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CLASSES OF NEOEXODUS: **DOMINION** **WYRDCASTER**



WRITTEN BY OWEN K.C. STEPHENS

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TRAINING

On the world of Exodus, the Dominion are revered and feared as the most powerful manipulators of magic. Among the spellcasters of the Dominion, the acknowledge elite are the Wyrdcasters, who master a magic far more powerful, and potentially self-destructive, than typical spells. Wyrdcasters learn to take power from their own future fate, and use it to turn common spells in wyrds, magics with greatly augmented results. The art of weaving fate energy into a spell is only understood in the Dominion, and only the Wyrdcasters study this dangerous technique in any depth.

Wyrdcasters are not simply students of an unusual art, however. They are warrior wizards and strategic sorcerers, trained to master both magics and the art of battlefield warfare. Most are members of powerful aristocracies, for only nobles can normally take the time required in youth to train for the rigors of the mystic art of battle. In many places in the Dominion Wyrdcasters are powerful califs and viziers, the elite ruling class with all other spellcasters and fighters relegated to secondary roles. As a result Wyrdcasters are often seen as arrogant, but their arrogance is not without cause. A Wyrdcaster knows his wyrds and spells protect him from any mundane threat, and his deep understanding of magic protects him from other spellcasters.

COMBAT

Wyrdcasters are actually heartier than many arcane spellcaster, as the result of channeling so much energy through their bodies. However, a Wyrdcaster cannot survive direct combat for long, and knows it. Further, their constant study of the laws of fate and destiny leave little time to mastery weapons-play or defensive maneuvers, though they are drilled at the principles of arcane combat. Despite this, Wyrdcasters are much feared for their ability to influence a battle.

Wyrdcasters can use spells and wyrds to take out crucial foes from great range, but are themselves extremely resistant to spell effects. A Wyrdcaster cloaked in defensive magics, slinging wyrds that last much longer than expected, or penetrate even the strongest defenses, can alter the course of a battlefield without ever resorting to the scimitar slung by his side. A Wyrdcaster alone can eventually be overcome by sheer numbers, but one with a few guards or loyal allies is often unstoppable, dropping opposed generals, champions and spellcasters to change the tide of a conflict.

Wyrdcasters are taught from a young age, for they have much to learn. While other children are allowed to play and enjoy the bright days of spring, Wyrdcasters in training are drilled at the tactics of arcane warfare, taught foreign languages, and forced to repeat mystic glyphs and litanies of the laws of destiny over and over. Many trainees are unable to handle this intense regimen, and abandon the path of the Wyrdcaster for more traditional arcane roles. Only the most dedicated and skilled youths ever become full Wyrdcasters.

REQUIREMENTS

To qualify to become a Dominion Wyrdcaster, a character must fulfill all the following criteria.

Spells: Ability to cast 3rd level arcane spells.

Feats: Combat Casting, Spell Penetration, any one Wyrd-related feat (three of which are presented at the end of this prestige class).

Skills: Concentration 8, Knowledge (*arcane*) 8, Knowledge (*the planes*) 8, Spellcraft 8

Special: Must be trained by a Wyrdcaster with at least 2 wyrd techniques. Must be able to cast at least one spell from each of the eight schools of magic.

HIT DICE

A Dominion Wyrdcaster gains 1d6 plus Constitution modifier hit points per level.

CLASS SKILLS

The Dominion Wyrdcaster's class skills (*and the key ability for each skill*) are Concentration (*Con*), Craft (*Wis*), Knowledge (*arcana, history, nobility and royalty, religion, the planes -- each taken individually*)(*Int*), Spellcraft (*Int*), Use Magic Device (*Cha*).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Dominion Wyrdcaster.

WEAPON AND ARMOR PROFICIENCY

Dominion Wyrdcasters are proficient with all simple weapons and light armor (*though they suffer normal arcane spell failure*), as well as the kukri, scimitar, and falchion.

DOMINION WYRDCASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+0	Wyrd technique	—
2	+1	+1	+1	+1	Familiar gain	+1 level of existing arcane spellcasting class
3	+1	+1	+1	+1	Arcane buffer I	+1 level of existing arcane spellcasting class
4	+2	+1	+1	+1	Wyrd technique	+1 level of existing arcane spellcasting class
5	+2	+2	+2	+2	Dual mastery I	+1 level of existing arcane spellcasting class
6	+3	+2	+2	+2	Arcane buffer II	+1 level of existing arcane spellcasting class
7	+3	+2	+2	+2	Wyrd technique	+1 level of existing arcane spellcasting class
8	+4	+3	+3	+3	Dual mastery II	+1 level of existing arcane spellcasting class
9	+4	+3	+3	+3	Arcane buffer III	+1 level of existing arcane spellcasting class
10	+5	+3	+3	+3	Wyrd technique, dual mastery III	+1 level of existing arcane spellcasting class

SPELLCASTING

At every level except 1st, a Dominion Wyrdcaster gains spells known and spells per day as if gaining one additional level in a previous arcane spellcasting class. The Wyrdcaster does not gain any other benefits of the previous class.

WYRD TECHNIQUES

A wyrd is a spell that has been laced with additional power taken from the near future destiny of the caster. (*The term wyrd refers to a spell cast using this method.*) Casting a wyrd literally requires the caster to borrow some of the luck, fate, and fortune of their next several hours, and channel it into an arcane spell. While doing this leaves a Wyrdcaster vulnerable until their fate recovers, it also allows them to cast spells much more powerful than typical wizards or sorcerers.

Once you cast a wyrd, you suffer the consequences of having a less powerful destiny for a matter of hours. Things simply don't go as well for you as minor turns of luck don't go your way, you lack the same level of drive and determination, and even the gods themselves pay less attention to your prayers. You suffer a penalty to all attack and damage rolls and skill checks equal to half the level of the spell you turned into a

wyrd (*minimum -1*). This fate penalty lasts a number of hours equal to the wyrd's level. Should you be so bold as to cast another wyrd before the fate penalties from a previous casting end, the fate penalties stack. This a Wyrdcaster who casts three 4th level wyrds is at a -6 fate penalty (*-2 per 4th level wyrd cast*) for 4 hours.

Wyrds themselves are immune to the fate penalties from casting prior wyrds. A Wyrdcaster at a -3 fate penalty may cast a fireball spell and be at -3 damage, or a fireball wyrd and suffer no penalty damage, but take another -1 fate penalty for three hours. You need not prepare a spell in advance as a wyrd (*with the sole exception of preparation-based Wyrdcasters using the augment skill technique*), but may decide to make them wyrds as the moment of casting.

There are different techniques for how to use the power you weave into a wyrd. You gain one technique at 1st level, selected from the list below, and additional techniques at 4th, 7th and 10th level. Once selected, a wyrd technique cannot be changed.

- **Augment Circumstance:** Using this technique, the Wyrdcaster can reroll any one die roll associated with successfully casting the wyrd. This

does not include Concentration checks (*as they are made prior to successfully casting a spell*), but does include damage, attack rolls, or even things such as the % chance of a mishap with a teleport of the number of creatures summoned with a monster summoning spell. Only one reroll is allowed, and the Wyrdcaster may take either his new result, or the original result (*in case it was better*).

- **Augment Duration:** Using this technique, a spell with a duration rated in rounds or minutes per level instead has a duration of ten minutes per level as a wyrd. A spell with a duration of ten minutes per level instead has a duration of one hour per level as a wyrd. A spell with a duration of one hour per level lasts until dawn or sundown (*whichever comes first*) as a wyrd.
- **Augment Ease:** Using this technique, the wyrd spell cast has no verbal or somatic components, does not require any material component that does not have a gp value, and casting it does not provoke an attack of opportunity. Even noticing the wyrdcasting is casting a spell before it goes off requires Sense Motive check against the Wyrdcaster's Spellcraft.
- **Augment Link:** This technique allows the Wyrdcaster to further boost the power of the wyrd spell with his own life essence. If a target succeeds at a saving throw against the wyrd, the Wyrdcaster may decide to increase the DC to a level above the successful save. Similarly if the Wyrdcaster's caster level check is insufficient to bypass the target's spell resistance, the Wyrdcaster can boost his caster level check to a level that succeeds. Doing this causes the Wyrdcaster to take 1 point of Constitution damage for every point the target made its saving throw, and the Wyrdcaster is not aware of this number until after he commits to spending the Constitution required.

Because this pits the Wyrdcaster's fate against that of the target, there are limitations to its power. Even if multiple targets are affected by the same wyrd spell, the Wyrdcaster may only boost the save DC for one of them. Second, spells that cause death (*other than by hit point damage*), petrification, polymorph or teleportation cannot be augmented by this technique – their affect on the target's fate is too great.

Only the most senior Wyrdcasters normally learn this technique, as it can be lethal (*taking enough Constitution damage to reduce you to 0 or less*

kills you). It does, however, allow a Wyrdcaster to feel confident they can affect a target much more powerful than himself if the risk is worth it.

- **Augment Potency:** Using this technique, a spell's caster level is increased by +5. Thus a 5th level wizard/5th level Wyrdcaster (*a 9th level caster*) using this technique to cast a teleport as a wyrd does so as a 14th level caster. He can teleport a maximum of 1,400 miles and bring an additional 4 Medium creatures.
- **Augment Skill:** Using this technique you can cast a spell one spell-level higher than your normal maximum spell level as a wyrd. You must choose what one spell of a level higher you know when you gain a new level of spells (this does not count against your spells known if you are a spontaneous spellcaster, though you must select it when you learn spells of that level). You may cast this spell as if it were one level lower by casting it as a wyrd. If you are a prepared spellcaster you must prepare this spell in advance. If you are a spontaneous spellcaster you may cast it using any of your highest-level slots.

For example, Hafiz Jalil is a Wizard 5/Wyrdcaster 6. The normal maximum spell level he can cast is 5th. He knows the augment skill wyrd technique, and chooses globe of invulnerability as his single 6th level spell known. He may prepare it as a 5th level spell, but casting it always counts as casting a wyrd, leaving him at a -2 fate penalty for 5 hours. When Hafiz Jalil becomes 12th level he'll gain access to 5th level spells and be able to cast globe of invulnerability as a normal 6th level spell. He immediately chooses a single 7th level spell he can prepare as a 7th level wyrd.

As another example, Dahal Falak is a sorcerer 6/Wyrdcaster 2. The normal maximum spell level she can cast is 3rd. As her single wyrd technique she selects augment skill, allowing her to choose a single 4th level spell she can cast as a 3rd level wyrd. She chooses bestow curse, which does not count against her spells known and she may now cast as a 3rd level wyrd. When she becomes 9th level she learns 4th level spells, one of which must be bestow curse, and she can select a single 5th level spell to cast as a 4th level wyrd.

FAMILIAR GAIN

A Dominion Wyrdcaster continues to strengthen his ties to his familiar.

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Add half your levels from this class to any class that grants a familiar as a class feature to determine your effective level for your familiar. For example, a Wizard 5/Wyrdcaster 5 uses the 7th-8th level master class level line on the familiar chart to determine its bonuses to natural armor, Intelligence, and special abilities.

ARCANE BUFFER

A Dominion Wyrdcaster is so versed in the nature of arcane magic, they can actually shrug off some spell damage by 3rd level.

You have a pool of hit points you can use to soak up damage from any spell (*including spells cast from items*), or supernatural or spell-like ability. Whenever you take damage from one of these sources, you may expend as many points of your arcane buffer as you wish to reduce damage done to your normal hit point total. You may make this decision after you know how much damage you have taken.

Additionally, you may expend points from your arcane buffer to increase a saving throw against the same kinds of attacks. For every five hit points of your buffer you expend, you gain a +1 bonus to a single saving throw against a magical source. You make this decision after you know what your saving throw total is, but before you know if you succeeded.

Your arcane buffer cannot be healed, but is restored in full any time you recover your daily spellcasting ability (*normally after 8 hours of restful sleep*). At 3rd level this pool is equal to your Charisma ability score (*not modifier*) plus double your Wyrdcaster class level. At 6th level you add your Intelligence class score to the buffer, and at 9th level add your Wisdom ability score.

DUAL MASTERY

So seeped are Wyrdcasters in the power of arcane magic, by 5th level they begin to learn a second style of spellcasting.

If you are a preparation based spellcaster (*such as a wizard*), you gain access to additional spells as a 1st level sorcerer. If you are a spontaneous spellcaster (*such as a sorcerer*) you gain access to spells as a 1st level sorcerer. If you have classes able to do both, you may choose which style you gain as a Wyrdcaster. Your caster level for these second-style spells is half your total arcane spellcaster level. Your mastery of this second style is not great enough to cast these spells as wyrds.

At 8th level your second style increases to match that of a 2nd level sorcerer or wizard, and at 10th it increases to a 3rd level caster. Taking other prestige classes that increase your spells per day does not enhance your access to your second style – the maximum access you have is that of a 3rd level sorcerer or wizard as a 10th level Wyrdcaster.

For example, when Dahal Falak is a sorcerer 6/Wyrdcaster 5, she gains access to a second style of spellcasting as a wizard. She calculates her initial spells known as spells per day as a 1st level wizard, casting them at 5th level. She may choose to learn spells she already knows as a sorcerer, or learn totally new spells to augment her versatility. She must prepare these wizard spells, and keep them totally separate from her other spells known/spells per day as a sorcerer.

FEATS

The following feats are common among Dominion Wyrdcasters, though anyone who qualifies for them may take them.

ARCANE WYRD-GENERAL

You have been trained in art of rewriting your arcane future.

Prerequisite: Intelligence 13+, Charisma 13+

Benefit: You are capable of taking 15 minutes of meditation to chance how your arcane energies are prepared, allowing you to “erase” a single prepared (*but uncast*) spell. This slot is then open and can be filled with a new prepared spell. You may do this as often as you wish, taking 15 minutes per spell. This feat is normally only useful to spellcasters that prepare spells in advance, such as wizards, witches, clerics and druids.

CRAFT WYRD CHARM-GENERAL

You can scribe a charm to hold some of the power of your destiny, and use it to change circumstances when things go against you.

Prerequisites: Caster level 5th

Benefits: You can create a wyrd charm, a small glyph in flowing Dominion script engraved on a personal possession (*often something innocuous, such as a dagger or oil lamp*). Doing so takes one day, 200 gp of materials and 10 exp from the person the wyrd

charm is to work for (which must be willingly, given).
A person may only have one wyrd charm attuned to them at a time.

A wyrd charm allows its owner to reroll any one d20 roll made while in possession of the charm. The second roll must be taken even if it is worse than the original result. The wyrd charm is then expended, though a new wyrd charm may be inscribed on the same item with further time, exp and money.

WYRD VISIONS - GENERAL

You can induce visions that delve into your future.

Prerequisites: Wisdom 13+, able to cast 1st level arcane spells

Benefit: Once per day you may enter an hour-long meditative trance which causes you to have visions of your future. Once during the next 24 hours you may call upon these visions to give you a clue whether an action taken in the near future will produce positive results. This takes a full-round action (*to contemplate the vision*), and acts as an augury spell cast at your character level.

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NAME		RACE / CLASS		LVL		
STR		INT		INTIV		Bluff ☐
DEX		WIS		BAB		Diplom. ☐
CON		CHA		FORT		Hide ☐
AC		TOUCH		REF		Listen ☐
FLAT		SPEED		WILL		Move Silently ☐
MELEE		HIT POINTS				Search ☐
MELEE						Sense Motive ☐
RANGE						Spot ☐
RANGE						☐
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

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