

LIBER MAGUS

Written by Jay Tyler Barrell

EDITORS

Adrienne McCarthy
Ryan Castillucci
Susan Wells

ARTISTS

Border: Samantha Mingo

PLAYTESTERS

Charlie Castleman
Ryan Castillucci
Susan Wells
Ty Mansfield



DECLARATION OF PRODUCT IDENTITY

All people's proper names, product names, and company names used in this book are the product identity of Jay Tyler Barrell and DaemonEye Publishing. All images used in the production of this book are copywrited by the artists who made them, and used with their permission.

DECLARATION OF OPEN GAMING CONTENT

The entire text contents of this book after the Introduction, with the exception of items noted above.

The Prometheus Compatibility Trademark logos are trademarks of The Free Gaming Association in the United States and other countries and are used with permission.

www.thefga.com

3.X Fantasy



INTRODUCTION

Hello once again. You might wonder what I am doing writing a file such as this, especially if you are a long-term customer who has experience with my previous work. After all, such small “bite-sized” files are typically *NOT* what I do. I tend to write huge cartridge-killing tomes that are crammed full of useful data, often 200 or more pages. Why a small file such as this?

The answer is simple: it is intended as an “insert” into your existing core rule books. The idea is that the file is small and streamlined enough that you can easily print it out, and place it in the back of your *PHB*. Depending on your aesthetic tastes, you might want to cut off the inside 1/2 inch of the margin, but again that is according to your tastes. That is why there is no front cover page, why there is so little art other than page borders, and why the page count (as well as price) is so small. If I placed in all the extraneous stuff you tend to find in most 3rd-party books, then you would be cracking the spine of your hardcover book. Not to mention the logical incongruity of printing off a cover image you will never see.

So, now I guess it is time to discuss exactly **what** *Liber Magus* is? First let us take a look at the name. The word “Liber” has three definitions: Bacchus (god of celebration), free, and book. “Magus” means either the force of magic, or somebody who practices it. Thus “Liber Magus” could easily be translated as “god of magic or magicians”, “free magicians”, or “book of magic”. So which definition fits, you are wondering?

All of them.

This file contains three sections. One discussing the overall alternate spellcasting system, the “god of magic and magicians”. One for the changes to the core system necessary to make it magic-using characters that utilize these changes, the “free magicians”. One for extra material to add into your game such as spells and prestige classes, the “book of magic”.

Pretty good for such a small file, isn’t it?

Finally, let us talk about something you might want to know, especially if you are a game developer. Every single piece of text in this file past this page is *totally* Open Gaming Content. That means other game developers can feel free to use this system in their own works. To help facilitate this, I am including a “raw text” .rtf file of all the OGC material with this PDF. Whether you are a player or developer, I hope you enjoy *Liber Magus*.

Jay Tyler Barrell
(Strutinan)

Owner: DaemonEye Publishing

E-Mail: Strutinan@hotmail.com

Home Page: www.geocities.com/strutinan

TABLE OF CONTENTS

TABLE OF CONTENTS	1
--------------------------	---

HOW TO USE THIS BOOK	1
-----------------------------	---

ONE: GOD OF MAGIC	2
--------------------------	---

Spellcasting Basics	2
Arcane Magic	2
Defiling Magic	2
Divine Magic	4
Sacrificial Magic	4

TWO: FREE MAGICIANS	5
----------------------------	---

Advancing Caster Levels	5
Mage (new core class)	5
Skills	6
Feats	6

THREE: BOOK OF MAGIC	9
-----------------------------	---

Eldritch Warrior (PrC)	9
Magical Savant (PrC)	10
New Spells	11

TABLES

Table 1-1: Defiling Effects	3
Table 1-2: Sacrifice Gains by Form	4
Table 2-1: Highest Level Spells Prepareable	5
Table 2-2: The Mage	5
Table 2-3: Spellcasting Skills by Class	6
Table 2-4: Daily Spell Slots for Skill Ranks	6
Table 2-5: Metamagic Feat Difficulties	7
Table 3-1: The Eldritch Warrior	9
Table 3-2: The Magical Savant	10

HOW TO USE THIS BOOK

Liber Magus is meant to be used as a replacement spellcasting system for 3.0 and 3.5 edition games. The elements of this book can be used in part or in whole without much problem, but it is best overall if they are used in whole. Of particular concern is the use of the Sorcerer and Wizard classes with the new system presented here. Those two classes do not mix well when changing spellcasting away from the static/dynamic outlook in the base rules. To help facilitate the change, both classes have been incorporated into the “Mage” class detailed in Chapter Two.

Seeing as this is intended as a *PHB* insert rather than a full book, you might want to skip the first and last two pages when printing it. It is aligned so that it will print in proper “book” format whether or not you skip the first two pages of the file.

One: God of Magic

This chapter goes over the changes in the spellcasting system that is used thru out the rest of the book. It also details how these changes impact both divine and arcane spellcasters. Finally it also introduces two new options for arcane and divine spellcasters: Defiling and Sacrificial Magic. Both Defiling Magic and Sacrificial Magic can be used without utilizing the new spellcasting system.

Two: Free Magicians

Here you will find the individual tables that make the new system run. There are also many new feats that can be used to help spellcasters of any type add more flavor to their abilities. In addition to this, the new system for utilizing Metamagic is located here as well. Finally, the new “Mage” class can be found in this chapter. It is recommended that you use the new Metamagic system located here if you decide to use the new spellcasting system, but it works equally well with the regular spellcasting system.

Three: Book of Magic

This chapter is mostly concerned with filling in holes that the core rules created, at least in the case of magic-users. To that end you will find new Prestige Classes meant to replace the two most overpowered Prestige Classes in the *DMG* (you know what they are). There are also many new spells that are meant to help make a magic-user more versatile, and fit their roles better.



GOD OF MAGIC

SPELLCASTING BASICS

There are two aspects to spell use: preparation and casting. This book presents a different system than the core rules for handling these aspects. The basic details of the alterations are given below.

Preparation

A character has the ability to prepare a number of spells for each spell level equal to $(2 + \text{ability mod}) - \text{spell level}$ (minimum 1 spell of each spell level). They are limited in the highest level of spells they can prepare based on their spellcasting class level. This applies to each spellcasting class' spell list independently. Even if a character has a high Wisdom score and levels in Mage, he still cannot prepare even a 0th-level spell from the Cleric spell list unless he gains a level in Cleric. Even then he is limited in the highest level Cleric spell he can prepare by his Cleric level (see Advancing Caster Levels in Two: Free Magicians).

Unlike in the spellcasting system described in the *PHB*, casting a prepared spell does not wipe it from your memory. You can cast the same prepared spell multiple times. You cannot prepare a spell whose level is higher than your spellcasting ability score -10.

Example: Ambrosius is a 5th-level Mage with an Intelligence of 14 (and thus an Intelligence modifier of +2). He can prepare Mage spells of up to 3rd-level. He can prepare 4 0th-level, 3 1st-level, 2 2nd-level, and 1 3rd-level spells thanks to his Intelligence $[(2 + \text{mod}) - \text{spell level}]$. At the absolute limit as he gains Mage casting levels, he can only prepare up to 4th level spells (Intelligence -10).

Casting

A character receives a number of daily spell slots for casting spells as determined by their ranks in their class' spellcasting skill (see Skills in 2: Free Magicians). They can use these spell slots to cast spells from those they have prepared of the same class' spell list. Casting spells is otherwise identical to regular spellcasting as it is detailed in the *PHB*. The only real difference is that this makes all characters into "spontaneous casters", and allows them to gain more spell slots in a given class by increasing their ranks in that class' spellcasting skill. A character's effective level when casting a spell, for all spell characteristics including Spell Penetration rolls, is equal to their total spellcasting level in the class that the spell was prepared for.

No matter how many ranks a character has in a spellcasting skill, they still cannot prepare any spells from a class' spell list until they have at least one casting level in that class.

ARCANE MAGIC

Arcane magic is the kind of magic learned by careful study and rigorous discipline. Of all the spellcasting classes, only the Assassin, Bard, and Mage are arcane spellcasters. All arcane spellcasting is vulnerable to Arcane Spell Failure (ASF), which is typically gained from wearing armor (except for bard spells in Light Armor). Arcane spellcasters refresh their arcane spell slots after eight hours of rest.

There are generally three ways for an arcane spellcaster to prepare spells:

#1 Gaining a rank: Whenever an arcane magic user gains a rank in Knowledge (arcana), they can fill any open prepared arcane spells they may have (such as those from a new spell level, or lost due to rolling a 1 on the Spellcraft check to use

Metamagic). These spells can only be ones they have access to in a written form, such as on a scroll or in a spellbook (for this one type of use only). This does not use up the scroll, as it is used merely for inspirational reference rather than it's magical properties. They also get one spell they can switch for *any* spell of their spell list. This represents magical insights gained from long practical use and private contemplation.

#2 Scrolls: Any arcane magic user can read off any spell contained in an arcane magical spell scroll in order to *force* the spell into their mind. This replaces an existing prepared spell, or fills an empty prepared spell choice (such as a new spell level or a spell lost due to rolling a 1 on a Spellcraft check to use Metamagic). They can only do this if they would be able to prepare the spell in the same class as the prepared spell selection they are filling with it. The spell used is consumed; it's magical energies being required to "overwrite" the existing prepared spell selection. Assassins and Bards often use this ability to switch out spells for ones needed in the near future.

#3 Spellbook: Every day after at least 8 hours of rest, a Mage (and only a Mage) can spend one hour studying their spellbooks. During this time they can switch out any amount previously prepared spells for any spells of the same levels contained in the spellbooks they study. This ability makes Mages the acknowledged masters of arcane magic.

Assassins and Bards are not as devoted to magical study as Mages, they tend to learn their spells "on the fly" as their experiences dictate.

DEFILING MAGIC

The use of Defiling Magic is an option open *only* to arcane spellcasters. Instead of charging up their spell slots while they rest, Defiling Spellcasters draw power from the very life force of the land and plants around them as they cast a spell. They still need at least eight hours of rest to recharge their spell slots, but the spell slots can only be "charged" by stealing the life force of the land around them during spellcasting.

As is obvious, the use of Defiling magic is an evil act, or at best a Neutral one if done for the most benevolent of causes. It would not be so prevalent as it is without two factors: it can be used by regular arcane spellcasters for a quick burst of power, and it is highly addictive.

Defiling Addiction

Whenever a non-addicted arcane spellcaster casts a spell augmented by Defiling Magic, they run the risk of becoming addicted to the heady rush of power. This is represented by them having to make a Will save with a DC equal to $15 + \text{the total level of the spell they cast (the actual level plus any bonus from Overcharging it)}$. If they fail the save they instantly become addicted to it, they become Defilers (arcane spellcasters addicted to Defiling Magic). Such characters do not instantly gain access to the Bonus Spell Slots (see below), but gain them instead after they next rest. However they *do* start having to cast all their spells as if they were Defilers (see below).

Defilers: Defilers can only cast an arcane spell by powering it *entirely* off the life energy of the land and plants around them. The area of land they defile is based on the total level of the spell (see below). The fertility of the land they are casting spells within also determines the highest-level spell they can cast (see below). Even if a character has access to arcane spells from multiple spellcasting classes, once he becomes addicted then he must cast them *all* as Defiling Magic.



Kicking the Habit: A character that has become a Defiler can try to give up the power, but doing is both hard and dangerous. They must spend several days in uninterrupted solitary meditation, during which time they delve into their soul and cut out the bits corrupted by the taint of Defiling Magic. Each day they lose one character level, but only from classes that gave them access to arcane spellcasting abilities. If they would lose levels in a prestige class these other classes enabled them to get, then they lose those prestige class levels as well. Once they are left with only a single arcane spellcasting class level, they must make a Wisdom + Charisma check against a DC equal to the total levels they lost (10 minimum), unaffected by *any* modifiers (including the Luck domain). A failed check, or a natural 1, means they went too far *and destroyed their own soul by accident!* No afterlife, no resurrection, just plain **gone**. A successful check means they are no longer addicted to Defiling Magic, and not only get to keep the final arcane spellcasting class level but also *regain* a level for every point the check succeeded by.

Defiling Benefits

There is a good reason to use Defiling Magic: power. When a person casts an arcane spell, even if they are not addicted to Defiling Magic, they can still “Overcharge” their spells. Only defilers (arcane spellcasters addicted to Defiling Magic) gain “Bonus Spell Slots.”

Overcharging: An arcane spellcaster can decide to draw more energy for their spell than the spell actually needs. They are still limited in the amount of energy they can draw based on the highest level arcane spell they can cast, and the fertility of the land they are casting spells within. They defile an area of land equal to the desired level of spell energy they wish to draw upon, even though the spell is of a lower level. For each spell level of excess energy they draw, they can increase their effective caster level with the spell by one, or gain a +2 bonus to their Spellcraft check to add a Metamagic feat to the spell.

Non-Defilers that use this option defile an area based on the difference in the spell’s actual level, and up to the highest-level arcane spell they can cast. They treat this difference as the effective level of the spell for purposes of how much area they defile, and whether or not they can cast the spell within the land type they are in. This means that regular arcane magic wielders can use Defiling magic more reliably, until they become addicted to it. This only adds to the temptation.

Bonus Spell Slots: Those arcane magic users that are addicted to Defiling Magic do not power their spell slots as they rest, so they have more of them. Defilers get bonus spell slots equal to twice their arcane spellcasting levels, which form a homogenous pool of potential spells per day. Once their regular spell slots of a given level are used up, they can use these spell slots in order to cast spells of those levels. Each such spell uses up a number of points from this pool equal to 1+ Spell Level, so 0th-level spell still use up one point.

Defiling Effects

Casting a spell by use of Defiling Magic causes a large radius of land centered on the user to turn into obviously lifeless dirt, and the plants within the area to wither into ash. The soil is then barren for *at least* 100 years, longer if it is in a naturally arid or not very fertile location. The most powerful spell that can be cast from within a given area depends on the fertility of that area. The actual radius of land defiled depends on both the land’s fertility, and the level of the spell cast. Using this effect on watery terrain such as rivers, lakes, or oceans destroys the water, turning it into lifeless septic light acid that boils off in a few hours. Nothing can restore the lost fertility quicker. See the table below:

TABLE 1-1: DEFILING EFFECTS

Fertility (examples)*	Maximum Spell Level**	Radius**
Lush (forests, tropical water, large gardens, parks)	9th	Spell Level x 1 ft
Abundant (marsh, grasslands, muddy flatlands)	7th	Spell Level x 1.5 ft
Fertile (hills, temperate water, oases, scrub)	5th	Spell Level x 3 ft
Infertile (stony terrain, bare mountains)	3rd	Spell Level x 6 ft
Barren (deserts, arctic water, sandy beaches, salt flats)	1st	Spell Level x 20 ft
Lifeless (volcanic flow, stone plains)	Not Possible	None obviously

* The fertility level of the terrain the spellcaster is standing in when he casts the spell.

** The highest spell level worth of energy that can be drawn from the terrain by Defiling Magic.

*** The radius, centered on the spellcaster, that is defiled based on the level of spell energy drawn with Defiling Magic.

Casting another arcane spell by use of Defiling Magic while within an area already subjected to it makes it harder to draw life force from the land. In game terms the maximum spell level that can be cast is reduced by one level every time the total levels’ worth of Defiling Magic used within it equals it’s Maximum Spell Level, and the radius of defiling from the new spell is added to that of the previously cast spells. Once a given area has been subjected to twice it’s Maximum Spell Level of Defiling Magic levels, it’s fertility drops one step on Table 1-1: Defiling Effects, and the Maximum Spell Level for subsequent spells is reset to that of the new fertility level. An area that is subjected to a battle with one or more Defilers is rapidly unable to support *any* life.

When a character uses Defiling Magic they reach out to all the life energy in the surrounding area, and tap into it as part of the spellcasting action. The completion of the spell then draws off that energy and powers the spell’s effect. If the spell is interrupted, no defiling occurs. All creatures within the area that is to be defiled can sense this chill touch within their life force, and the direction it is coming from, which makes it very hard to hide the casting of Defiling Magic. Only plants and soil bacteria however are weak enough to actually be damaged by it. Intelligent plants and plant-creatures get a Will save against the spell’s DC, or they take one Negative Level.

Example: Ambrosius (the mage in the first example) and his friends are facing a small group of Gnolls after a long hard battle, and know that they cannot hope to win this fight. Out of desperation Ambrosius uses his last 1st-level spell slot to cast *magic missile*, and elects to use Defiling Magic to Overcharge the spell. He can cast up to 3rd-level spells, and is not addicted to Defiling Magic, so he elects to Overcharge the spell for 2 spell levels. They are in bare mountains, so the Fertility level is “Infertile”, which will let him draw up to 3 spell levels worth of energy by use of Defiling magic (more than enough). The use of Defiling Magic defiles the surrounding 20 ft radius, 2 spell levels x 10 ft. The bonus from Overcharging the *magic missile* spell is used to add +2 to Ambrosius’ effective caster level with it, allowing him to cast it as an 7th-level mage instead of his actual level of 5th. Hopefully it will be powerful enough to scare off the Gnolls. After casting the spell Ambrosius must make a Will save to avoid becoming addicted to Defiling Magic. The DC of this save is 18, 15 + the *magic missile*’s total spell level (1st-level + 2 for Overcharge). He has a Will save bonus of +6. Hope he makes it!



DIVINE MAGIC

Divine magic is spellcasting abilities that are granted to a character from an outside source, typically a powerful near-godly or deific being or force. Cleric, Blackguard, Druid, Paladin, and Ranger are the classes that cast divine spells. Divine magic is unaffected by armor, unless the wearing of the armor would go against the desires of the agency that granted the spells. Divine spellcasters refresh their spell slots every day at dawn, even if they are not conscious.

Divine spellcasters can prepare their spells at a time dictated by the supernatural entity that grants them their powers. For most goodly agencies, this means at dawn. For evil agencies it is instead sunset. Neutral agencies leave the time up to their worshiper, dawn for goodly worshipers or sunset for evil ones. Neutral followers of Neutral agencies prepare their spells at either high noon, or midnight, depending on the type of agency they follow.

No matter their alignment, Druids and Rangers always prepare their spells at high noon when the forces of nature are at their peak.

A Domain spells are always considered prepared once the character can cast spells of those levels. No extra spell slots per day are gained for Domain spells.

SACRIFICIAL MAGIC

Sacrificial Magic is the powering of magical spells by the sacrifice of a living creature's life energy. This type of spellcasting is usually used to allow the spellcaster to create effects of a power they normally could not attain, or to offset the loss of experience points for creating magical items or casting a spell with an XP component. Only divine spellcasters can use Sacrificial Magic.

This does not necessarily make it an evil act. Goodly beings can Sacrifice their own life force to help others. Neutral beings can sacrifice the life force of a volunteer, or an unintelligent creature. Only the sacrifice of the life force of an unwilling intelligent creature is a *purely* evil act.

Sacrificial Forms

A character can choose to sacrifice some or all of their own life force, or to steal some or all of another creature's life force. No matter what form the sacrifice takes, the character using Sacrifice Magic must be no further than five feet from the subject for the entire duration of the Sacrifice. The individual types of Sacrifice are detailed below.

To successfully derive any benefit from a Sacrifice, the divine spellcaster performing it must make a Knowledge (religion) check with a DC equal to the Sacrificial Gain they wish to achieve (see below). A failed skill check results in the Sacrifice being wasted.

Animal Sacrifice: The character sacrifices the life of a helpless living but unintelligent creature in order to Power a Spell or Manipulate Undead. He must have the creature within 5 ft of himself all during the casting of the spell. This type of sacrifice requires a *coupe de gras* attack be made in the round immediately after the casting of the spell. Should the attack fail, or the creature survive, then the spell will not go off until the creature dies (even if the creature leaves the spell caster's presence). If 24 hours pass without the creature dying, then the spell is disrupted.

Ritual Sacrifice: A willing sentient living creature gives up a portion of their spirit or life energy in order to either Power a Spell or Bond an Item. They must be present for the final 8 hours

of item creation if Bonding an Item, or during the entire casting of the spell if Powering a Spell.

Self Sacrifice: The spell caster voluntarily gives up a portion of his own life force in order to Power a Spell, or Manipulate Undead. Only living divine spellcasters can do this. If he is touching another creature during that creature's casting time, he can Sacrifice in order to provide the other creature with the effects of Powering a Spell.

Victim Sacrifice: The procedure for this type of Sacrifice is identical to that of Animal Sacrifice, the main difference is that the creature being killed is *sentient*. In addition to using the stolen life force to manipulate Undead or Power a Spell, Victim Sacrifice can also be used to Bond an Item.

Sacrificial Gains

There are several types of Gains that can be gained from Sacrifice. All of them are listed below. A single Sacrifice can only yield one Gain. If the Knowledge (religion) check to benefit from a Sacrifice fails, the same sacrifice cannot be used to check for another Gain.

Bond an Item: The Sacrifice provides the listed amount of Experience Points towards the creation of a magical item, or the XP component of the spell cast by the character performing the Sacrifice. Only one Sacrifice can be made for a particular item or spellcasting. Ritual Sacrifice used to Bond an Item requires that the subject of the Sacrifice spend twice the amount of XP that the character making the Sacrifice is to gain. XP gained in this way *only* offsets the XP required to make a magical item or cast a spell with an XP Component.

Manipulate Undead: The Sacrifice provides the listed Enhancement bonus to the next Turn/Rebuke Undead check the character performing the Sacrifice makes. This bonus is added to both the d20 roll to see the highest HD that can be affected, and the roll to determine exactly how *many* HD are affected. Once this bonus is used it is gone, even if the Turn/Rebuke Undead check fails. Multiple Sacrifices can be made, but the effects do not stack. Instead the character performing the Sacrifice uses the bonuses one at a time until they are all gone, in order of largest to smallest. The bonus can remain unused for up to 1 day/level.

Power a Spell: The Sacrifice increases the effective caster level of the spell being cast by the amount listed, or provides it as a bonus to any Spellcraft checks to add Metamagic to the spell, but *not* both. This is Sacrifice can be made multiple times, with cumulative effects, but only for a single spellcasting. Ritual and Self Sacrifice used to Power a Spell cause the subject to take Constitution damage equal to the bonus, and they are aware of how much they are losing as well as being able to stop it if the character performing the Sacrifice tries to take too much (the character gets the bonus for the amount given). Even greater bonuses can be gained if the subject *voluntarily* gives up their life for the casting of the spell.

TABLE 1-2: SACRIFICE GAINS BY FORM

Gain			
Form	Bond an Item	Manipulate Undead	Power a Spell
Animal	---	Sacrifice's HD	Sacrifice's HD
Ritual	Used XP x 2	---	Con damage*
Self	---	Con damage**	Con damage
Victim	Sacrifice's HD	Sacrifice's HD x 2	Sacrifice's HD x2

* Constitution damage x 3 if they voluntarily give up all of their Constitution score. This results in their death, in case there is any question.

** Cannot be saved, must be Sacrificed as soon as the Turn/Rebuke Undead check is rolled.



FREE MAGICIANS

ADVANCING CASTER LEVELS

A character's effective caster level in a class determines the highest-level spells they can prepare from that class' spell list. The table below shows the highest-level spell characters with spellcasting levels in any given class can prepare.

TABLE 2-1: HIGHEST LEVEL SPELLS PREPAREABLE

Level	Assassin/ Blackguard	Cleric/Druid Bard /Mage	Paladin/ Ranger
1	1st	0th	1st
2	1st	1st	1st
3	2nd	1st	2nd
4	2nd	2nd	2nd
5	3rd	2nd	3rd
6	3rd	2nd	3rd
7	4th	3rd	4th
8	4th	3rd	4th
9	4th	3rd	5th
10	4th	4th	5th
11	x	4th	6th
12	x	4th	6th
13	x	5th	7th
14	x	5th	7th
15	x	5th	8th
16	x	6th	8th
17	x	6th	9th
18	x	6th	9th
19	x	6th	9th
20	x	6th	9th

MAGE (NEW CORE CLASS)

The Mage class replaces both the Sorcerer and Wizard classes if you are using this spellcasting system. It effectively combines the aspects of both classes, the spontaneous casting abilities of the Sorcerer with the mutable spell selection of the Wizard. It has the following characteristics.

Hit Dice: d4.

TABLE 2-2: THE MAGE

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+0	+0	+2	Summon Familiar, Scribe Scroll
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus Feat
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bonus Feat
11	+5	+3	+3	+7	
12	+6	+4	+4	+8	
13	+6	+4	+4	+8	
14	+7	+4	+4	+9	
15	+7	+5	+5	+9	Bonus Feat
16	+8	+5	+5	+10	
17	+8	+5	+5	+10	
18	+9	+6	+6	+11	
19	+9	+6	+6	+11	
20	+10	+6	+6	+12	Bonus Feat

Class Skills

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

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

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

Class Features

All of the following are class features of the Mage.

Spellcasting: Primary Spellcaster. Spellcasting skill is Knowledge (arcana). Uses either Intelligence or Charisma for their spellcasting ability score, chosen when they first take this class. If they use Charisma then they lose the Scribe Scroll feat and the only Knowledge skill they get as a class skill is Knowledge (arcana), but they gain the Sorcery feat and get to add Bluff and Diplomacy to their class skills. In either case, the "Sorcerer/Wizard" spell list is referred to as the "Mage" spell list.

Spellbook: Mages can prepare new spells each day by studying their spellbooks. At 1st-level Mage they automatically have directions for their Intelligence score in 0th-level spells, and their Intelligence modifier +3 in 1st-level spells in their spellbook. Every Mage casting level after 1st they figure out how to prepare two more spells, and get to write them into their spellbook automatically. They can add in more spells than this, using the regular rules for spellbooks and adding spells to them.

Bonus Languages: A Mage may substitute Draconic for one of the bonus languages available to the character because of her race. This can only be done at character creation. Afterwards the wizard must learn Draconic normally.

Adaptation: Mages can choose to forgo their free Scribe Scroll or Sorcery feat in order to gain one of the feats listed at the end of this paragraph. They can only do this if they would normally be able to meet the chosen feat's prerequisites.

Weapon and Armor Proficiency: Mages are proficient with simple weapons, but not any type of armor or shields. If they wear armor or use a shield, there is a chance their spells fail. This is referred to as their percentage chance of Arcane Spell Failure.

Summon Familiar: This is identical to the ability described in the *PHB*.

Scribe Scroll: Mages receive this feat as a bonus feat at 1st-level.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a Mage gains a bonus feat. At each such opportunity, she can choose a Metamagic feat, an Item Creation feat, a Familiar feat, or Spell Mastery. The Mage must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The Mage is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing character level feats.

3.0 MAGE

The 3.0 Mage has the following changes when compared to the wizard presented here:

* Add Alchemy and Scry as class skills. Remove Decipher Script.

Specialist Mages

Specialist Mages gain some benefits towards one school of spells by sacrificing their ability to use another school that they choose at 1st-level. They cannot prepare spells of the school they gave up, and cannot activate spell completion or spell trigger items of that school.

In exchange for this restriction specialist Mages gain a +2 bonus to all their Spellcraft checks dealing with spells of their specialty school, including to use Metamagic. They can prepare one more spell of each spell level, providing the spell is from their specialty. They also gain a +1 bonus on all saving throws against spells and spell-like abilities from their specialist school. Finally, each gains access to a specific 2nd-level Mage spell one level lower than normal.

Specialist mages must pick one of their bonus spellbook spells per level from their specialization school. Below is a list of each specialist type by name, what school they specialize in, and what their reduced level spell is.

Abjurer (abjuration): *Waiting ward* (pg 13).

Conjurer (conjuration): *Elemental speck* (pg 12).

Diviner (divination): *Tracking alarm* (pg 13).

Enchanter (enchantment): *Captive audience* (pg 11).

Evocation (evoker): *Chain of flames* (pg 11).

Illusionist (illusion): *Hallucination* (pg 12).

Necromancer (necromancy): *Animate dead animals* (pg 11).

Transmuter (transmutation): *Bone skin* (pg 11).

SKILLS

Each spellcasting class has a skill that they must have ranks in in order to cast spells each day from that class' spell list. These spell slots are then augmented by their bonus spells for a high spellcasting ability score. No character can gain spell slots from a given class of a spell level that they cannot prepare from that same class' spell list (even if their skill ranks are high enough).

Some classes are deemed to be "secondary casting classes". Secondary spellcasting classes receive fewer daily spell slots due to their lack of focus on spellcasting abilities. Secondary spellcasters cannot get spell slots above 6th level, and some cannot even get that. The spell slots they receive are shown after the slash on Table 2-3: Daily Spell Slots for Skill Ranks.

The tables below show what skills are necessary for each class' daily spell slots, and how many spell slots they gain for having ranks in these skills. If a spell level is listed as providing "x" spells for a given amount of ranks, then characters with that many ranks simply cannot cast spells of that level. Even if they have a spellcasting ability score high enough to get a bonus spell slot of that level. If they receive 0 daily spell slots for a given spell level, they cannot prepare or cast spells of that level unless they have a casting ability score high enough to give them a bonus spell slot of that level.

TABLE 2-3: SPELLCASTING SKILLS BY CLASS

Class	Skill (s)	Spell Type
Assassin*	Knowledge (arcana)	Arcane
Bard**	Knowledge (arcana)	Arcane
Blackguard*	Knowledge (religion)	Divine
Cleric	Knowledge (religion)	Divine
Druid	Knowledge (nature)	Divine
Mage	Knowledge (arcana)	Arcane
Paladin**	Knowledge (religion)	Divine
Ranger**	Knowledge (nature)	Divine

* Characters of this class receive one less spell slot of each level than their ranks in their spellcasting skill indicate.

** These are secondary spellcasting classes.

TABLE 2-4: DAILY SPELL SLOTS FOR SKILL RANKS

Skill Ranks	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1/x	x	x	x	x	x	x	x	x	x
2	2/x	x	x	x	x	x	x	x	x	x
3	2/1	0/x	x	x	x	x	x	x	x	x
4	3/2	1/0	x	x	x	x	x	x	x	x
5	3/3	2/1	1/x	x	x	x	x	x	x	x
6	3/3	2/2	2/x	x	x	x	x	x	x	x
7	4/3	3/3	2/0	1/x	x	x	x	x	x	x
8	4/3	3/3	3/1	2/x	x	x	x	x	x	x
9	4/3	3/3	3/2	2/x	1/x	x	x	x	x	x
10	4/3	4/3	3/2	3/0	2/x	x	x	x	x	x
11	5/3	4/3	4/3	3/1	2/x	1/x	x	x	x	x
12	5/3	4/3	4/3	3/2	3/x	2/x	x	x	x	x
13	5/3	4/3	4/3	4/2	3/0	2/x	1/x	x	x	x
14	5/3	4/3	4/3	4/3	3/1	3/x	2/x	x	x	x
15	5/3	4/3	4/3	4/3	4/2	3/x	2/x	1/x	x	x
16	6/3	4/3	4/3	4/3	4/2	3/0	3/x	2/x	x	x
17	6/4	4/3	4/3	4/3	4/3	4/1	3/x	2/x	1/x	x
18	6/4	4/3	4/3	4/3	4/3	4/2	3/x	3/x	2/x	x
19	6/4	4/3	4/3	4/3	4/3	4/2	4/0	3/x	2/x	1/x
20	6/4	5/3	4/3	4/3	4/3	4/3	4/1	3/x	3/x	2/x
21	6/4	5/3	4/3	4/3	4/4	4/3	4/2	4/x	3/x	2/x
22	6/4	5/3	4/3	4/3	4/4	4/4	4/3	4/x	3/x	3/x
23	6/4	5/3	4/3	4/3	4/4	4/4	4/4	4/x	4/x	3/x

FEATS

Item Creation Feats

When checking to see if a character has enough spellcasting levels in order to qualify for a particular Item Creation feat, add together all of their spellcasting levels, including arcane or divine.

Metamagic Feats

Using a Metamagic feat does not increase the effective level of the spell. Instead it makes the user more unlikely to be able to cast the spell. This is represented by requiring the user to make a Spellcraft check to cast the spell successfully, but only if they have attached one or more Metamagic feats to it.

A character can spend a move action to attach any number of Metamagic feats *that they possess* to a spell. They must begin to cast the spell within 1 round, otherwise the Metamagic feats cannot modify the spell (so if they delay, they have to spend the move action to do it again).

Casting a Metamagic enhanced spell requires the character to make a Spellcraft check with a DC equal to 10 + (spell slot level x2) + Metamagic Difficulties. The Difficulty ratings of all Metamagic feats the character is using to enhance the spell are added together before applying them to the skill check DC. Only one skill check needs to be made per casting, no matter how many Metamagic feats are used.

If the character fails the Spellcraft check, then the spell slot used to cast the spell is lost for the day, without the spell having *any* effect. If they rolled a natural "1" on their Spellcraft check, then the specific spell they were trying to cast is no longer prepared, and that level of spells cannot have another spell prepared to replace the lost one until they get a chance to prepare spells again normally. The spell also fails, as if it were disrupted. Due to this, the character cannot take 10 on a Spellcraft check to add metamagic enhancements to a spell.

The table below shows the Metamagic Difficulty of all Metamagic Feats. If you want to use a Metamagic feat with this system that is not listed on the table, consider it to have a

Difficulty equal to triple the amount it would increase the spell's level by.

TABLE 2-5: METAMAGIC FEAT DIFFICULTIES

Metamagic Feat	Difficulty
Aligned Spell (new)	+3
Boost Spell (new)	+3
Empower Spell	+6
Enlarge Spell	+3
Extend Spell	+3
Hanging Spell (new)	+6
Heighten Spell	+(3 x DC bonus)*
Maximize Spell	+9
Quicken Spell	+12
Silent Spell	+3
Still Spell	+3
Widen Spell	+9

* Heighten Spell adds a bonus to the spell's saving throw DC. This bonus can be no higher than the highest-level spell you can cast from the same spell list (without the Sorcery feat). The Metamagic Difficulty for using Heighten Spell is equal to twice the bonus applied to the saving throw DC.

New Feats

Aligned Spell [Metamagic] [New]

You can imbue a spell with a portion of your morality, making it disruptive to beings of an opposing moral code.

Prerequisites: Cannot be true neutral in alignment.

Benefit: Pick chaotic, evil, good, or lawful. You cannot pick an alignment that you do not also possess. If the spell you alter with this feat affects a creature of opposing alignment, that creature takes hit point damage equal to your caster level. Regeneration and Fast Healing do not affect this extra damage. This extra damage is not multiplied on a critical hit.

Metamagic Difficulty: +2.

Boost Spell [Metamagic] [New]

Your spells can reach greater limits than normal.

Benefit: All the die values used for the effects of your spells are increased by one die size (d3, d4, d6, d8, d10, d12 max). The number of dice is unchanged, only their size is altered.

Metamagic Difficulty: +2.

Celestial Magic [General]

You have managed to somehow form a bond to the goodly outer planes. This bond manifests itself in the spells you cast, and in a kind of spiritual residue.

Prerequisite: Non-evil alignment, Knowledge (the planes) 4+ ranks, ability to cast 1st-level spells.

Benefit: Any spell you cast on an evil creature has a +1 bonus to its save DCs, and a +2 bonus to your roll to overcome it's Spell Resistance. If it is also of the Outsider creature type, then these bonuses double.

Aura of Good: Even if you are not of good alignment, your aura reeks of your celestial power. This causes you to be treated as a good-aligned creature by spells, spell-like, and supernatural effects.

Dragon's Blood Magic [General]

Your magic comes from the taint of draconic blood far back in your family line. Not all of your family is magic-users, but in you the blood has bred truer than in most.

Prerequisites: Charisma 13+, Ability to prepare 0th-level arcane spells.

Benefit: You are always considered to these spells prepared as arcane spells, but only if you can cast arcane spells of the same levels. If the spell becomes unprepared, it automatically becomes prepared again after you rest for at least 8 hours.

Spells: 0th - *detect magic*; 1st - *comprehend languages*; 2nd - *bull's strength*; 3rd - *clairaudience/clairvoyance*; 4th - *Stoneskin*; 5th - *break enchantment*; and 6th - *contingency*.

Eldritch Might [General]

You can cast more spells per day due to a mixture of raw intellect, will, and passion.

Prerequisites: Int 13+, Wis 13+, Cha 13+, ability to cast 1st level spells.

Benefit: You get an extra pool of daily spell slots equal to the total of your Intelligence, Wisdom, and Charisma modifiers. You can use this pool to cast spells of any type (arcane or divine) and level you can cast normally, but only once your regular spell slots of that type and level are used up. Using this pool to cast a spell costs a number of points from the pool equal to 1 + the level of the spell. This pool refreshes after 8 hours of rest, once/day.

Elemental Magic [General]

You are very adept at magic dealing with one elemental damage descriptor.

Prerequisites: Spellcraft 4+ ranks, ability to cast at least one spell with the chosen type of element descriptor.

Benefit: Choose either acid, cold, electricity, or fire. Whenever you cast a spell with that kind of descriptor you treat yourself as having a caster level one higher than you actually do. This affects all level-dependant characteristics of the spell, including your roll to overcome Spell Resistance. it stacks with other bonuses.

Special: You can take this feat multiple times. Each time you take this feat you must choose a different descriptor to apply it to.

Favorite Spell [General]

You are very adept at casting a particular spell, a spell you prefer to use whenever possible.

Prerequisites: Spell Mastery with the chosen spell, Spellcraft ranks of at least 4 + twice the spell's level, can only be taken by 1st-level characters.

Benefit: Choose any spell you have prepared. Once you make this choice the spell can no longer be unprepared, even by rolling a natural 1 when using Metamagic on it. You cast the spell as if it were one level lower than it actually is. This applies to both the spell slot it takes to cast that spell, and the DC of Spellcraft checks to successfully use Metamagic feats on it.

Formal Apprenticeship [General]

You spent several years studying under a Mage of some power, learning the secrets of subtle spellcasting at a young age. You might have graduated into full Mage status, or you might not, but in either case you find yourself able to cast many spells.

Prerequisites: Int 13+, Knowledge (arcana) 1+ ranks, Spellcraft 2+ ranks, 1st-level characters only.

Benefit: You gain a number of extra 0th-level Mage spells you can prepare equal to your Intelligence modifier. This is in addition to the 1 + Casting Ability modifier that you receive for



being a Mage, if you are a Mage. If you have no levels in Mage, then your effective caster level with these spells is one.

Special: The spells you gain the ability to prepare with this feat cannot be used to qualify for prestige classes or feats.

Hanging Spell [General]

You have learned how to cast a spell ahead of time, and keep it waiting to be activated until a later time.

Benefit: A spell altered by this Metamagic feat does not go off immediately. Instead it waits as a small invisible lacework of magical energy around caster, dormant until he activates it. Activating such a hung spell is a free action, but counts towards your limit of one free action spell per round. The spell's target, if any, and duration are not set until it is activated. When the spell slot used to cast the spell refreshes (which you cannot prevent), the dormant spell is lost if it has not been used already. A *detect magic* spell reveals the presence of a spell affected by Hanging Spell. Only one Hang Spell effect can be saved at a time.

Metamagic Difficulty: +4.

Infernal Magic [General]

You have managed to somehow form a bond to the evil outer planes. This bond manifests itself in the spells you cast, and in a kind of infernal taint.

Prerequisite: Non-good alignment, Knowledge (the planes) 4+ ranks, ability to cast 1st-level spells.

Benefit: Any spell you cast on a good creature has a +2 bonus to your roll to overcome its Spell Resistance, and deals it's level in hit point damage that cannot be healed except by rest. This damage is dealt even if the target makes their saving throw, just so long as the spell overcame their Spell Resistance. If it is also of the Outsider creature type, then these bonuses double.

Aura of Evil: Even if you are not of evil alignment, your aura seethes with an infernal taint. This causes you to be treated as an evil-aligned creature by spells, spell-like, and supernatural effects.

Metamagic Adept [General]

You are very adept at successfully adapting Metamagic to spells.

Prerequisites: Spellcraft 6+ ranks, Skill Focus (Spellcraft), any Metamagic feat.

Benefit: You gain a +3 bonus to your Spellcraft checks, but only for purposes of making checks to add in Metamagic feat effects.

Sorcery [General]

You can extend yourself in order to cast arcane spells more difficult than you could regularly prepare.

Prerequisites: Charisma 11+, Knowledge (arcana) 2+ ranks.

Benefit: You can prepare a single arcane spell of one level higher than you can normally prepare. You can cast this spell once per day, plus any bonus spell slots you might have for a high ability score. Casting this spell is difficult, you must make a Will's save with a DC equal to 15 + twice the spell's level after you cast it. If the save is successful, then you are only *dazed* for one round. If the save failed then you are *dazed* for 1 round, followed by being *shaken* for 1d6 more rounds. You cannot enhance this spell with Metamagic feats.

Note: Having this feat would allow characters without any arcane magic spellcasting levels to prepare a single 0th-level arcane spell. Such characters choose this spell from the Mage spell list, and are treated as if they had a single spellcasting level.

Special: The spell you gain the ability to prepare with this feat cannot be used to qualify for prestige classes or feats.

Studious Magician [General]

You are very adept at cramming your mind with more spells.

Prerequisites: The ability to cast 1st-level spells.

Benefits: You can prepare one more spell of each spell level, except for the highest-level spell you can cast. If the highest-level spell you can cast later rises, then this ability rises with it.

Example: Ambrosius the 6th-level Mage just took this feat, allowing him to prepare additional spells. He can cast up to 3rd-level spells, so this feat allows him to prepare one spell of each level 0th to 2nd. When he goes up to 7th-level Mage he will gain access to 4th-level spells. At that point he also gains the ability to prepare an additional 3rd-level spell thanks to this feat.



BOOK OF MAGIC

In addition to presenting new options, this section presents balanced and flavorful alternatives to the Eldritch Knight (the Eldritch Warrior) and Mystic Theurge (Magical Savant) prestige classes. It is highly recommend that you use these alternatives instead of the originals (not that many folks use the originals anyway).

ELDRITCH WARRIOR (PRC)

Not all arcane magic users are bookish or foppish brain-cases. Many have a very martial mentality, often supplemented by some skill at arms. Such arcane magic users will from time to time decide to try and better meld their martial and magical abilities, to find the point at which the two disparate disciplines can be merged into a more complete whole. Most such characters end up taking levels of Eldritch Warrior.

Hit Dice: d6.

Requirements

Base Attack: +4.

Skills: Concentration 8+ ranks, Knowledge (arcana) 8+ ranks, Spot 4+ ranks.

Feats: Armor Proficiency (Light), Combat Casting, Martial Weapon Proficiency

Spellcasting: Must be able to cast 2nd-level arcane spells.

Special: The AC Bonus ability (such as from the Monk class) can be used to replace the Armor Proficiency (Light) feat requirement.

TABLE 3-1: THE ELDRITCH WARRIOR

Level	BAB	Fort	Ref	Will	Special Abilities	Spellcasting
1	+0	+0	+0	+2	Eldritch Assault	+1 arcane level
2	+1	+0	+0	+3	Arcane Defense	+1 arcane level
3	+2	+1	+1	+3		---
4	+3	+1	+1	+4	Eldritch Assault	+1 arcane level
5	+3	+1	+1	+4	Abjuration Boost	+1 arcane level
6	+4	+2	+2	+5	Somatic Weapon	---
7	+5	+2	+2	+5	Eldritch Assault	+1 arcane level
8	+6	+2	+2	+6	Arcane Assault	+1 arcane level
9	+6	+3	+3	+6	Breach DR	---
10	+7	+3	+3	+7	Eldritch Assault	+1 arcane level

Class Skills

The Eldritch Warrior's class skills (and the key ability for each skill) are Concentration (Con), Climb (Str), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Jump (Str), Profession (Wis), Ride (Dex), Spellcraft (Int), and Spot (Wis).

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

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

Class Features

All of the following are class features of the Eldritch Warrior.

Weapon and Armor Proficiency: Eldritch Warriors gain no new proficiency with any armor or weapons.

Spellcasting: When a new Eldritch Warrior level is gained, (except for 3rd, 6th, and 9th) you gain an additional spellcasting level as if you had also gained a level in an arcane spellcasting class you already had before taking this prestige class. You do not, however, gain any other benefit a character of that class would have gained (improved magical music, bonus feats, and so on). This essentially means you add the your level in Eldritch Warrior to the level of some other arcane spellcasting class you

have, then determine your effective spellcasting level and maximum spell level accordingly.

Eldritch Assault (Su): Any magical melee weapon you are proficient with that you wield is treated as if it had a +1 magical special quality. These magical weapon qualities must be of a +1 bonus (such as *flaming* or *shocking*), and once chosen cannot be changed later. If you have at least one level of Monk, you can choose to instead have the Eldritch Assault ability apply to your Flurry of Blows attacks when you are unarmed, but not to martial arts weapons. Eldritch Assault can apply *only* to your magical melee weapons, or unarmed Flurry of Blows attacks, not both.

Arcane Defense (Ex): You reduce the Arcane Spell failure chance of any armor you wear or shield you wield by 5%. This is cumulative is you are wearing both a suit of armor *and* a shield.

Abjuration Boost (Ex): Whenever you cast an arcane spell that provides you with an AC bonus, that AC bonus is increased by +1. This does not apply to spells that augment your Armor Class by means of increasing the AC bonus of a shield or armor.

Somatic Weapon (Ex): You can cast arcane spells with a somatic component by waving around a weapon you are proficient with. This lets you cast somatic spells while wielding a weapon and using a shield, or wielding a two-handed weapon. The spell is still ahs it's somatic component, this ability simply replaces it with the waving of the weapon. As such, it is still affected by Arcane Spell Failure for wearing armor or using a shield. Obviously ex-Monks gain little benefit from this ability.

Arcane Assault (Su): As a free action before making a melee attack roll you can spend one of your daily arcane spell slots. If your attack roll hits then you deal a bonus 1d6 points of damage for every level of the spell slot you spent. You can use this ability multiple times in a round, but only once per attack roll. This damage is not multiplied on a critical hit. Thus a character can expend a 3rd-level spell slot to get +3d6 damage if they hit.

Breach DR (Su): If you hit with a melee attack you can choose to spend one of your daily arcane spell slots. If you do then you get to ignore up to five times the spell slot's level in Damage Reduction for that single attack, no matter what form of Damage Reduction it is. This includes usually impassable damage reduction (like a Barbarian's), and item Hardness. You can use this ability multiple times in a round, but only once per attack roll.

MAGICAL SAVANT (PRC)

A few arcane magic users view divine magic as something else to be studied. A few divine magic users see arcane magic as a beneficial or at least curious force. In either case, many such characters tend to take a few levels in a corresponding class in order to better understand what they are fascinated by. Some of those who do continue to try and develop the two different forms of magic into a more coordinated whole. This might be because they follow a magic-oriented deity, or because they are trying to flesh out more variety in their arcane abilities. In any case, such characters often turn the Magical Savant prestige class.

Hit Dice: d4.

Requirements

Skills: Knowledge (arcana) 8+ ranks, Knowledge (religion) 8+ ranks, Spellcraft 8+ ranks.

Feats: Skill Focus (Spellcraft).

Spellcasting: Must be able to cast 2nd-level arcane spells, and 2nd-level divine spells.

Special: Characters with the Magic Domain do not need the Skill Focus (Spellcraft) requirement.

TABLE 3-2: THE MAGICAL SAVANT

Level	BAB	Fort	Ref	Will	Special Abilities	Spellcasting
1	+0	+0	+0	+2	Synergy 2	+1 caster level
2	+1	+0	+0	+3	Synergy 3	+1 caster level
3	+1	+1	+1	+3	Reliable Spell	+1 caster level
4	+2	+1	+1	+4	Synergy 4	+1 caster level
5	+2	+1	+1	+4	Personal Spell	+1 caster level
6	+3	+2	+2	+5	Synergy 5	+1 caster level
7	+3	+2	+2	+5	Powerful Spell	+1 caster level
8	+4	+2	+2	+6	Synergy 6	+1 caster level
9	+4	+3	+3	+6	Breaching Charge	+1 caster level
10	+5	+3	+3	+7	Synergy 7	+1 caster level

Class Skills

The Magical Savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (nature), Knowledge (religion), Profession (Wis), and Spellcraft (Int).

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

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

Class Features

All of the following are class features of the Magical Savant.

Weapon and Armor Proficiency: Magical Savants gain no new proficiency with any armor or weapons.

Spellcasting: When a new Magical Savant level is gained, you gain an additional spellcasting level as if you had also gained a level in a spellcasting class you already had before taking this prestige class. You do not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, bonus feats, and so on). This essentially means you add the your level in Magical Savant to the level of some other spellcasting class you have, then determine your effective spellcasting level and maximum spell level accordingly.

Synergy (Ex): You can prepare a single spell of each spell level up to this one from one of your class' spell lists into *any* prepared spell selection of the same spell level. The prepared spell's magic type changes to fit the class that has it prepared. It uses that class' spell casting ability score, and is cast using that class' spell slots per day.

Example: A Cleric 3/Mage3/Magical Savant 4 who puts their Magical Savant casting level increases into Cleric spellcasting can cast divine spells of up to 5th level, but only 2nd level arcane spells. They also have Synergy 4. They can choose to prepare a single arcane spell of each level as a divine spell, and treat them as divine spells (using Cleric casting levels for spell characteristics, Wisdom for save DCs, and no Arcane Spell Failure). They can only do this if they have access to those spells, such as in a spellbook, or burned from a scroll directly into memory. The same character that used the casting levels to add to their Mage casting ability would be able to prepare divine spells as arcane spells, but would not need to worry about having a source for them as they could prepare them when their Cleric class prepares spells normally.

Reliable Spell (Ex): Pick any 0th-level spell you have prepared. That spell can never be unprepared, even by rolling a natural 1 when using Metamagic (that will just cause the casting to be wasted). When you cast this spell you get to make a Spellcraft check with a DC of 20 in order to not use up one of your daily spell slots. You must have a spell slot you can use to cast the spell in order to even try to cast it.

Personal Spell (Su): You can take any spell you have prepared of up to 1st level and alter its duration to "permanent", but only if that spell is cast targeting you. This spell cannot have a duration of "until discharged" or "instantaneous" normally. While you are using this ability, you cannot cast that prepared spell again (but nothing is stopping you from preparing the same spell twice). You must cast this spell in order to activate this ability, and again to deactivate it. If the spell is *dispelled* you can re-instate it by casting the spell again, but you still cannot switch to a different Personal Spell until you deactivate the previous one.

Powerful Spell (Ex): Choose any 2nd-level spell you have prepared, this choice cannot be changed later even if the spell is no longer prepared. Whenever you cast that spell you get to ignore all level-based maximums for the spell. *Cure moderate wounds* no longer caps out at 2d8+10 damage, *scorching ray* can create more than three rays, and so on.

Breaching Charge (Sp): You can expend a spell slot in order to try and reduce the Spell Resistance of a target. This ability requires you to use up one of your daily spell slots as if you had cast a spell with it, complete with Arcane Spell Failure (if any). This effect targets one creature up to 200 ft away in direct line of sight. You make a check against the target's Spell Resistance as if you had cast a spell on them. If the check is successful, then the creature's Spell Resistance is lowered by an amount equal to the level of the spell slot you used, for one hour per Magical Savant level. This effect is cumulative if used multiple times on the same target.



NEW SPELLS

Animate Dead Animals

Necromancy [Evil]

Level: Cleric 1, Necromancer 1, Mage 2

Components: V, S, M

Casting Time: Standard Action

Range: Touch

Target: One dead animal corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell you can animate a single dead non-sentient creature that was not previously undead. The creature must be mostly intact for this spell to work, but does not have to be in "living" condition. Most of its limbs and skeletal mass, as well as an intact skull, are sufficient for this spell to function.

The creature comes back as a skeleton if most of its flesh is gone, or as a zombie otherwise. It is common for users of this spell to flense excess flesh from their creation in order to make a skeleton.

A single casting of *animate dead animals* will animate a single Diminutive creature at 1st caster level. At 5th caster level you can animate up to Tiny creatures. At 9th caster level you can animate up to Small creatures. You automatically control any creature you animate with this spell. You cannot retain control of more HD worth of creatures made by means of this spell than you have caster levels, separate from any you might normally be able to control.

Material Component: Any gemstone worth at least 1 gp per HD of the animal animated, rounding up.

Arcane Force

Evocation [Force]

Level: Mage 2

Components: V, S

Casting Time: Standard Action

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

Effect: 1 bolt plus 1 per 2 caster levels after 1st (5 maximum)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates up to five bolts of magical force similar to *magic missiles*. Each bolt deals 1d10 damage, and can hit any single object or creature within the spell's range and line of sight. Unlike *magic missile*, these bolt of force are unimpeded by the *shield* spell.

Bone Skin

Transmutation

Level: Mage 2, Transmuter 1

Components: V, S, M

Casting Time: Standard Action

Range: Touch

Target: One willing creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes the subject's skin to harden into a kind of thin exoskeleton bone carapace. The carapace gives them +1 natural armor and an extra damage reduction of +1/-. The thickening of their joints imposes a -2 circumstance penalty to their Dexterity.

Every two caster levels after 1st the Natural Armor bonus increases by +1, to a maximum of a +4 bonus at 7th level.

Material Component: A piece of bone.

Captive Audience

Enchantment [Language-Dependant, Mind-Affecting]

Level: Bard 2, Enchanter 1, Mage 2

Components: V, S

Casting Time: Standard Action

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

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell tries to trap the target into obsessing over figuring out the answer to an unanswerable question, such as "what is the answer to life?" or "how many goblins does it take to clean a shirt?" As long as they are not attacked or interacted with after the spell takes affect, they will remain obsessed with their puzzling dilemma.

The subject of this spell is not unaware of their surroundings while caught in its effects they just don't care. They are not helpless, and have no penalties to their armor class.

Chain of Flames

Evocation [Fire]

Level: Evoker 1, Mage 2

Components: V, S, M

Casting Time: Standard Action

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

Targets: Up to 1 creature/level

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes a pulsing shot of fire to launch itself unerringly at any one target within range. Once it has hit that target it bounces off to hit any other target within 10 ft of the previous one. It keeps doing this until it runs out of targets, or until it would have to hit the same target twice.

Even if a target makes it's Spell Resistance or Reflex save, the flames still count it as being hit. The flames will strike one target within line of sight to the caster per level of the caster.

The flames deal 1d8 + caster level in fire damage, to a maximum of 1d8 +5, to each target.

Material Component: A paper or string chain.

Defile Soul

Necromancy [Evil]

Level: Mage 8

Components: V, S, F

Casting Time: Full Round

Range: Touch

Target: Living intelligent creature touched

Duration: Special

Saving Throw: Will partial

Spell Resistance: Yes

This spell is used to steal the spiritual energy of a sentient living being and consume it for future use in Defiling Magic. This spell can only be cast by somebody addicted to Defiling Magic, and unlike other spells they cast it does not cause them to defile any land.

This spell provides the caster with a floating pool of magical energy that they can tap into to provide spell levels for Defiling Magic. They must channel this energy through a piece of obsidian in order to use it, adding a piece of obsidian that weighs at least 1 lb per level of spell energy channeled as an extra focus for any such spell.

When it is cast, they must touch another living sentient creature within the next three combat rounds, or the spell is



wasted. The victim they touch becomes the target of the spell, and must make their Will save. Should the save be successful, then they take a number of Negative Levels equal to a fourth of the caster's level. Should they fail the save, then they take a negative level for every character level they have, and die.

The caster gets a number of spell levels worth of energy equal to the Negative Levels the victim took, up to the victim's actual character level. If this spell killed the victim, then the amount of spell levels the caster receives is doubled. The caster can hold on to no more than twice his caster levels in spell levels worth of spell energy.

Warning: While containing spell energy in this manner, the caster's body reacts poorly to *cure* spells and effects. Whenever they successfully receive such an effect, they take a point of damage for every spell level worth of energy they contain. If they are undead, this is cumulative with the damage they took from the *cure* effect itself.

Arcane Focus: A small obsidian sphere 1 inch in diameter. It costs 10 gp.

Elemental Speck

Conjuration [see text]

Level: Conjurer 1, Mage 2

Component: V, S

Casting Time: Full Round

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

Effect: An elemental speck

Duration: 1 minute/level

Saving Throw: Special (see text)

Spell Resistance: No

This spell summons an elemental speck from one of the four main elemental planes: air, earth, fire, or water. Each speck floats around the caster, and performs a specific type of task like a loyal pet. Commanding a speck is a free action that can be done telepathically. This spell has the same elemental descriptor as the kind of speck it is being used to summon.

Air: Will pick up any unattended object of up to 10 lbs, and return it to the caster at the fastest possible speed. This speck looks like a foot-wide cyclone of mist. No save.

Earth: Will try to "glue" any creature in contact with the earth once per round. This is handled like a Grapple check, only the speck is not subject to attacks of opportunity or the need to make an attack roll. This speck looks like a small pile of mud and rocks that pulls itself along the ground. Grapple instead of save.

Fire: Will "buzz" any one thing a round, doing 1d8 fire damage. This speck looks like a small bird made entirely from flames and solid smoke. Reflex save to negate.

Water: Will "slick" a single 5-ft square a turn, making it so that any creature walking through or fighting in that square must make a Balance check or fall prone and lose the rest of its turn. The DC for the check equals 10 + your caster level. This speck looks like a small glass semi-sphere, but is actually made entirely from clear water. Balance instead of save.

A speck has an AC of 15 (+2 size, +3 natural), and has twice your caster level in hit points. They use your base saving throws, but have no modifiers to them. They are of the Elemental creature type. Specks do not provoke attacks of opportunity due to actions or movement.

Fool's Luck

Abjuration (Chaos)

Level: Bard 1, Cleric 1

Components: F

Casting Time: Free Action

Range: Caster

Target: You

Duration: One saving throw

Saving Throw: No (harmless)

Spell Resistance: No (harmless)

This spell is used in the event of a failed saving throw. The spellcaster gets to make a new saving throw, but only uses his caster level for the bonus added to the d20 roll. He must accept the outcome of the new saving throw, even if it is worse than the old one.

Focus: A pair of dice.

Hallucination

Illusion [Mind-Affecting, Phantasm]

Level: Illusionist 1, Mage 2

Components: V, S, M

Casting Time: Standard Action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell is told that they perceive a specific creature, object, or location. The details of what they see is filled in by their own mind, so the caster of this spell does not have to concentrate to make the illusion move realistically. The illusion is full sensory, covering all of the creature's senses even if the caster does not know they possess a particular sense. It can be used to make a real-life object appear to be something different to the subject, but has to be designated during casting if it will be used in this way.

The subject cannot be made to *not* perceive something, nor can they be made to perceive something that would prevent their regular perception of their environment (such as total darkness or being in a locked cell). No matter the type of *hallucination*, it must be fairly realistic and believable.

Only the subject perceives the illusion. All observers just perceive the subject's reactions. The subject still perceives the real world within the context of the imposed *hallucination*, so they are not flat footed or helpless.

Material Component: A piece of gauzy cloth or webbing.

Hero's Requiem

Necromancy

Level: Cleric 4

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This spell is used to coerce a fallen comrade back into his body. It functions as a weaker version of *raise dead*. It has all of *raise dead*'s abilities, but also has one drawback: the creature must make a Will save against a DC of 15 or *die again*.

If a creature dies from this failed Will save, then another casting of *hero's requiem* will have no effect on it.





Rebound

Alteration

Level: Bard 2, Cleric 3, Mage 3

Components: S, F

Casting Time: Free Action

Range: Caster

Effect: One attack

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

When cast this spell causes the energy of one attack on the caster to strike its source rather than the caster. The attack must have been made against the caster, and have required an attack roll.

The attacker gets a Reflex save to dodge the returning energy.

Focus: A small mirror or reflective surface.

Sense of Destruction

Divination

Level: Druid 0, Cleric 1, Mage 1

Components: V, S

Casting Time: Full Round

Range: Touch

Area: Land touched

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

The caster of this spell must touch land or plants that have been harmed by supernatural means. The spell instantly gives him the knowledge of when the last time magic, psionics, defiling, or other supernatural effect harmed the touched subject. It also tells him which kind of effect was responsible for the harm done to the land. On a successful Knowledge (arcana) check, or Knowledge (psionics) if it was psionic, the caster also knows *exactly* what was used to cause the harm.

This spell does not provide information about *who* harmed the land, but it can be used to gather clues in order to pursue an investigation.

Tracking Alarm

Divination

Level: Diviner 1, Mage 2

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Target: One creature or object

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the caster to always know the relative location of the creature or object it was cast on, as well as its general condition. He knows how far away it is, and in what direction it lies. If it is on another plane, he knows that it is no longer on the same plane as he is, but nothing more. He knows if it is intact, slightly injured, very injured, or destroyed.

This spell is often used to keep track of valuable objects such as spellbooks, but also to coordinate group activities over large areas.

Focus: A small piece of wood with a bone needle laying atop it.

Waiting Ward

Abjuration

Level: Abjurer 1, Mage 2

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One willing creature

Duration: Until discharged

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell places a powerful protection on the subject, which tries to bend probability in order to help them survive potential dangers. The subject gets a +1 luck bonus to all of his saving throws, which goes up by +1 for every two caster levels after 1st. Every time they make a saving throw, whether or not it succeeds, this bonus drops by a point. Once the entire bonus is gone, the spell's duration ends.

This spell is not cumulative with multiple castings. If a subject is affected by it more than once, then only the spell that provides the greatest bonus applies. All other castings of the spell are negated.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Liber Magus Copyright 2004, DaemonEye Publishing and Jay Tyler Barrell; Author Jay Tyler Barrell.

PROMETHEUS GAMING LICENSE

1. Definitions

(a) "ASCII text file" means a software file containing data that consists of text characters without formatting or graphic displays.

(b) "Covered Product" means any release of material using the Prometheus Compatibility Logo Trademark License, including: a box containing one or more volumes of material, a book or flyer, any collection of material marketed as a unit with a single price, a collection of material physically combined using packaging including shrink wrap or adhesive tape, a computer file or combination of computer files combined into an archive, a web page.

(c) "Open Gaming License" refers to the Open Gaming License, version 1.0a.

(d) "Prometheus Reference Documents" refers to the collection of rules references documents made available by the Free Gaming Association under the same name.

2. Copyright & Trademark

The Free Gaming Association retains title and ownership of the Prometheus Compatibility trademark logos, and all other copyrights and trademarks claimed by The Free Gaming Association in this License.

3. Agreement not to Contest

By making use of and/or distributing material using the Prometheus Compatibility trademark logos under the terms of this License, You agree not to contest the ownership of the Licensed Articles.

4. License to use

You are hereby granted the non-transferable, non-exclusive, non-sub licensable, royalty-free license to use the Prometheus Compatibility trademark logos, and certain other trademarks and copyrights owned by The Free Gaming Association (the "Licensed Articles") in a work licensed under the Open Gaming License in accordance with the conditions specified in this License to indicate compatibility between the licensed work and the rules embodied in the Prometheus Reference Documents.

5. Logo Usage

All Covered Products must display the Prometheus Compatibility Trademark logo in a reasonable size without stretching or distorting the dimensions of the logos, nor alteration of the color, typography or design. You may not allow any part of the Logo to be overprinted by another graphic. In the specific case of an ASCII text file, include the words "A Prometheus Compatible Product."

6. Trademark Acknowledgement

All Covered Products must include the following text in a reasonably legible font and color. "Prometheus Compatibility" logos are trademarks of the Free Gaming Association and are used according to the terms of the Prometheus Compatibility Trademark Logo License. A copy of this License can be found at "<http://www.thefga.com>"; Permission is granted to translate this text into a non-English language, provided that the English text is also included, and that the translated text is identified as non-official.

7. Required Compatibility

The Covered Product must be reasonably compatible with one or more of the Prometheus Reference Documents made available by the Free Gaming Association. Should your product be found not to be reasonably compatible by the Free Gaming Association, you are required to make available, for free and without cost and under the Open Gaming License or another license approved by the Free Gaming Association, a conversion document that will allow the use of the Covered Product with one of the Prometheus Reference Documents made available by the Free Gaming Association. If you fail to make available said conversion document within 30 days, you will be considered in breach of the Prometheus Compatibility Trademark Logo License, and subject to the terms contained within. For more information regarding the process used to determine if a product is incompatible, please see the Prometheus Compatibility Guide available from the Free Gaming Association's Website.

8. Trademark Use in Marketing

Permission is granted to use the Licensed Articles for the purposes of marketing a Covered Product. When doing so, the marketing content must include the following text in a reasonably legible font and color: "The Prometheus Compatibility Trademark logos are trademarks of The Free Gaming Association in the United States and other countries and are used with permission."

9. Termination for Breach

In the event that you fail to comply with the terms of this License, You will be considered to be in breach of this License. The Free Gaming Association will attempt to notify you via the contact information supplied by You to the Free Gaming Association. The breach of the license will be posted on the Free Gaming Association's website, as well as any cure or outcome of said breach. You will have 30 days from the date of the notice (the "cure period") to cure the breach to the satisfaction of The Free Gaming Association. If, at the end of the cure period, the breach is not cured, The Free Gaming Association may terminate this License without further written notice to you.

10. Effects of Termination

Upon termination, you shall immediately stop all use of the Licensed Articles. You will remove or make illegible/unreadable, any use of the Licensed Articles from your covered work/product, advertising, web site, letterhead, or any other use. You will solely bear any costs related to carrying out this term of the License.

11. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, The Free Gaming Association may, at its option, pursue litigation or public disclosure, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

12. Logo Updates

The Free Gaming Association may issue updates and/or new releases of the Prometheus Compatibility trademark logos without prior notice. You may continue to distribute any pre-existing material that bears an older version of the Prometheus Compatibility trademark logo.

13. Changes to Terms of the License

The Free Gaming Association may issue updates and/or revisions to this License without prior notice. You may use any prior or current version, excluding draft or provisional versions, of this License authorized by The Free Gaming Association in conjunction with the Licensed Articles.

14. Notices to Licensor

The Free Gaming Association
438 Charwila Lane
Enumclaw, Washington 98022

15. Notices to Licensee

You are solely responsible for providing your contact information to The Free Gaming Association for use in notifying You of license changes, and breach notification. This contact information will only be used to contact you for license changes and/or notice of license breaches.

16. No maintenance or support

The Free Gaming Association shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the Licensed Articles.

17. No Warranty / Disclaimer

THE PROMETHEUS COMPATIBILITY TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. THE FREE GAMING ASSOCIATION DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. THE FREE GAMING ASSOCIATION MAKES NO REPRESENTATION OR WARRANTY THAT THE PROMETHEUS COMPATIBILITY TRADEMARK LOGO FILES ARE ERROR FREE.

