

It is difficult, though not impossible, to be expelled from the guild. Wanton and reckless disregard for guild labs or property is one such way, even though the nature of alchemical experiments is such that some leeway is granted to most members. Similarly, granting unauthorized access to guild facilities is another crime. The guild is extremely protective of its facilities and does not allow outsiders access to them without the express permission of its governing council. Until a member is Alchemist level, he does not even possess the ability to petition the council for such permission. Finally, interfering with, sabotaging, or stealing the work of a fellow guild member is also grounds for immediate expulsion.

The Royal Society of Singers and Storytellers

The freewheeling nature of bards is a well known and oft commented upon aspect of their character. Indeed, many bards argue that it is these very characteristics that are at the heart of their vocation's ability to perform magic. Take them away – "civilize" them, if you will – and the bard loses the qualities that make him who and what he is. At the same time, kings, nobles, and high priests alike patronize bards and revel in their unsurpassed abilities to sing and tell stories of heroism and adventure. It is thus unsurprising that at least one king has granted his patronage to an entire organization of bards, hoping that the money and influence he provides might not only help bards to improve their abilities but also align themselves more closely with his own goals and vision for the future. After all, every king needs artists and performers to immortalize his deeds for posterity. The Royal Society of Singers and Storytellers is an example of one such organization.

Membership Requirements

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Journeyman: 3 ranks in Perform; the ability to cast 0-level arcane spells; recommendation for membership by an existing member, a nobleman, or the king himself.

Balladeer: 5 ranks in Perform; the ability to cast 1st-level arcane spells.

Tale Singer: 7 ranks in Perform; Bardic Music ability.

Weaver: 9 ranks in Perform; the ability to cast 2nd-level arcane spells; Cha 14+.

Maestro: 11 ranks in Perform; the ability to cast 3rd-level arcane spells.

Benefits

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Journeyman: A monthly stipend of 5 gp per month. Access to the Royal Court for performances.

Balladeer: A monthly stipend of 10 gp per month.

Tale Singer: A monthly stipend of 15 gp per month; +1 bonus to Charisma and Charisma-based skill checks when dealing with connoisseurs of the arts within the kingdom.

Weaver: A monthly stipend of 30 gp per month; +2 bonus to Charisma and Charisma-based skill checks when dealing with connoisseurs of the arts within the kingdom.

Maestro: A monthly stipend of 50 gp per month; +3 bonus to Charisma and Charisma-based skill checks when dealing with connoisseurs of the arts within the kingdom.

Drawbacks

There are two related drawbacks to membership in the Royal Society. First and foremost, members are required, twice per year, to perform for the king and his court in the capital. This performance can be alone or with the assistance of other bards, whether or not they are Society members themselves. The subject matter must, of course, be the king's noble qualities and just rule, although there is some leeway given to members who wish to be "daring" by including his queen or his children or even his ancestors as the subject matter. Similarly, Society members may never accept permanent employment from anyone other than the king. Short-term or commissioned work is acceptable. The king realizes that even bards must occasionally sing elsewhere for their supper. However, no Society member can accept employment from anyone of whom the king does not approve, especially those hailing from nations with whom the kingdom does not enjoy friendly relations.

Causes for Expulsion

Failing to abide by any of the drawbacks mentioned in the previous section is cause for immediate expulsion, unless the member can provide good reason for not doing so. Furthermore, any Society member who uses his bardic abilities to mock or otherwise belittle the king or the kingdom will certainly be expelled – assuming they are not tried for treason first!

The Sanguine Society

Magic is in our blood. So say many sorcerers. They may well be right, although the matter is far from settled in magical circles. There are many theories as to the nature and origin of sorcerous talent, as well as an equal number of opinions about its relative merits compared to other forms of arcane spellcasting. The Sanguine Society is composed of sorcerers who believe that the blood of dragons flows through their veins. This is hardly an unknown theory, but the Society takes its position to an extreme. Because – or so they believe – they are kin to dragons, they are in fact superior to other mortal beings. Like the dragons to whom they are related, they are majestic beings whose birthright is rulership. The Society works to place sorcerers in positions of power and to advance the goals of evil dragons (good ones almost always reject their philosophy) who share their vision of a world ruled by those with sorcerous abilities.

Membership Requirements

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Blood Brother: Ability to cast 1st-level sorcerer spells; must speak Draconic.

Thaumaturge: Ability to cast 2nd-level sorcerer spells; 3 ranks in Spellcraft.

Numinist: Ability to cast 3rd-level sorcerer spells; 5 ranks in Spellcraft; 3 ranks in Knowledge (dragons).

Theurgist: Ability to cast 4th-level sorcerer spells; 7 ranks in Spellcraft; 5 ranks in Knowledge (dragons); 3 ranks in Intimidate.

Blood Lord: Ability to cast 6th-level sorcerer spells; 7 ranks in Knowledge (dragons); 5 ranks in Intimidate.

Benefits

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Blood Brother: Association with a local cell of the Sanguine Society, headed by a Numinist or higher-level member. The cell provides the character with food and lodging (if need be) in return for obedience and aid in completing its missions.

Thaumaturge: Ability to command Blood Brothers and expect absolute obedience from them.

Numinist: Ability to command Blood Brothers and Thaumaturges and expect absolute obedience from them.

Theurgist: Ability to command Numinists and lower-level members and expect absolute obedience from them; +1 bonus to Intimidate checks when dealing with anyone who knows of the Society and its objectives; +1 bonus to Will saves against all fear effects.

Blood Lord: Ability to command Theurgists and lower-level members and expect absolute obedience from them; +2 bonus to Intimidate checks when dealing with anyone who knows of the Society and its objectives; bonus arcane

spells as if the character's Charisma were two points higher. (For example, a character with a 14 Charisma is treated as if he had a 16 Charisma for the purposes of gaining bonus arcane spells.)

Drawbacks

There are two significant drawbacks to membership in the Sanguine Society. The first is that members must regularly "sacrifice" the blood of non-sorcerers to the dragons who work with the Society. The dragons have no need for the blood; this requirement is purely ritualistic. Its purpose is to ensure that Society members maintain a healthy contempt for "lesser" mortals, as well as to keep them in practice of the art of murder. Blood must be sacrificed at least once a month, although the amount varies depending on the whims of the higher-ranking members within a given cell of the Society. The second drawback is the hierarchical nature of the Society. Each rank within the Society has wide powers over those beneath it. Blood Brothers, for example, must obey without question the orders of Thaumaturges and higher-ranking members. If a member does not wish to obey a superior, his only recourse is to kill him – and survive. If he is either unable or unwilling to eliminate his superior, he has no choice but to obey, or face the terrible consequences of disobedience.

Causes for Expulsion

Betrayal of the Society or its members (especially high ranking ones) is the primary cause for expulsion. Not surprisingly, expulsion also brings death, since the Society cannot allow a traitor to live, since he might well reveal details of their inner workings and operations. Betrayal is, of course, rather broadly defined, as is fitting such a paranoid and conspiratorial group. In general, anything that undermines the Society's goals is grounds for expulsion and death. The upper ranks of the Society make all determinations as to whether an action constitutes formal betrayal, so members should avoid upsetting them if at all possible, since even a small misstep if performed in the presence of the wrong senior member may spell the end of their career – and their life!

The Wayfarers

The Wayfarers are not so much an organization as a very eclectic culture of vagabonds and wanderers. Their origins are lost to history, but oral tradition holds that the Wayfarers began as an association of itinerant storytellers and performers who banded together for food and shelter. Over time, they expanded their repertoire to include all manner of roguish activities, as well as the magical arts of illusion and subtlety. Wayfarers pledge to support one another in times of trouble and can never turn away another of their number who asks for assistance – whatever its magnitude. Many Wayfarers make their livings as circus performers and traveling minstrels. They are welcomed in most civilized areas, although some villagers quite rightly worry about their well-known moral laxity. Wayfarers enjoy both pleasure and material comforts – preferably someone else's.

Membership Requirements

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Cousin: 3 ranks in Bluff, Perform, or Pick Pocket. Acceptance by a Wayfarer band, which may impose a test of loyalty as well.

Sister*: Ability to cast 1st-level arcane spells. 3 ranks in two of the following: Bluff, Perform, or Pick Pocket.

Aunt*: 3 ranks in each of the following: Bluff, Perform, and Pick Pocket.

Mother*: Ability to cast 2nd-level arcane spells. 8 ranks in Perform.

Mistress*: 11 ranks in Perform; 5 ranks in Bluff and Pick Pocket.

*Or Brother, Uncle, Father, and Master.

Benefits

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Cousin: Association with a Wayfarer band, which provides the character with minimal food and lodging, as well as a promise of assistance in times of genuine need (including access to equipment and magic items). A bonus language known as Wayfarer's Cant, a pidgin used among members of the culture.

Sister: A bonus 0-level arcane spell known from those to which the character has access.

Aunt: +1 competence bonus to all Bluff checks.

Mother: A bonus 1st-level arcane spell known from those to which the character has access.

Mistress: +2 competence bonus to all Bluff checks.

Drawbacks

Wayfarers face several drawbacks. For one, their itinerant culture is viewed with suspicion by many law-abiding folk, who see the Wayfarers as little more than criminals. It is not uncommon for witch-hunts and inquisitions to spring up to combat the "perfidy" of the Wayfarers, who are seen as corrupting influences on the young and impressionable. Many genuine criminals use the Wayfarers' reputation as a cover for their own activities, which only further reinforces this distrust. Secondly, Wayfarers are expected to aid their fellows however possible in times of need. This does not mean they cannot exercise caution or good judgment, but they cannot refuse a legitimate request for assistance. Third, Wayfarers are expected to share their possessions with their band members in times of need. This is not true communal ownership, but Wayfarers have a weak understanding of private property, which is why they do not recognize the "requisitioning" of needed supplies as stealing. Finally, no Wayfarer may establish a permanent residence in any locale. To do so is contrary to the culture's peripatetic nature and ends the character's association with it. This is not expulsion as such, since the Wayfarers may (or may not) remain friendly to him. Rather, it is a recognition that one can never be a true member of a band unless one is rootless and forever on the road.

Causes for Expulsion

Few Wayfarers are ever expelled. The culture is far too diffuse and chaotic to hold to a strict hierarchy. The authority of Mothers and Mistresses is regularly flouted by those beneath them. In fact, the concept of rank means little to Wayfarers, who often ignore the pronouncements of their elders. Particularly troublesome Wayfarers are exiled from a band and told never to return. They may seek out other Wayfarers elsewhere and, if accepted, go about their lives much as before. Only someone who deeply betrays their band – by turning them into legal authorities, cheating them out of money, or refusing aid – is ever treated to harsher justice. Such individuals are rarely killed outright. Instead, they are branded with an *arcane mark* that reveals their treason to other Wayfarers, who will undoubtedly shun them as well.

The Wizards' Guild

Wizards can be a clannish – some would say elitist – lot. Most prefer the company of their own kind and question whether non-spellcasters can have any true understanding of their unique vocation. The Wizards' Guild was thus established to meet the needs of wizards (and a small number of sorcerers – there is no explicit bar against their membership). The guild affords spellcasters a place where they can meet their fellows, discuss the latest magical theories, and hone their talents to the best of their abilities. In addition, the guild provides arcane spellcasters with access to a vast array of wizardly resources in the form of its other members, some of whose knowledge and experience is invaluable. Unsurprisingly, the guild has a reputation for snobbery and being an "old wizard's club" that favors traditionalism over innovation.

Membership Requirements

To qualify for each rank of this organization, the character must meet the following minimum requirements:

Apprentice: 3 ranks in Knowledge (arcana); 3 ranks in Spellcraft; arcane spellcaster class level 3+; a letter of introduction from a present member of the guild, attesting to the character's ability and good character.

Journeyman: 5 ranks in Knowledge (arcana); 5 ranks in Spellcraft.

Guild Wizard: 7 ranks in Knowledge (arcana); 7 ranks in Spellcraft.

Esteemed Wizard: 9 ranks in Knowledge (arcana); 9 ranks in Spellcraft; Spell Focus feat.

Peer: Two Spell Focus feats; election by the existing Rank 5 members of the guild.

Benefits

Immediately upon being inducted to each rank of this organization, the character gains the following benefits:

Apprentice: Access to the local Wizards' Guildhall and the use of its alchemical and research facilities for a fee.

Journeyman: Access to the guild library, which grants a +2 circumstance bonus to the Knowledge checks of members who research a topic before undertaking it.

Guild Wizard: Permission to recommend new members to the guild's Board of Peers; +1 bonus to all Intimidate or Diplomacy checks when dealing with arcane spellcasters who are not members.

Esteemed Wizard: +2 bonus to all Intimidate or Diplomacy checks when dealing with arcane spellcasters who are not members; permission to buy and sell magic items from other members of the Guild.

Peer: Lifetime free access to the guildhall's services; waiver of monthly dues; position on the Board of Peers, which approves or rejects all new memberships and acts as a jury in misconduct cases; +3 bonus to all Intimidate or Diplomacy checks when dealing with arcane spellcasters who are not members.

Drawbacks

The Wizards' Guild is a professional organization. The guild expects its members to pay a monthly fee in order to avail themselves of its services (above and beyond any incidental fees they may acquire). The fee structure is as follows:

Apprentice:	10 gp per month
Journeyman:	20 gp per month
Guild Wizard:	40 gp per month
Esteemed Wizard:	80 gp per month
Peer:	Free

In addition, members of the guild sometimes encounter hostility from spellcasters who are either not members or whose applications for membership have been rejected. These individuals are rarely cowed by the prestige and influence of the guild and sometimes go out of their way to embarrass or stymie guild wizards.

Such actions rarely result in violence, but such situations are not unknown.

Causes for Expulsion

Members who act in a fashion so as to bring the guild into disrepute are immediately expelled, since the Board of Peers places great stock in its reputation. Likewise, members who publicly malign other members (whatever their alignments or other affiliations) are expelled. The goal of the guild is to increase the esteem in which arcane spellcasters are held, as well as to advance their individual goals and agendas. Anytime a member acts against that goal, there is the risk of expulsion. Finally, members are expected to keep the secrets of other members and to refrain from revealing them under any circumstances. The Board firmly believes the guildhall should be a place of respite and relaxation, where wizards and sorcerers can unburden themselves without fear that one of their comrades will tell tales out of school. Breaking this expectation of confidence is a cardinal sin that is sometimes punished with more than simple expulsion.

CHAPTER FIVE
ITEMS OF POWER

This chapter contains information on several new items of power. The first of these, expendable foci, help wizards control and shape the forces of the magic they wield. The second type of item is the font of power, an arcane power source that can be tapped by those who understand its nature. Finally, eldritch staffs are presented. These personal items of power mold themselves to the wizards who wield them, augmenting some abilities beyond their normal scope and limiting others that are of lesser interest to their arcane masters.

All text in this chapter is designated closed content. All rules-related material derived from the d20 System Reference Document is designated **Open Game Content**.

EXPENDABLE FOCI

Power is the currency of magic. Even the greatest of wizards runs out of it eventually, leaving him unable to toss even the simplest of spells. While scrolls, potions, rings, and wands are all a great help, very few of them are able to assist the mage with what can be one of the greatest drains upon his magical energy – metamagic.

While metamagic is highly useful, it can also cut deeply into a spellcaster's available spell slots. Is it worth maximizing that *fireball* if it reduces your overall number of available spells? For wizards, moreso than sorcerers, the dilemma lies in preparation. Without knowing the dangers he is going to face in a given day, a wizard may hamstring himself by relying too heavily on metamagic and restricting the range of spells available for his use. The sorcerer is not out of the woods, either, because metamagic increases the casting time of his spells, preventing their use when the caster is pressed for time.

The expendable focus is the answer to these problems. Charged with magical energy, it can be used to release that energy to power metamagic feats. By relieving the drain on a spellcaster's personal energies, the focus allows the spellcaster to use metamagic whenever it is needed, without depleting his spell slots.

In this section, a system for creating these expendable foci is presented, along with information on their use within the game.

Focus Types

There are three types of foci: rings, talismans, and potions. Rings are by far the most flexible type. A ring contains only generic energy, which can be used to fuel a variety of different metamagic feats. Talismans are more restricted, as their energy is focused to provide only a single type of benefit. Potions are even more inflexible, as the energy they contain may only be used for a single purpose and each potion can only be used one time.

Using a Focus

A focus is, in the most general terms, a receptacle of magical energy. Using a focus is a simple matter of releasing the energy it contains, then harnessing that energy for use in spellcasting. When handled properly, this energy is used to power metamagic feats, relieving the spellcaster from the need to expend spell slots for these augmented powers. Unfortunately, using an expendable focus is not always a sure thing and can lead to some unexpected results for the careless or novice user.

Using a Ring

In order to use the energy contained within an expendable focus ring, it must be worn while the command word is spoken. Activating a ring focus is a standard action that does not provoke an attack of opportunity. The energy, once released, must be used to augment a spell cast in the next round in order to avoid losing the power and possibly starting a manafire (see below). A ring may be used until the energy it contains is completely expended, at which point the ring crumbles to dust immediately.

Using a Talisman

The talisman is a simple magical item, typically worn on a chain around the caster's neck. The talisman is activated by wearing it and speaking a command word; activating a talisman is a standard action that does not provoke an attack of opportunity. As with a ring, the energy released from a talisman must be used during the following round to augment a spell in order to avoid losing the energy and starting a manafire. A talisman can only be used until the energy it contains is completely expended, at which point it crumbles to dust immediately.

Using a Potion

The expendable focus potions are good only for a single use – drinking them is a standard action that does provoke an attack of opportunity. Once the potion is imbibed, the caster must use the energy released to augment a spell cast in the following round. Failure to release this energy may cause serious injury to the drinker.

Using Multiple Expendable Foci

Because each focus can only contain a certain amount of magical energy, there are times when it is beneficial to release power from more than one item. The limitation is the time factor – releasing energy from a focus is a standard action, which severely limits the number of levels that can be released each round.

As long as the character is able to control the power he releases (see manafire, below), there is no limit to the number of foci from which he may draw power. As more energy is released, however, more time passes, and the power becomes increasingly dangerous.

Magical Energy

The benefit of an expendable focus is the nature of the energy it contains. Unlike a scroll, potion, or most other magic items, the expendable focus is a simple repository for magical energy. This energy is measured in levels, and the number of levels of energy contained within an expendable focus determines its usefulness.

When the energy is released from an expendable focus, it is immediately available for use by the creature that releases it. The energy can only be used to power a metamagic feat and only a metamagic feat the character possesses.

For every level by which a metamagic feat raises the spell slot of a spell, the spellcaster requires one level of power from the expendable focus. This is modified by the level of the spell being cast, however. Add one-half of the spell's level, rounded down, to the above amount to determine the number of levels that must be extracted from the expendable focus. Because this energy is released before the spell is cast, the level of the spell is always its base level, not its level modified by feats such as Heighten Spell.

As an example, a spellcaster that wishes to use the Enlarge Spell feat (which increases the required spell slot level for the spell by one) on a *fireball* (a 3rd-level spell). The caster would have to draw one spell level from the focus to pay for the Enlarge Spell feat, and one spell level for the *fireball's* level (one-half of three, rounded down). To successfully cast the enlarged *fireball*, then, the caster must withdraw two levels of energy from his expendable focus.

MANAFIRE

When energy is released from an expendable focus, it suffuses the air around the caster (or the caster herself in the case of a potion) with magical energy. This power is very unstable and, unless used quickly, has the potential to react violently with the mundane atmosphere. Such unfortunate happenings are dubbed manafire and are often quite deadly.

Whenever energy is released from an expendable focus, it must be used to provide the power for a metamagic feat before the end of the next round. If it is not used, the spellcaster must attempt to retain control over the power so that it does not erupt into a burst of manafire. This requires a Concentration check (DC 10 + 1 per level of energy released + 1 per round since the energy was released), which may be performed as a free action. If the check is successful, the energy remains around (or within) the caster, a volatile mix of power just waiting to explode.

If the caster adds more energy to the previously released power, only one Concentration check is made each round – the DC is based on the total number of levels currently awaiting use and the total number of rounds since the first energy was released. Thus, if a caster releases four levels of energy in Round 1, but chooses not to use it during Round 2, at the beginning of Round 3 he must make a Concentration check (DC 10 + 4 for the released levels + 2 for the number of rounds passed since the energy was released). During Round 4, our brave caster releases an additional four levels of energy from another focus. At the beginning of Round 5, he must make a Concentration check (DC 10 + 4 for the initially released levels + 4 for the number of rounds since the first energy was released + 4 for the additional levels released in the previous round).

While it is possible to release a considerable amount of energy using multiple foci, doing so is only for the skilled or foolhardy. Characters with inadequate Concentration skills will find themselves failing rather quickly – and then find themselves at the mercy of manafire.

When a Concentration check fails, the result is a blast of manafire that roars through the caster. The spellcaster must immediately make a Will save (DC 15 + 1 for every level of energy released but not used) when manafire erupts. If this save fails, the spellcaster suffers one hit point of damage per level of energy released but not used and is stunned for 1d4 rounds from the disorienting rush of exploding power.

If the manafire is caused, even if only in part, by spell levels released from the drinking of one or more potions, the damage is much more severe. If the Will save (DC as above) is failed, the spellcaster immediately suffers 1d4 hit points of damage per level of energy released but not used and is considered stunned for 1d6 rounds.

Casters who fall unconscious as a result of manafire damage lose all spellcasting ability for the day, just as if they had expended all of their available spell slots or prepared spells.

Creating an Expendable Focus

An expendable focus is much simpler to create than a standard magic item. It does not create an effect, but simply stores energy that can be used by spellcasters in very specific ways. Unlike a magical sword or suit of armor, the expendable focus can be created with few tools and requires more time and effort than material components.

These items can be created with equipment no more sophisticated than a small fire, and the ingredients and materials required are quite common and available in any town with more than 1,000 or so inhabitants.

Which is not to say that the creator will not benefit from more refined surroundings. If the focus is created in a laboratory, the caster receives a +2 circumstance bonus to all rolls made while creating an expendable focus.

Creating an Expendable Ring Focus

As the most flexible type of expendable focus, rings require more preparation time and a greater investment of materials than the other types. To create an expendable ring focus, the caster must have the Forge Ring feat and must follow the steps below:

Acquire the ring: The value of the ring is crucial to the overall capacity of the focus it becomes. Use the following chart to determine how valuable the ring must be in order to contain the desired magical energies. Any attempt to store more energy in a ring than its value allows automatically fails.

# of Levels	Required Value
1	10 gp
2	40 gp
3	90 gp
4	160 gp
5	250 gp
6	360 gp
7	490 gp
8	640 gp
9	810 gp
10	1,000 gp

# of Enabled Feats	Value Multiplier
1	x1
2	x1.5
3	x2
4	x2.5

Note that the value of the ring is first calculated based on the levels of energy it can hold. The value of the ring is then multiplied based on the number of different feats the ring can be used to power. The more versatile the expendable focus is, the more expensive it is to create. Remember: the spellcaster creating the ring must possess the feat he wishes to enable the ring to power. Without the knowledge of how the feat works, the creator cannot create a focus to fuel it.

The actual composition of the ring is unimportant. A plain copper ring is often used for a small expendable focus, while gem encrusted rings of gold are common for the most powerful expendable foci.

Treat the Ring: Before a ring can absorb magical energies, the spellcaster must treat the item with his blood. This process binds the focus to its creator. For

every level of energy contained within the focus, the spellcaster must sacrifice one hit point. This hit point will not heal until the ring focus is destroyed, as it is necessary to contain the magical energy within the ring. The process of treating the ring requires one hour per hit point sacrificed and always succeeds.

Charge the Ring: After a ring is treated, it is ready to accept the magical energy it is going to store. A treated ring will remain ready to accept energy for a year and a day after it is treated. If it is not charged within that time, it becomes nothing more than a normal ring and the hit points sacrificed by its creator begin to heal as normal.

Charging the ring requires a variable amount of time to complete, based in part on the number of levels to be stored and in part on the skill of the creator. The creator focuses his mental energies on the ring, striving to infuse it with a fraction of his own power. The process is not without danger, however, nor is success guaranteed.

Once the spellcaster begins the process of charging the ring, he must push through to the end. At the end of every hour of the process, the creator must make a Spellcraft check (DC 20). If he succeeds, one level of magical energy is stored within the focus.

The spellcaster may continue this process for up to eight hours without penalty. For every additional hour, however, the DC for the Spellcraft check increases by one. If the creator ever fails three of these checks in a row, the process ends as he collapses into an exhausted stupor. Spellcasters who exhaust themselves in this way are considered stunned for a full 24 hours, after which they are able to resume activity as normal.

Whenever a spellcaster stops the charging process, either voluntarily or because he collapses from the strain, the focus is considered complete.

Creating an Expendable Talisman Focus

To create an expendable talisman focus, the caster must have the Craft Wondrous Item feat. The steps for creating a talisman are the same as for creating a ring, with the following exceptions:

- The talisman used to create the focus must have a value based on the number of levels of energy it can contain, as shown in the following chart:

# of Levels	Required Value
1	20 gp
2	40 gp
3	60 gp
4	80 gp
5	100 gp
6	120 gp
7	140 gp
8	160 gp
9	180 gp
10	200 gp

- A talisman can only fuel one feat, decided upon at the time of its creation. The talisman's creator must know the feat at the time the talisman is created.
- The time needed to treat the talisman is equal to one hour for every two levels of stored energy.

Creating an Expendable Potion Focus

Potions are the least expensive, easiest to create foci, simply because they are so limited in scope. The creator must have the Brew Potion

feat. Creating an expendable potion focus works the same as for creating an expendable ring focus, with the following exceptions:

- The raw materials needed for creating a potion are readily available – it is the magician's blood that provides the magical spark necessary to store the energy within the potion. The materials do have a cost, however, and a magician must spend 10 gp per level of energy the potion will contain to acquire these components.
- A potion can only fuel one feat, decided upon at the time of its creation. The potion's creator must know the feat at the time the potion is created. In addition, the potion may only hold enough energy to fuel the chosen feat a single time. Because the amount of energy required to power a feat is partly dependent on the level of the spell the feat affects, the creator must determine at the time the potion is made what level of spells it will be used to augment.

  The potion can then only be used to augment spells of that level. If it is consumed when the spellcaster has no spells of the proper level available for casting, the potion immediately erupts into manafire, as detailed above. The spellcaster is still allowed the Will save to prevent the damage to himself, but is not allowed a Concentration check to attempt to contain the blaze.
- The time needed to treat the potion is equal to one hour for every three levels of stored energy.

Creating an Expendable Focus That Can Be Used by Others

In general, an expendable focus is only useful to the mage who creates it. Other casters cannot release the energy it contains, unless special measures are taken.

The creator of an expendable focus can, at the time the item is created, spend a few more gold (and some experience) in lieu of using his own life force to power the focus. The following changes are necessary to create a focus that can be used by another spellcaster.

- The cost of the focus is tripled, as more exotic materials and more elaborate preparations are required.
- The focus must be created in a magical workshop. While a normal expendable focus can be created with nothing more than a fire and a handful of easily obtainable items, a focus that can be used by others requires a great deal more care to create.
- Instead of sacrificing his blood, the creator must instead sacrifice 50 XP for every level of energy contained within the focus.

Other than the above changes, the process for creating a focus useful to all casters is the same as the process for creating a normal expendable focus. Note that even though the creator of an expendable focus may have a feat, the user of the focus must have the same feat to use the expendable focus.

Fonts of Power

Magic is power – the power to transform reality, to lay waste to your foes, and to elevate yourself into positions of influence of which few can even dream. And yet, it is poorly understood. For most arcane spellcasters, it is enough to know that magic exists and can be manipulated through the use of particular words, gestures, and material sacrifices. Where the power comes from is unimportant to such mages, all that matters is the end result.

This section provides more detailed explanations for the origins of magical power and its use amongst the arcane adepts. The information in this section provides several frameworks for magic, none of which should be regarded as the One True Way. The provided systems are simply a handful of ways to describe what it is that wizards, sorcerers, and bards do and to provide additional flavor for spellcasters.

The Types of Magical Energy

Magic relies on various types of energy to perform its seemingly miraculous feats. While it is impossible to provide a detailed description of every type of magical energy known to mortals, the following are a few examples that can be used for classifying magical energy.

Sorcerous Bloodlines

Because sorcery is in the blood, it seems only natural that it should run in families. When using fonts of power, DMs may find it adds a great deal of flavor to their campaign if sorcerers within the same family all share similar magical traits. In this case, the source of energy is considered ubiquitous and is only available to members of the family. Fonts of power should be tied to the family, such as ancient estates, strange statues of the family located in isolated hilltop shrines, or even caverns in which the forebears of the family first plumbed the secret depths of the magical world.

More information on sorcerous bloodlines and their use in your campaign can be found in the Constructing an Energy Source section below.

Elemental Energies are those derived from natural forces of the world. Fire, wind, water, and earth are the primary elemental energies, each of which is particularly favorable for performing a particular type of magic. This power source is one of the most common for arcane spellcasters, as it is in abundant supply. Wherever one of the four elements can be found, so too can be found the elemental energies necessary to craft powerful spells. The disadvantage to this type of magic is its lack of subtlety. The elemental forces are renowned amongst mages for their raw power, not for their intricate magical effects.

In places where multiple planes touch there exists a certain amount of friction. This friction, in turn, liberates magical energies, which can be harnessed by those who know them. This **planar energy** is potent for various types of summoning magic as well as for traveling spells, but it lacks strong ties to any particular plane of existence.

Graveyards, slaughterhouses, and battlefields are all potent sources for **necromantic energy** that can be harvested to create effects that alter the cycle of life and death. Mages who focus on this type of energy, however, also master some minor healing abilities and are even able to return life to the dead in some cases. Though they will clearly never replace a cleric as the healer of an adventuring party, they can provide a bit of aid when it is most needed.

The types of energy presented above are very general. After taking a look at how these very generalized sources of power affect spellcasters, players and DMs alike will have the tools they need to create detailed, campaign-specific sources of power for their own games.

The Magnitude of Power

In addition to the source for magical energy, it is also important to understand that not all power sources are created equal. Perhaps in your campaign necromantic energies are far and away the most powerful type of magic, while divine energies are stunted by the encroachment of death into the multiverse. By combining the various energy types with the following power magnitudes, a unique picture of the magical forces in your game begins to emerge.

Constrained power sources are available only within very specific areas. Once outside their area of influence, the power of these energy types drops dramatically and becomes useless. Only rarely do these sources provide energy beyond a mile from the place of power. A constrained power source indicates a very localized source of power that does not extend far into the surrounding environment. Perhaps the birthplace of a powerful leader becomes a source of mortal energy as he rises to power, or the tree upon which a saint is hanged becomes a focal point for divine energy.

Energy types that exist throughout the world, but appear in very small quantities, are known as **diffuse** power sources. The limit on this type of source is not distance, but magnitude. Those who draw upon diffuse power sources may never cast spells of greater than 3rd level without the assistance of magic items or scrolls.

Ubiquitous power sources are available everywhere in great enough quantities to allow the casting of spells all the way up to 9th level. In most campaigns, ubiquitous energy types are the default – if a caster attunes himself to an

energy type with this power source, he will be able to draw upon its powers wherever he travels in the campaign world.

In some cases, an energy type is not only available everywhere, it permeates the very world and is available in considerable quantities for very little effort. These **potent** power sources also tend to drown out other energy types, making them much more difficult to draw upon.

Overwhelming power sources exist in such quantity, and of such magnitude, that opening one's self to their flow of energy can be physically and mentally damaging. In environments where overwhelming power sources are available, mages take a great risk drawing upon them – burning away one's physical form is a distinct possibility when attempting to gain benefits from powers this great.

For each type of energy available in the campaign, the DM should determine the magnitude of the power source. Any energy type with a power less than ubiquitous will be quite limited and may be best suited for use by NPCs who do not need the freedom required by most player characters. On the other hand, potent and overwhelming power sources are quite acceptable, as they bring their own drawbacks to the table along with their benefits.

Drawing Upon the Power

In most cases, the standard spell lists and generic energy types presented in the core rules should exist in the world alongside the various types of energy and the mages who attune themselves to the fonts. Attuning to a font of power requires a dedication to a power that not all spellcasters feel. Just as not every wizard specializes in a school of magic, not every spellcaster learns to tap directly into the various fonts of power.

Sorcerers are the most likely to tap into the fonts of power. Guided by instinct, they adopt the use of the first path of magic they stumble across and give themselves over to it wholly. This leads to the sorcerer bloodlines, wherein sorcerers from the same family are often proficient with the same spells and share many of the same magical characteristics. See the Sorcerous Bloodline sidebar for

more information on this aspect of the fonts of power.

Bards occasionally draw upon magical energy sources, but are much less likely to do so than sorcerers. Though they gain some of the benefits found later in this section, bards simply do not learn powerful enough magic to make such dedication worthwhile. With their lower spell limits, a bard who pushes a spell back a level or two in exchange for a more powerful version may never have the chance to learn the spell at all.

Wizards are capable of attuning themselves to a font of power, but are loathe to do so because of the limitations placed upon them by the power source. Because power sources are unconcerned with magical schools, it is quite rare for a specialist wizard to use a font of power – the limited spell selection becomes even worse when the favored spells of a power source fall into a school the wizard is no longer able to cast.

Because each font of power comes with its own drawbacks, using such an energy source is as simple as making a choice (with the DM's approval, naturally). Spellcasters who choose to bind themselves to an energy source are immediately brought into accordance with the restrictions for that power source. Any spells that are known by the spellcaster but are unavailable with the energy type to which he is attuned are immediately lost; the spellcaster is treated as if he never knew those spells for purposes of determining the total number of spells known and learning new spells.

The Fonts

For each type of energy in a world, regardless of its magnitude, there are one or more fonts of power. These fonts are physical representations of the energy that flows from them, and they are thematically linked to the energy they provide. Though the precise form of a font is unimportant, the effects of the font are critical to the success or failure of a spellcaster.

This is especially true for constrained power sources. Limited in their scope, they only provide spell energy to casters who are within one mile of a font of the appropriate energy type.

When within this range, the caster is able to cast any spell he knows, of any level. For every mile the spellcaster travels outside this area, however, the maximum level of spells he can cast is reduced by one. At two miles, for example, he may only cast 8th-level spells, and at four miles distant, he is only able to cast 6th-level spells, and so on.

The diffuse energy sources work exactly like constrained power sources in regards to their fonts, though they are always able to provide at least 3rd-level spells to those attuned to them.

The fonts of ubiquitous, potent, and overwhelming power sources are places of great energy within which mighty effects may be performed and objects of amazing power are constructed. These fonts radiate energy so intense that staying within them for any length of time is physically hazardous for characters. Dallying too long in one of these places of power is a sure way to end one's existence as a screaming torch of radiating arcane power.

Benefits of the Fonts

When within one mile of a font, spellcasters attuned to its energy type are able to perform impressive feats of magic. The following benefits apply, regardless of the magnitude of the font's power source:

- The cost of metamagic for spontaneously cast spells, or those prepared within one mile of the font, is reduced by one level, to a minimum of one level. Spells that must be prepared only receive this benefit if they are prepared within range of the font.
- Experience costs for a spell are reduced by 10% if cast within one mile of the font.
- All random or variable numeric effects of a spell are increased by +1 while within range of the font.

The following effects are available to casters within one mile of a font for a power source that is not diffuse. These effects only apply to spells cast by those attuned to the font's energy type:

- When a spell is spontaneously cast or prepared within one mile of the font, the effective spellcaster level of its caster is considered one higher for purposes of determining all level-dependent effects, such as range, damage, or duration.
- The experience cost of magic items created within one mile of the font is decreased by 10%. A magic item must have a prerequisite spell that is a focus spell for this energy type in order to receive this discount.
- When a spell is spontaneously cast within one mile of the font, the spellcaster may extend its duration by expending additional spell slots. For each sacrificed spell slot, the spell's duration is increased by one round per level. The caster must choose how many slots, and what level of slots, to sacrifice at the time the spell is cast. These slots are expended at the time the spell is cast. Spells with a duration of instantaneous cannot be extended.

The following effects are available to casters within one mile of a font for a power source that is not diffuse. These effects only apply to spells cast by those attuned to the font's energy type and only those spells that are marked as focus spells for that energy type:

- Any single metamagic feat with a level increase of one or less may be applied, without increasing the spell's level or casting time, to any focus spell that is spontaneously cast or prepared within one mile of the font. Other metamagic feats may be applied to the spell as normal, but the level increase cost must be paid.
- On a successful Spellcraft check (DC 20), the caster may immediately recast any focus spell of 5th-level or lower that was cast in the preceding round without needing to expend another spell slot to do so.
- Any tower constructed within one mile of the font is much easier to defend from usurpation than normal. The defender of such a tower gains a +4 circumstance bonus to all Spellcraft checks when defending the tower from usurpation.

The following effects are available to casters within one mile of a font for a power source that is potent or overwhelming. These effects only apply to spells cast by those attuned to the font's energy type and only those spells that are marked as focus spells for that energy type:

- Any single metamagic feat with a level increase of two or less may be applied, without increasing the spell's level or casting time, to any focus spell that is

spontaneously cast or prepared within one mile of the font. Other metamagic feats may be applied to the spell as normal, but the level increase cost must be paid.
- For each level of spells the spellcaster is able to cast, one focus spell may be cast without the need for preparation and without expending a spell slot. Note that this spell may not be modified by metamagic feats, even those gained from proximity to the font.
- The experience cost of magic items created within one mile of the font is reduced by 15%. In order to gain this bonus, the item must be wholly created within one mile of the font. In addition, the magic item must have a prerequisite spell that is a focus spell for this energy type in order to receive this discount.

The following effects are available to casters within one mile of a font for a power source that is overwhelming. These effects only apply to spells cast by those attuned to the font's energy type and only those spells that are marked as focus spells for that energy type.

- The experience cost of magic items created within one mile of the font is reduced by 15%. In order to gain this bonus, the item must be wholly created within one mile of the font. In addition, the magic item must have a prerequisite spell which is a focus spell for this energy type.
- Material components worth less than 500 gp are not needed when focus spells of the appropriate energy type are cast – the power provided by the font itself is sufficient to replace these material components.

Clearly, there are many benefits available to casters able to position themselves near a font that provides an energy type to which they are attuned. The decreased cost of creating magic items, at the very least, is often enough incentive for a spellcaster to construct a tower within range of the font. Unfortunately, the more powerful the font, the more dangerous it is to remain near it for long periods of time.

Dangers of the Fonts

Exposure to a font can be dangerous. Though the energy it provides is clearly beneficial for the work a spellcaster must do, the price of that power is often too dear. The following dangers apply to all fonts:

- After eight hours within range of the font, spellcasters attuned to the font suffer 1d4 hit points of subdual damage every hour. This damage will heal normally when a spellcaster moves more than a mile from the font, but it does not heal at all while he remains within range of the font. This damage may be avoided if the spellcaster is within a tower he owns. Subdual damage caused as a result of exposure to the font while outside the tower will heal normally if the caster returns to his tower.
- Each time one of the abilities above is used to enhance a spell, the spellcaster suffers one hit point of subdual damage. The strain of drawing so much energy into a spell is not usually deadly, but the pains of repeated stressors can seriously injure the unwary. This damage will heal normally, but only after the spellcaster moves more than one mile from the font.
- All spells cast to detect magic or magical auras are useless within range of the font. There is simply too much stray magical energy loose in the area for these spells to operate with any effectiveness at all.

The following dangers apply to a one-mile radius area surrounding a font for a ubiquitous, potent, or overwhelming power source. These dangers are in addition to those listed above:
- Whenever one of the abilities above is used to enhance a spell, the spellcaster suffers one hit point of subdual damage for every three levels of the spell being cast – this always causes at least one hit point of subdual damage when a spell is cast. This damage will heal normally, but only after the spellcaster moves more than one mile from the font.
- The spell resistance of any arcane spellcaster, not just those attuned to the appropriate power source, is reduced by five while they remain within one mile of the font. The raw amount of arcane energy disrupts even the hardiest resistance to magic.

The following dangers apply to a one-mile radius area surrounding a font for a potent energy source:

- For every hour spent near the font, a spellcaster attuned to the energy source powering the font suffers one hit point of subdual damage. This replaces the normal subdual damage caused by proximity to a font after

eight hours. Spellcasters who are not attuned to the font's energy source suffer one hit point of subdual damage for every three hours spent near the font. This damage may be avoided if the spellcaster is within a tower he owns. Subdual damage caused as a result of exposure to the font while outside the tower will heal normally if the caster returns to his tower.

- Whenever one of the abilities above is used to enhance a spell, the spellcaster suffers one hit point of subdual damage for every two levels of the spell being cast. This danger replaces the damage taken for every three levels of the spell as detailed above.

The following dangers apply to a one-mile radius area surrounding a font for an overwhelming energy source:

- Whenever one of the abilities above is used to enhance a spell, the spellcaster suffers one hit point of subdual damage for every level of the spell being cast. This danger replaces the damage as detailed for potent energy sources above.

Appearances of Fonts

No two fonts appear the same, though each font is clearly linked to the energy source with which it is associated. Necromantic foci, for instance, normally appear as tombstones, gallows, or even skeletal remains. Life foci, on the other hand, are most often in the form of fruit, tilled fields, streams, or other signs of life. Elemental foci are the most varied, ranging from small lava flows to crystal pools of water to geysers of steam or massive boulders.

Regardless of how they look, though, anyone attuned to the same energy type as that which supplies a font with power is able to immediately identify the font when it is seen. Even before the font is identified, however, its effects can be felt. As soon as an attuned spellcaster comes within one-mile of a font he is aware of the energy in the area and may begin making use of it as he sees fit. Each font has a limited amount of power to give, however.

Resource Scarcity and Competition

Every energy source will likely provide energy for many fonts. Fonts tend to appear at random,

however, which means many of them are hidden deep below the earth, lost amid the shifting dunes of the deep desert, or even up above the clouds. When a font is found in an accessible spot, it quickly becomes a commodity for all mages in the area, especially those who craft magical items.

Unfortunately, fonts can only provide benefits to a limited number of mages, based upon the strength of their power source. A font for a constrained energy source, for example, can only provide enough energy for one mage to gain its benefits. Fonts linked to diffuse energy sources can support two spellcasters at a time, while fonts tied to ubiquitous energy sources can support as many as five spellcasters. The fonts of potent power sources provide enough power to support 10 spellcasters, while those of overwhelming power sources can power up to 20 spellcasters at a time.

When determining which spellcasters in an area receive the benefits of being near the font, time is the most important element. Those who arrived in the area first receive the benefits and will continue to receive them until they move a mile or more from the font.

Level is of secondary consideration and is used to break ties. If two arcane spellcasters enter the power radius of a font at the same time, the higher-level spellcaster receives the benefits of the font a fraction of a second before his companion. For those spellcasters who create magical items, the fonts are a natural resource that is worth fighting – and killing – over.

The Benefits of the Energy

While fonts are the physical manifestations of the magical energy that powers spells, the benefits they provide are secondary to the effects of the energy itself. In this section, the details of attuning to an energy type are discussed, along with the benefits provided. Also in this section is a construction kit that provides the guidelines necessary for players or DMs to design balanced energy types of their own.

The Spell List

Each type of energy has a unique spell list that can vary considerably from the standard spell lists. Though it is costly, it is even possible for different types of energy to provide access to spells that mimic divine magic. These lists are meant to set the spellcaster apart from his fellows and to show the effect his chosen type of energy has upon his abilities.

Each spell list has approximately the same number of spells available to the spellcasters who use them, but the level distribution and design of the lists can vary considerably. To continue with our example, the necromantic list provides a great many spells dealing with the darker side of magic, while the life energy list focuses on spells that protect and nurture.

Focus Spells

Focus spells are an important part of these new lists. At each level, there is a focus spell that is most closely attuned to the energy type. These focus spells may be cast at will without preparation and without using up a spell slot, but they may not be augmented by metamagic feats of any type unless they are cast normally. Any experience or material component costs must still be paid, but the spell does not require the use one of the spellcaster's spell slots.

Material Components

For the attuned spellcaster, only significant material components even require attention. If a spell requires a material component worth less than 50 gp, the attuned spellcaster does not need to use the component at all. His energy source will deal with the problem for him.

Saving Throws

All focus spells have their save DC increased by 1 to reflect the added power of the focused energy on which they draw. On the other hand, attuned spellcasters are more resistant to spells of their energy type. Spellcasters receive a +2 competence bonus to all saving throws against spells cast by creatures attuned to the same energy type.

Spell Levels

All spells cast by the attuned spellcaster from the spell list associated with his energy type are treated as if they were one level higher than normal for purposes of determining level-dependent effects (such as save DCs).

Sample Energy Types

Each type of energy discussed above is shown below as a completed energy type, ready for

play. Following these samples, the rules for constructing them are provided to enable players and DMs to create similar energy types focused toward their campaign worlds. Like prestige classes, the energy types will work best when associated with specific elements of your campaign world. When a spellcaster stumbles across a font, it is far more meaningful if it is integrated in the campaign world – perhaps ancient witch-cults stoked their fires there, or a sacred monastery soared over the spot in ages past. Whatever the case, customization will only make the system feel more a part of your world, increasing immersion and providing characters with greater depth. Focus spells for each level are denoted in the lists below by an asterisk.

The Elemental Energies

The caster who attunes himself to this type of energy does so knowing his power is now tied to the primal forces of the world itself. Crashing waves resound with this energy, as do raging forest fires, earthquakes, and howling tornados. Fonts of this power are often the focus of natural disasters of many types, as the energies released by the font stir the normally peaceful elements into violent excitement.

0-Level Spells

arcane mark, dancing lights, daze, detect magic, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.*

1st-Level Spells

burning hands, chill touch, endure elements, enlarge, feather fall, grease, hold portal, identify, jump, mage armor, magic missile, magic weapon, mount, obscuring mist, reduce, shield, shocking grasp, spider climb, Tenser's floating disk, true strike.*

2nd-Level Spells

bull's strength, cat's grace, continual flame, darkness, daylight, flaming sphere, Fog cloud, ghoul touch, knock, levitate, Melf's acid arrow, protection from arrows, pyrotechnics, resist elements, shatter, summon monster II, summon swarm, Tasha's hideous laughter, web, whispering wind.*

3rd-Level Spells

dispel magic, fireball, flame arrow, fly, gaseous form, greater magic weapon, gust of wind, haste, hold person, keen edge, lightning bolt, phantom steed, protection from elements, sleet storm, slow, stinking cloud, summon monster III, vampiric touch, water breathing, wind wall.*

4th-Level Spells

arcane eye, dimension door, Evard's black tentacles, fire shield, fire trap, ice storm, minor creation, minor globe of invulnerability, Otiluke's resilient sphere, scrying, solid fog, stoneskin, summon monster IV, wall of fire, wall of ice.*

5th-Level Spells

animal growth, Bigby's interposing hand, cloudkill, cone of cold, Mordenkainen's faithful hound, passwall, permanency, stone shape, summon monster V, telekinesis, transmute mud to rock, transmute rock to mud, wall of force, wall of iron, wall of stone.*

6th-Level Spells

acid fog, analyze dweomer, chain lightning, control water, control weather,*

disintegrate, flesh to stone, globe of invulnerability, greater dispelling, mass haste, move earth, Otiluke's freezing sphere, planar binding, stone to flesh, summon monster VI.

7th-Level Spells

delayed blast fireball, Drawmij's instant summons, greater scrying, limited wish, Mord's sword, phase door, power word, stun, reverse gravity, statue, summon monster VII.*

8th-Level Spells

Bigby's clenched fist, binding, demand, horrid wilting, incendiary cloud, iron body, Otiluke's telekinetic sphere, summon monster VIII, sunburst, symbol.*

9th-Level Spells

astral projection, dominate monster, freedom, meteor swarm, Mord's disjunction, power word, kill, prismatic sphere, summon monster IX, time stop, wish.*

The Necromantic Energies

The power of death is omnipresent in most worlds – wherever life flourishes, death waits nearby. Necromancy is more than the power to bring death, however, it is power over life itself. While a necromancer can certainly slay those who offend him, he is also capable of restoring the spark of life into those from which it has fled; he may even be able to provide some small healing ability to those in dire need.

0-Level Spells

arcane mark, cure minor wounds, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, Mending, open/close, prestidigitation, ray of frost, read magic, resistance.*

1st-Level Spells

alarm, cause fear, change self, chill touch, detect undead, hold portal, hypnotism, identify, mage armor, magic missile, Nystul's magic aura, Nystul's undetectable aura, protection from good, protection from law, ray of enfeeblement, shield, shocking grasp, sleep, summon monster I, true strike.*

2nd-Level Spells

alter self, blindness/deafness, blur, darkness, darkvision, flaming sphere, fog cloud, ghoul touch, hypnotic pattern, invisibility, knock, Melf's acid arrow, protection from arrows, scare, see invisibility, spectral hand, summon monster II, summon swarm, Tasha's hideous laughter, whispering wind.*

3rd-Level Spells

dispel magic, explosive runes, fireball, gaseous form, gentle repose, greater magic weapon, halt undead, haste, invisibility sphere, keen edge, Leomund's tiny hut, lightning bolt, magic circle against good, magic circle against law, phantom steed, secret page, sepia snake sigil, suggestion, summon monster III, vampiric touch.*

4th-Level Spells

bestow curse, charm monster, confusion, contagion, detect scrying, dimension door, emotion, enervation, Evard's black tentacles, fear, minor globe of invulnerability, phantasmal killer, scrying, shadow conjuration.*

5th-Level Spells

animate dead, contact other plane, dominate person, feeblemind, greater shadow conjuration, hold monster, lesser planar binding, magic jar, mind fog, nightmare, permanency, persistent image, shadow evocation, speak with dead, summon monster V.*

6th-Level Spells

analyze dweomer, antimagic field, circle of death, contingency, eyebite, globe of invulnerability, greater dispelling, mass suggestion, mislead, planar binding, programmed image, repulsion, shades, summon monster VI, veil.*

7th-Level Spells

raise dead, simulacrum, finger of death, banishment, control undead, limited wish, greater scrying, vanish, sequester, shadow walk.*

8th-Level Spells

create undead, protection from spells, demand, symbol, horrid wilting, clone, trap the soul, greater planar binding, antipathy, mass charm.*

9th-Level Spells

energy drain, gate, imprisonment, Mord's disjunction, power word, kill, shapechange, soul bind, wail of the banshee, weird, wish.*

THE PLANAR ENERGIES

This type of magical power comes from the interaction of the planes as they impinge upon one another. The energy released often forms strange fluctuations in space and time and is particularly useful for summoning and transportation spells.

0-LEVEL SPELLS

arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.*

1ST-LEVEL SPELLS

animate rope, color spray, comprehend languages, feather fall, hypnotism, identify, jump, mage armor, magic missile, message, mount, protection from chaos, protection from law, shield, shocking grasp, spider climb, summon monster I, Tenser's floating disk, true strike, ventriloquism.*

2ND-LEVEL SPELLS

arcane lock, blindness/deafness, blur, bull's strength, cat's grace, darkvision, detect thoughts, displacement, hypnotic pattern, knock, Leomund's trap, levitate, locate object, Melf's acid arrow, minor image, misdirection, obscure object, rope trick, spectral hand, summon monster II, web.*

3RD-LEVEL SPELLS

blink, clairaudience/clairvoyance, dispel magic, fireball, fly, illusory script, invisibility sphere, Leomund's tiny hut, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, phantom steed, protection from elements, secret page, shrink item, summon monster III.*

4TH-LEVEL SPELLS

improved invisibility, tongues, minor globe of invulnerability, rainbow pattern, hallucinatory terrain, Rary's mnemonic enhancer, remove curse, detect scrying, summon monster IV, enervation, dimensional anchor, dimension door, locate creature, scrying, lesser geas, Leomund's secret shelter.*

5TH-LEVEL

sending, dream, feeblemind, dismissal, transmute mud to rock, contact other plane, mind fog, cloudkill, lesser planar binding, permanency, summon monster V, passwall, Leomund's secret chest, magic jar, teleport.*

6TH-LEVEL

antimagic field, contingency, disintegrate, lesser planar ally, analyze dweomer, true seeing, globe of invulnerability, planar binding, mislead, eyebite, veil, Tenser's transformation, flesh to stone, summon monster VI, greater dispelling.*

7TH-LEVEL

banishment, Drawmij's instant summons, greater scrying, limited wish, phase door, plane shift, shadow walk, spell turning, summon monster VII, vanish.*

8TH-LEVEL

binding, discern location, etherealness, greater planar binding, maze, planar ally, protection from spells, summon monster VIII, symbol, trap the soul.*

9TH-LEVEL

astral projection, freedom, gate, imprisonment, refuge, soul bind, summon monster IX, teleportation circle, weird, wish.*

THE SOLDIRI FAMILY BLOODLINE

The Soldiri clan hails from a simpler, more primitive time. The ancestors of the clan managed to unlock their sorcerous potential centuries ago and, since that time, the clan has struggled to perfect its art for use against its enemies and as a means of providing for the family. The result is an entire family of sorcerous assassins with a unique blend of animistic magic flowing through their veins.

0-LEVEL SPELLS

arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.*

1st-Level Spells

change self, charm person, color spray, detect poison, detect secret doors, expeditious retreat, hold portal, hypnotism, jump, magic missile, magic weapon, mount, obscuring mist, protection from good, protection from law, ray of enfeeblement, shocking grasp, sleep, spider climb, true strike.*

2nd-Level Spells

protection from arrows, knock, darkvision, blindness/deafness, fog cloud, hypnotic pattern, levitate, see invisibility, endurance, minor image, Tasha's hideous laughter, misdirection, pyrotechnics, blur, summon monster II, ghoul touch, alter self, Melf's acid arrow, rope trick, detect thoughts.*

3rd-Level Spells

keen edge, magic circle against good, clairaudience/clairvoyance, invisibility to animals, magic circle against chaos, sepia snake sigil, greater magic weapon, illusory script, tongues, gust of wind, major image, water breathing, nondetection, gentle repose, fireball, protection from elements, magic circle against law, invisibility sphere, gaseous form, haste.*

4th-Level Spells

arcane eye, bestow curse, confusion, delay poison, detect scrying, dimension door, emotion, fire shield, improved invisibility, Leomund's secret shelter, lesser geas, locate creature, minor globe of invulnerability, scrying, solid fog.*

5th-Level Spells

animal growth, cone of cold, contact other plane, dismissal, dominate person, false vision, hold monster, Leomund's secret chest, mind fog, passwall, permanency, seeming, teleport, wall of force, wall of iron.*

6th-Level Spell

analyze dweomer, circle of death, contingency, disintegrate, flesh to stone, globe of invulnerability, greater dispelling, legend lore, mass suggestion, mislead, shades, stone to flesh, Tenser's transformation, true seeing, veil.*

7th-Level

commune with nature, finger of death, greater scrying, limited wish, plane shift, shadow walk, spell turning, statue, teleport without error, vanish.*

8th-Level

clone, demand, etherealness, incendiary cloud, mass charm, protection from spells, screen, shapechange, symbol, trap the soul.*

9th-Level

astral projection, energy drain, freedom, gate, harm, power word, blind, power word, kill, time stop, wail of the banshee, wish.*

Creating an Energy Source Spell List

Each type of energy must have, at the very least, its own spell list. This section covers the details for crafting this spell list and provides a framework to keep the system in balance. This system is very simple and requires no more than simple addition or subtraction and a piece of paper to write everything down. Just follow the steps below, and you'll have a customized spell list for your energy type in no time flat.

Start with the base sorcerer/wizard spell list. Remove spells from your list until you have the following total numbers of spells. Note that you may not remove Universal spells from your list:

Level	**# of Spells**
0-level spells:	20
1st-Level spells:	20
2nd-Level spells:	20
3rd-Level spells:	20
4th-Level spells:	15
5th-Level spells:	15
6th-Level spells:	15
7th-Level spells:	10
8th-Level spells:	10
9th-Level spells:	10

These are the starting numbers of spells only – as you progress through the rest of this process, the number of spells per level will change.

Now adjust the level of the spells on your list. You may move any single spell down one level on your spell list (such as changing a 2nd-level spell to a 1st-level spell). In return, you must increase the level of a

spell on the level from which you lowered the initial spell by one level (moving it from 2nd-level to 3rd-level, for example). You may not move a spell more than one level, either up or down. The levels of Universal spells may not be changed in this way.

Keep in mind the spell list you are creating as you do this – spells that are appropriate to the energy type should be decreased, while those that are not should be chosen to increase.

If you lower a 9th-level spell to 8th level, you will lose one of the 9th-level spells as it increases to 10th level and falls off the spell list. At no point may spells be reduced below level 0.

When you are happy with the current level assignments of your spells, you may, if you so choose, import spells from the cleric or druid spell list to your customized list. Doing so carries a fairly steep penalty, however, as noted below:

- The cleric or druid spells enter the customized list two levels higher than their level on their former spell list. Thus, *calm animals*, a 1st-level druid spell, becomes a 3rd-level arcane spell.
- You must remove one spell from your list equal in level to the imported spell. Continuing the example from above, you would have to remove one 3rd-level spell from your customized spell list.

Next you should assign focus spells. At each level of the list, one spell is chosen as the focus spell. This spell should be closely tied to the energy type that the list is designed for as it represents a gift provided by the energy to the caster for his dedication.

Finally, you should finalize the list. Give the list one last look-over for accuracy and consistency, and then unleash it on your unsuspecting players.

Eldritch Staffs

The eldritch staff as a symbol of magical power is a fixture of fantasy fiction. Whether the gnarled piece of wood wielded by Merlin as he guided the young Arthur or the carved item of power carried by Gandalf, the staff is an integral part of the picture of an arcane spellcaster. In this chapter, you will find rules and guidance for integrating eldritch staffs in your own campaign, items of power that do more than simply add more spells to the wizard's repertoire. These intensely personal items are defined by the wizard who wields them, although they in turn shape those who draw upon their powers.

The Role of the Eldritch Staff

The eldritch staff is not simply another magic item. While a wizard or sorcerer can go through dozens of wands and simple magic staffs in his career, he will never have more than a single eldritch staff. This staff is a powerful item, a creation that reflects the power and spirit of the mage who crafts it. While other magic items remain the same throughout their existence, the eldritch staff grows along with its master, maturing with him so that its utility is not diminished. At the end of its career, the staff is a powerful and crucial part of the mage.

But while the eldritch staff provides powerful enhancements to a spellcaster's abilities, it does so at a cost. As specific types of power are channeled through the staff, they create paths that grow easier and easier to tap into with each use. But other paths, used less frequently, grow stiff and inflexible, and the spellcaster eventually finds them closed to him. As with many things in the magical arts, all things carry a price. As a spellcaster goes through the steps of creating his eldritch staff, he must be mindful of how the staff will aid him – and how it will hinder him – in the future.

Finding an Eldritch Staff

The eldritch staff, like a spellcaster, begins life quite humbly. Whether as a sapling, a branch

from a larger tree, or even a piece of driftwood, all eldritch staffs begin their life as a simple piece of lumber. Each mage knows his staff from the first moment that he sees it, even before it is carved, polished, or worked in any way. The spellcaster simply understands, as if he has seen a piece of his soul reflected in the wood. Some mages discover their staff before they have even truly begun their training. Others go through years of their career before stumbling across just the right piece to match their skill and temperament.

In order to find the materials for his eldritch staff, the spellcaster must possess the Craft Eldritch Staff feat. If this feat is taken at 1st level, the spellcaster begins play with the raw materials for his staff and may begin crafting it immediately, if he so desires. When taken later in play, this feat represents the location and harvesting of the necessary raw materials by the spellcaster.

Crafting an Eldritch Staff

Once the raw material from which the staff will be created is found, the spellcaster may begin work on the item. This process is relatively simple, but grows more complex the later in his career a spellcaster attempts to craft his staff. A neophyte wizard will find it a much simpler process to create his staff than will an archmage, if only because the neophyte has much less power available for investing in the staff.

The Investiture

The first step in creating the staff is known as the Investiture. The spellcaster must devote a portion of himself to the staff in order to bind it to his spirit and allow him to draw upon its powers. This binding takes the form of a single Constitution point, a wound that never quite heals and that ties the eldritch staff and the spellcaster together. This Constitution point is gone forever and it is not regained even if the staff is destroyed. The exact ceremony involved in the Investiture varies from spellcaster to spellcaster, as befits such an intensely personal experience.

When the Investiture is complete, the spellcaster has the first component of an eldritch staff. At this point, it is simply a piece of wood attuned to his spirit, but with a little work its true power begins to shine through.

The Crafting

Once a staff has gone through the Investiture, it is ready to be transformed into an item of power. The spellcaster must craft the form of the staff with his hands, using the feel of the magic within it to reveal its true shape. In most cases, the staff resembles its caster in size and shape. All eldritch staffs are roughly the same height as their creator and their bulk and shape are also proportionally close matches for the body of the spellcaster who creates them. If a character with no magical training knew a wizard, he could easily pick that wizard's staff out from a collection by its appearance alone.

To craft the staff, the spellcaster must be alone with the invested raw materials for a full 24 hours. At the end of that time, the spellcaster makes a single Spellcraft check (DC 10 + the level of the spellcaster). If the spellcaster has at least five ranks of the Craft (woodworking) skill, he receives a +2 synergy bonus to this check.

If this check succeeds, the spellcaster has seen the true shape of the wood and is able to let the magic guide his hands as they glide the blade across the wood or use the chisel to pound out the coarse details. It requires an additional day per level of the spellcaster to

complete this project. During each day, the spellcaster is required to spend at least eight hours working on the staff without interruption or undertaking any other strenuous activity. If the spellcaster is interrupted for more than a few minutes, the day does not count towards the time needed to craft the staff.

If the Spellcraft check fails, the spellcaster must put the raw materials away and wait until he has achieved another level before he may attempt to craft the staff again.

After the crafting is complete, the spellcaster is ready to move onto the next step: designing the arcane matrix to provide the true power of the eldritch staff.

The Arcane Matrix

The power of an eldritch staff lies in its arcane matrix, the unique focus of elements through which magic flows. When directed by the will of the spellcaster, this matrix provides a magnifying conduit for certain magical elements; it also restricts the flow of energy for others. While one eldritch staff may increase the range of a spell but decrease its damage at the same time, another staff may do exactly the opposite, magnifying the effect of a spell while limiting its range. While one or more elements for a matrix are defined at the time of its creation, others are only discovered with the passage of time as the staff and its creator both increase in power.

During this phase of the staff's creation, the creator determines the initial configuration of the matrix. As time progresses, the matrix evolves to match the style and preferences of its master in sometimes unpredictable ways.

The level of the creator determines the number of components that make up the original matrix. For every two spellcaster levels (or at 1st level if the staff is created at this time), the creator is able to configure one element in the matrix. At every even level thereafter, an additional element may be configured, provided the spellcaster is able and willing to fuel the configuration process.

To configure an element, the spellcaster simply selects one and makes a Spellcraft check (DC determined by the table below). If the check succeeds, the caster must pay 10 times the final Spellcraft DC in experience in order to complete the configuration. If the Spellcraft check fails, or if the spellcaster chooses not to configure an element when he is given the chance, that slot for the matrix becomes a null, an interstice of the matrix that may never be filled by an element. While it is possible for a staff to have 10 elements in its matrix, it is much more common for this number to be considerably lower due to failed configuration attempts.

Element Configuration DC

Spellcaster Level*	DC	Configured Elements**	DC Modifier
1	13	0	—
2	14	1	+1
4	15	2	+2
6	17	3	+3
8	18	4	+5
10	19	5	+6
12	21	6	+7
14	23	7	+9
16	25	8	+10
18	27	9	+11
20	30		

* The creator's current spellcaster level.
** The number of elements currently configured in the staff. Add this to the DC determined by the spellcaster's level to determine the final DC of the Spellcraft check for configuring an element.

The Elements

The order in which elements are selected for configuration is irrelevant – the point at which an element is selected determines both its overall utility as well as the restrictions it applies as the staff matures. Since some of the benefits and penalties for an element scale with the addition of new elements into the matrix, the creator must always be prepared to pay the price for power – nothing comes for free.

The following list details some of the elements that are available for spellcasters to configure into their eldritch staff:

Arcane Impact

Benefit: Whenever the wielder of the staff casts a spell, he can choose to charge the staff with its energy rather than releasing the spell immediately. If the wielder then makes a successful melee attack with the staff against any

target, the spell is discharged into the target. In addition, all variable numeric elements of the spell (other than range) are Maximized. A staff can hold a charge for a maximum number of rounds equal to twice the spellcaster's level, after which time it dissipates harmlessly.
Drawback: When this element is configured in the staff's matrix, the staff's owner must choose a spell slot of the highest level spells that he wishes to use with this ability. That spell slot is irrevocably lost.

Arcane Power

Benefit: Any random numerical element of a spell (such as the number of monsters summoned by a *summon monster* spell) cast while wielding the staff is increased by a number equal to the current number of elements configured in the staff.
Drawback: All random, numerical elements of a spell cast from any other school of magic are reduced by a number equal to the current number of elements configured in the staff.

Blowthrough

Benefit: If a spell cast by the wielder of the staff kills one or more of its targets, it immediately causes an additional 1d4 hit points of damage to a single target within 20 ft. of any target killed by the spell. The caster chooses this target, which must be within range of the original spell and gets a save as if he were the original target. This damage increases by one point for every additional element configured in the staff's matrix. Each time an additional element is configured, the spellcaster must select one school of magic. Spells cast from this school do not receive this bonus.
Drawback: The spellcaster must choose one of the following schools from which he can cast spells: Conjuration, Enchantment, or Illusion. He casts all spells from that school at –1 caster level.

Calling Stick

Benefit: Any *summon monster* spell cast while wielding the staff receives the following benefits:

- When a random number of monsters are summoned, one additional monster of the same type answers the call.
- The duration of the summons is increased by one round per configured element.
- All summoned monsters receive a +1 morale bonus to attack rolls and saving throws for the duration of the spell.

Drawback: When this element is configured, the spellcaster must choose one spell from his spellbook. This spell becomes incomprehensible to him forever – it may not be prepared, cast, cast from a spell-completion item, or even used from within a spell-trigger item.

Concentration Stabilizer

Benefit: The character gains a +1 circumstance bonus per configured element to all Concentration checks while he is holding the staff.
Drawback: From the time this element is configured, the character suffers a –2 penalty on all Spellcraft checks.

Deflect Spell

Benefit: When wielding the staff, the creator gains a +2 bonus to all saves against spells of any type. This bonus is not provided when the caster is caught in the area of effect of a spell or when the caster is not the primary target of the spell.
Drawback: When this element is configured, the creator of the staff must select a school of magic that he can cast from the following list: Enchantment, Evocation, or Transmutation. The save DC of all spells cast from the chosen school is reduced by 2.

Eldritch Reach

Benefit: When this element, and each additional element, is configured, the range of all spells cast while wielding the staff is increased by 20 feet. This does not affect spells with a range of touch, self, or an area defined in feet.
Drawback: When this element is configured, the creator must select a school of magic from which he can cast spells. Spells from the selected school have their range reduced by 10 feet per element configured in the staff.

Eldritch Venom

Benefit: When this element is configured, the staff's creator must choose one ability score and one school of magic. Whenever a spell is cast from the selected school and causes damage to one or more targets, each target must make a successful Fortitude save (DC 10 + spell level) or suffer 1d4 points of temporary ability damage to that ability.
Drawback: Whenever a target suffers ability

damage from this element, the caster also suffers one point of temporary ability damage to the same ability unless he makes a successful Fortitude save (DC 10 + spell level). The caster suffers a –1 penalty to this save for every additional creature beyond the first that suffers damage from this ability.

Embedded Spells

Benefit: When this element is configured, the spellcaster selects one spell that he is currently able to cast. This spell no longer requires preparation and the caster can replace any prepared spell of the appropriate level with this spell as long as he is wielding the staff. This ability works exactly like a cleric's spontaneous casting.
Drawback: When this element is configured, the spellcaster must select one spell of the same level as the spell chosen to gain the benefit. Whenever this spell is cast, the staff's owner suffers a 50% arcane spell failure chance.

Focused Infusion

Benefit: When this element is configured, the spellcaster must select one spell descriptor (see Special Spell Effects in the PHB, Chapter 10). Any spell with this descriptor is treated as if it were one level higher than its actual level for purposes of determining any level-dependent effects.
Drawback: When this element is configured, the spellcaster must select one spell descriptor. Spells with this descriptor require a spell slot one level higher than normal to cast.

Forceful Casting

Benefit: When this element is selected, the creator must select a single school of magic. Whenever the caster unleashes a spell from this school while wielding the staff, the target(s) of the spell must make a Fortitude save (DC 10 + caster's level). If a target fails this save, he is knocked prone in the square in which he is currently standing.
Drawback: When this element is configured into the staff's matrix, the staff's owner receives a permanent –1 penalty to all Fortitude saves.

Recursive Casting

Benefit: When this element is configured, the creator must select a single spell that he can cast. Whenever this spell is cast, the spellcaster is allowed to make a Spellcraft check (DC 20 + spell level). If the Spellcraft check is successful, the spell may be cast again in the following round without using any of the caster's spell slots. Note that the target of the spell can change between castings, and the spellcaster may not make a Spellcraft check to cast the spell three or more times. This element only affects spells with a casting time of 1 action or less, and each recursive cast also requires one action.
Drawback: When this element is configured, the spellcaster loses the ability to scribe or use scrolls of any kind.

Reflexive Casting

Benefit: When this element is configured, the creator must select a single touch spell. He may now cast that spell as an attack of opportunity, provided he has it prepared when the attack is provoked. The creator must be wielding the staff in order to cast this spell, and is considered to have the normal threat range when doing so.
Drawback: When this element is configured, the character must choose a spell slot of the same level as the spell chosen for its benefit. The character permanently loses that spell slot.

Shredded Resistance

Benefit: When this element is configured, the spellcaster must select a school of magic from which he can cast spells. Spells that are cast from the selected school receive a +1 bonus to any caster level checks made to overcome spell resistance. This bonus increases by +1 each time an additional element is configured.
Drawback: A spellcaster wielding an eldritch staff with this element becomes more susceptible to enemy spells. As a result, any time an opponent must make a caster level check to overcome the wielder's spell resistance, that opponent gains a +2 bonus to his check.

Susceptible Target

Benefit: The caster must select one monster type (dragon, humanoid, giant, and so on) when this element is configured. Whenever a creature of this type is affected by a spell cast while the staff is wielded, it suffers a –4 penalty to its save.
Drawback: When this element is configured, one random monster type (determined from Table 5-1) becomes immune to spells cast by the wielder of the staff.

TABLE 5-1: RANDOM SPELL IMMUNITY

Type	%Roll	Type	%Roll
Elemental (Water)	1	Dragon	44-46
Vermin	2	Fey	47-49
Animal	3-4	Outsider (Good)	50-52
Elemental (Earth)	5-6	Plant	53-55
Elemental (Air)	7-9	Monstrous Humanoid	56-59
Elemental (Fire)	10-12	Outsider (Fire)	60-63
Outsider (Earth)	13-15	Outsider (Chaotic)	64-67
Ooze	16-19	Outsider (Lawful)	68-71
Outsider	20-23	Beast	72-75
Outsider (Water)	24-27	Humanoid	76-80
Shapechanger	28-31	Outsider (Evil)	81-85
Construct	32-35	Undead	86-90
Giant	36-39	Aberration	91-95
Outsider (Air)	40-43	Magical Beast	96-100

Note that if a creature falls into more than one type, and one of its types is selected in either the benefit or the drawback portion of this element, then the creature is affected in the appropriate way. If the same creature type is rolled when choosing the drawback of this element, roll on the table again for a new creature type.

THOUGHTLESS CAST

Benefit: When this element is configured, the spellcaster must select a single spell (which may require no more than a single action to cast). The selected spell can be cast as a free action, but the spellcaster must sacrifice an additional prepared (or uncast spell for bards and sorcerers) spell of the same or higher level when the benefit of this element is used.
Drawback: The staff's wielder can never apply the Quicken Spell feat to any spell of the same level as the spell chosen for the benefit of this element.

WORDLESS CAST

Benefit: When this element, and each additional element, is configured, the spellcaster must select a single spell. The selected spell can be cast without the need for verbal components.
Drawback: When this element is configured, the spellcaster must select a school of magic. When spells from the selected school are cast, they are accompanied by a cacophonous burst of sound that is clearly audible for 10 feet per level of the spellcaster. Spells selected as a benefit for this element are not affected by this penalty.

WIELDING THE STAFF

In order to receive any of the benefits provided by the elements within the eldritch staff's matrix, the staff must be in the spellcaster's hand. When held, the power of the staff floods through the user and allows him to draw upon its power as he casts spells. The spellcaster may choose not to use the benefit of his staff for any spell he casts. Doing so, however, does not relieve the effects of the penalty, which remain with the character whether he wields the staff or not.

DAMAGING THE STAFF

These items of power are a favorite target amongst those who hunt spellcasters and monsters who understand what a staff represents. Though the bond between a spellcaster and his staff is not as intense or as intimate as the bond shared with a familiar, it is still a painful experience to lose a staff.

A staff begins life with the same durability as a wooden quarterstaff (Hardness 5, 2 hit points, Break DC 14). This fragility is frightening to many spellcasters who take great pains to further improve the strength and durability of the eldritch staff. Though there is certainly a strong

Table 5-2: Staff Protection

Number of Elements	Hardness Increase/Cost	Hit Point Increase/Cost	Break DC Increase/Cost
1	1/100 gp	5/1,500 gp	1/1,000 gp
2	2/400 gp	10/3,000 gp	2/2,000 gp
3	4/900 gp	15/4,500 gp	3/3,000 gp
4	6/1,600 gp	20/6,000 gp	4/4,000 gp
5	8/2,500 gp	25/7,500 gp	5/5,000 gp
6	10/3,600 gp	30/9,000 gp	6/6,000 gp
7	12/4,900 gp	32/9,600 gp	7/7,000 gp
8	15/6,400 gp	34/11,200 gp	8/8,000 gp
9	18/8,100 gp	36/11,800 gp	9/9,000 gp
10	20/10,000 gp	40/12,000 gp	10/10,000 gp

desire to simply pile as much protection onto the staff as possible, this is not possible – too much tampering with the staff dampens its matrix and jeopardizes the weapon as a whole.

At every odd level (not including 1st level, even if the staff is created at this level), the creator is able to add protection to the eldritch staff. The amount of protection that may be added is based on the power of the eldritch matrix; the more powerful the matrix, the stronger the protection surrounding it can be without causing disruption of its effects.
Consult Table 5-2 to determine the amount of protection possible based on the number of elements in the staff's matrix, as well as the cost of adding that protection. If a spellcaster chooses not to add protection when the option is available (at each odd level), he can pay the combined cost for each step that he skipped in addition to the cost of the new step to bring the staff's protection up to date.

The cost of this protection is based on the difficulty of acquiring the special materials needed to plate the staff with its own armor. For each new step of protection added, the spellcaster must succeed at a Spellcraft check (DC 10 + the number of elements in the staff's matrix). If the spellcaster has at least five ranks in the Craft (woodworking) or Craft (armorsmithing) skills, he receives a +2 synergy bonus to this roll.

On a failed Spellcraft check, the raw materials for the attempt are lost, but the spellcaster can try again until he succeeds provided he pays the cost to acquire new raw materials. Each attempt requires one day per element in the staff's matrix, during which time the spellcaster must work for a solid eight hours a day with no interruption lasting more than a few minutes. If the spellcaster is unable to work for eight hours in a day, or he is interrupted for some reason, the day does not count toward the time needed to enhance the staff's protection.

The Broken Staff

If a staff breaks, the spellcaster is in for a great deal of pain and suffering. On the plus side, the destruction of the eldritch staff removes all spellcasting penalties formerly imposed by the staff's arcane matrix. But the loss of the staff disrupts the spellcaster's own energies, creating great difficulties that can only be overcome through the passage of time or extreme personal sacrifice.

Immediately upon the destruction of the staff, the owner suffers a permanent loss of 1d4 hit points. These hit points may not be restored by any method – when the connection with the staff is destroyed, it takes some of the spellcaster with it. In addition, the spellcaster permanently loses one spell slot of a random level.

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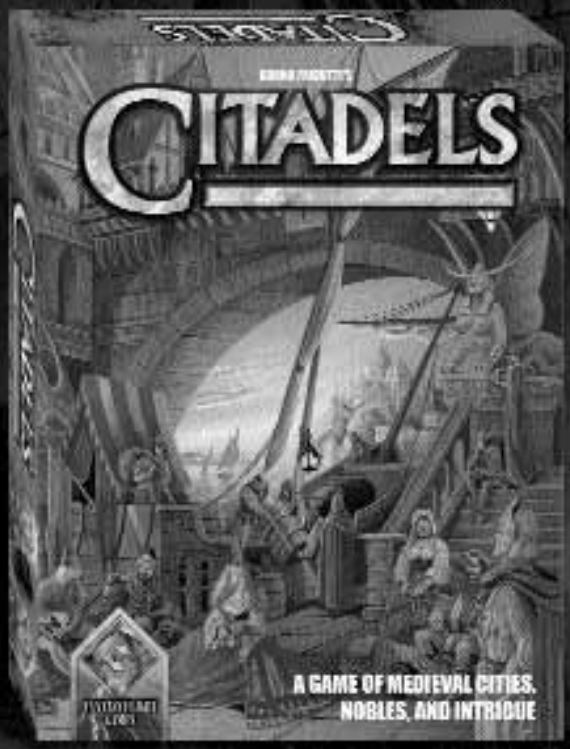

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