



LONGSTAFF WIZARDS

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LONGSTAFF WIZARDS

By K.A. Robinson

Longstaff Wizards are numerous and can be found throughout Karnish and its empire. Archetypal wizards, the Longstaff Wizards seek a deeper knowledge of their art and invest heavily in researching new spells and magic items and understanding existing ones (and how to further manipulate their properties).

Longstaff Towers – stone towers built wherever the Longstaff Wizards are located – house not only powerful magic items and examples of nearly every spell ever scribed, but also vast libraries containing books on almost every conceivable subject and huge laboratories where experiments are carried out and the properties of magical and mundane items identified and analyzed.

To fund this astronomically expensive task, the Longstaff Wizards are also in the business of creating and selling magic items and many of the magic shops located throughout Karnish are run by them. In almost every town and city, there will be at least one Longstaff Magic Shop, even if they are in no other way established there.

These shops form the backbone of the magic trade in Karnish, supplying potions and minor magic items to those that can afford them. Generally, they are no more than curiosities for those that cannot afford what they sell, but in those places where magic is little understood and wielders of it eyed with suspicion, they are not welcome and are regarded with mistrust.

Longstaff Wizards often travel far and wide in order to pursue their research or to discover some new or powerful magic item and are always welcome by fellow Longstaff members. Should there be a Longstaff Tower, members can always stay in one of the many small rooms for free and can use any of the tools and equipment at their disposal. In places where there is no established center, but where a Longstaff Magic Shop is located, members will always go out of their way to accommodate a fellow Longstaff Wizard and will often sit up late into the night talking about their art.

Longstaff Wizards' Structure

The Longstaff Wizards have a well organized structure which has seen them grow into one of the most powerful organizations within Karnish. With their headquarters located in the City of Karnish, the Supreme Longstaff – the most powerful individual within the organization – can quickly turn his eye to any of the Longstaff outposts that can be found throughout the nation. Along with a small and elite board of members, made up entirely of Longstaff Wizards, he appoints the



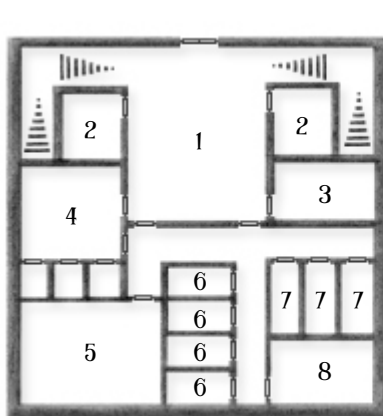
High Longstaffs who are themselves the most important individuals within their own area (usually a town or city).

A High Longstaff is expected to raise funds, run the local membership efficiently and look for new and able members, as well making sure that research into new spells and magic items continues, as well as the search for existing rare items or oddities. Within their own area of control – usually wherever a Longstaff Tower is located – they answer to no one except the Supreme Longstaff himself.

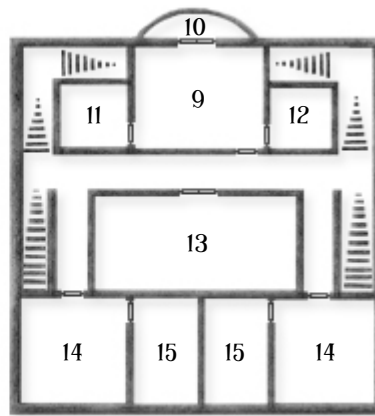
Every tower has a High Longstaff, except those waiting to have one appointed, most normally due to the death of the previous incumbent. In places where only one Longstaff Wizard is present, he is always the High Longstaff, as only Longstaff Wizards can hold the position of High Longstaff.

When the position of Supreme Longstaff becomes available, candidates (who must themselves be existing High Longstaffs) declare themselves and all Longstaff Wizards then cast a vote as to which candidate will become the new Supreme Longstaff. Both the position of Supreme and High Longstaff are for life. A Supreme Longstaff can, however, demote or even expel any other member.

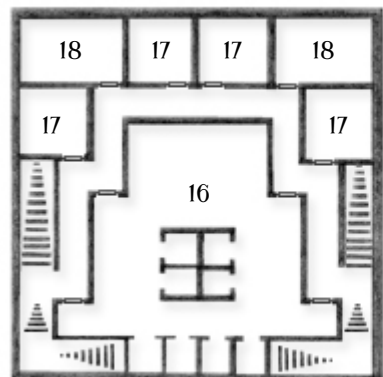
Typical Longstaff Tower



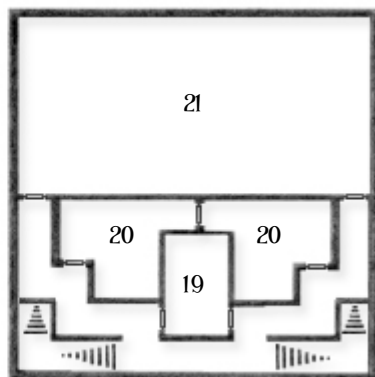
Ground Floor



First Floor



Second Floor



Third Floor

Ground Floor

1. Main reception (often guarded by a stone golem)
2. Guard's quarters
3. Longstaff Wizard's private sitting room
4. Kitchen
5. Refectory
6. Wizard's rooms
7. Guest rooms
8. Significant bedroom

First Floor

9. Chamber of the High Longstaff
10. Balcony
11. Personal study of the High Longstaff
12. Bedroom of the High Longstaff
13. Treasury and magic item room (always guarded by a stone or iron golem).
14. Significant Longstaff Wizard personal chambers
15. Bedroom of significant Longstaff Wizard

Second Floor

16. Library
17. Study rooms
18. Laboratories

Third Floor

19. Alchemical and equipment storage room
20. Golem making rooms
21. Alchemy lab

Longstaff Apprentice Wizards

Although the senior positions within the organization are filled entirely with Longstaff Wizards, many of the junior positions are filled with apprentices. Many of these are young would-be wizards who are being trained in their art by the Longstaffs and who are nearly always placed as an apprentice to their tutor, who will help guide them through the early stages of their development.

Apprentices help do many of the menial tasks, including the cleaning of the alchemy labs and the fetching of equipment and ingredients needed by their tutor, where they slowly learn the rudiments of their art. Those who can cast arcane spells will also spend their time scribing scrolls, which will be sold through the Longstaff Magic Shops. Those even more capable will be trained in the art of item creation and brewing potions, which will be sold to help fund the endless research.

Although the majority of apprentices will not them-

selves go on to become Longstaff Wizards – a status to which only the greatest arcanists will be granted – the vast majority will nonetheless remain loyal to the organization all of their lives. The more capable will remain lifelong ex-apprentice Longstaff Wizards, researching spells, scribing scrolls and doing all the other things wizards normally do. Many will be farmed out to the magic shops as shopkeepers, where they will continue their art in the name of the Longstaff Wizards, while others will remain resident in the towers as alchemists, scribes and, for those lacking any aptitude, guards.

Although these apprentices and ex-apprentices may not go on to become Longstaff Wizards, they are well regarded members of the organization and treated with respect and fairness. They also benefit from the continued support of the organization and can call upon many of the services that they provide. Only Longstaff Wizards, however, can look forward to filling the higher positions within the organization.

Longstaff Towers

See page 3 for an example of a typical Longstaff Tower.

At the heart of the Longstaff Wizards are the towers they inhabit. Sturdy stone structures, typically of four floors, wherever a High Longstaff is located, there is always also a tower. It is not only a place where books and powerful magic are housed, experiments undertaken and members live, but also a potent symbol of the power and prestige of the organization. Towers and the contents stored within are always well defended with powerful magic wards, guards and constructs, especially golems.

At the metaphorical heart of every tower is the vault where powerful magic items are stored and treasured. Much of this is in the forms of scrolls, potions and wondrous items, which will be sold through their magic shops to help fund their research. However, many also contain rare and powerful items, which are locked away and never sold and which, indeed, may remain untouched (though never forgotten) for many decades. These vaults are always the most heavily defended places within a tower, often having a permanent golem or other construct, as well powerful magic wards.

The towers are also well known for housing great libraries. Tomes and scrolls scattered through these libraries number in the thousands and are filled with information on just about every possible subject. Of course, finding the particular tower where a particular volume, tome, script or scroll is located is often an exercise in research in itself, and even then the task of sifting through the enormous volume of material must still be undertaken.

Members will travel far and wide to different towers to locate even the smallest snippet of information to further their research and can spend a large part of their time at various locations as they go about their business. For Longstaff Wizards, however, this is perfectly normal, as they focus only upon the job at hand.

Every tower also houses an alchemist lab of the finest quality, filled with all the ingredients, receptacles, chemicals and concoctions that any self-respecting alchemist would ever need or desire. As well as creating mundane alchemical goods, which are often sold through their own Longstaff Magic Shops, these labs are also crucial to the research and development of new and existing spells and magic items and are where the more dangerous aspects of their work are carried out. These labs are nearly always housed on the top floor of the tower, for safety reasons.

The vast majority of towers also accommodate chambers for the creation of constructs. They are particularly well known for building golems and often take on contracts from local authorities to build golems to help defend the local community.

Longstaff Magic Shops

Longstaff Magic Shops have been around almost as long as the Longstaff Wizards themselves, who soon realized that they would need a substantial income in order to generate the astronomical funds required to carry out their research and cover their massive outgoings. These magic shops are now essential to the organization, acting as an outlet through which they sell their own magic creations, as well as being conduits through which rare magic is occasionally purchased from adventurers and other sources.

The shops are found in most towns and cities, as well as many villages, and are nearly always run by ex-apprentices with an aptitude for the arcane and who are capable of creating their own scrolls, potions and other items, with which they help to meet demand and keep the shelves stocked. While very capable, these individuals lacked the necessary skill or experience to become fully fledged Longstaff Wizards, but have nonetheless continued to serve willingly and are regarded as important to the well being and smooth running of the organization as a whole.

Some of the shops also act as alchemist's shops, though this is entirely dependant upon the skill of the shopkeeper, who will have to create the majority of the alchemical goods they sell themselves, or the output of their local Longstaff Tower, which varies wildly (some prefer to use their resources for research and neglect this area). Those without the necessary skill in this area will often, therefore, not be able to make the goods with which to stock their shop, so will stick to selling magic only.

Although the shopkeepers of Longstaff Magic Shops create many of the items that are sold in the shops, the majority simply cannot keep up with demand, especially on the more popular items such as potions. This is easily overcome as the shops are supplied from their local Longstaff Wizard's Tower, where the resources and labor required to create a constant supply of such items is available. This also serves the purposes of keeping things in-house, as well keeping costs to a minimum. Even those shops that are not located near a tower are kept well stocked, with the wizards using their arcane arts to *teleport* goods to far away places where necessary.

The shops themselves are nearly always owned by the Longstaff Wizards, who take a significant percentage of the profits from every transaction. Since the shopkeeper has no rent or other bills to pay (these are paid by the Longstaff Wizards) and usually lives above the shop rent free, there is often very little financial pressure on the shopkeepers, leaving them free to focus on their work. They also have access to the resources of the towers and continue to enjoy many of the benefits of being affiliated with the organization.

Longstaff Wizard

Archetypal wizards, Longstaff Wizards are dedicated to furthering their knowledge of the arcane arts and to researching new spells, as well as exploring and expanding upon the properties of existing ones. Found throughout Karnish and its empire, this powerful organization controls much of the magic industry through their Longstaff Magic Shops, which help raise the enormous revenue that is required to fund their endless quest for arcane knowledge and powerful magic.

Highly regarded and well respected, Longstaff Wizards rank amongst the elite of their profession and dedicate their lives both to their art and to the organization as a whole. Only the most capable and committed have what it takes to be invited to take the Longstaff initiation, which will see them become lifelong and loyal servants to the Longstaff Wizard's cause.

On becoming a new member, all Longstaff Wizards receive the token of their membership in the form of a *longstaff*, an impressive quarterstaff imbued with magical properties. This powerful magic item will aid the wizard throughout their future pursuits and continue to increase in power as the Longstaff Wizard increases in power.

Hit Die: d4.

Requirements

To qualify to become a Longstaff Wizard, a character must fulfill all the following criteria.

Alignment: Any nonevil.

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

Feats: Brew potion, Scribe Scroll, Spell Focus (any).

Spells: Able to cast 3rd-level arcane spells.

Special: To join the Longstaff Wizards, a fee of 2000 gp must be paid in full, up front. The majority of this fee will pay for the *longstaff* that is given to all Longstaff Wizards at 1st level (see the description for the *Longstaff Initiation* class feature, below, for full details).

Class Skills

The Longstaff Wizard's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Longstaff Wizard prestige class.

Weapon and Armor Proficiency: Longstaff Wizards gain no proficiency with any weapons or armor.

Spells per Day: When a new Longstaff Wizard level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained.

If a character had more than one arcane spellcasting class before he became a Longstaff Wizard, he must decide to which class he adds each level of Longstaff Wizard for the purpose of determining spells per day.

Longstaff Initiation: Those choosing to become Longstaff Wizards must undergo an initiation ceremony, where they swear their loyalty and promise to uphold a code of practice and to never do or say anything that would damage the standing and prestige of the organization or any of its members. As part of this initiation, and to mark their anointment as a Longstaff Wizard, they are given a *longstaff*, which is theirs to keep and which identifies them as Longstaff Wizards to other members of the organization. There is no charge for this, as it covered by the cost of the Initiation Fee of 2000 gp, which they must pay in full prior to becoming a Longstaff Wizard (see *Requirements* for full details).

A *longstaff* is 6-foot long and usually made from oak. It looks like several intertwined gnarled branches woven together, with a ruby or sapphire worth 1500 gp set into the top, as if being grasped by the branches. The *longstaff* is symbolic of their loyalty to fellow Longstaff Wizards as well as also a potent magic item

The Longstaff Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Longstaff Initiation, Familiar Progression, Spell Master +1	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Longstaff 2nd	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3		-
4th	+2	+1	+1	+4	Longstaff 4th	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Spell Master +2, Focused Caster	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Longstaff 6th	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5		-
8th	+4	+2	+2	+6	Longstaff 8th	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Spell Master +3	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Longstaff 10th	+1 level of existing arcane spellcasting class

that increases with power as the Longstaff Wizard increases in level.

The *longstaff* is a quarterstaff with a +1 enhancement bonus and contains spells that can be cast by its wielder. Like magical staffs, it uses its wielder's ability scores and relevant feats to set the DC for saves against its spells and uses the wielder's caster level to determine the caster level of the spells. It also has a spell trigger activation method, requiring a standard action which does not provoke an attack of opportunity. Like magic staffs, spells cast from a *longstaff* do not require the use of material components or any focus.

Unlike a magic staff, however, the spells of a *longstaff* can be used a number of times each day, meaning that the staff never runs out of charges (since it doesn't have any), and the caster level of the *longstaff* is always the same as its wielder (unlike a magic staff, which has a minimum caster level).

A *longstaff* for a 1st level Longstaff Wizard allows the following spells: *Detect Magic* (at will). As a Longstaff progresses in level, so they may pay to add additional powerful abilities to their longstaff. See the description for the *longstaff* special ability, below, for full details of how the longstaff can be improved and the cost of doing so.

Familiar Progression: Longstaff Wizard levels stack with any other class which provides access to a familiar (refer to the appropriate section in the PHB for full details on familiar progression).

Spell Master: At 1st level, Longstaff Wizard's are more powerful than ordinary and can prepare one additional spell per spell level each day in a school for which he has already taken the Spell Focus feat. In addition, he gains an effective +1 caster level bonus, for the purposes of determining level-dependant spell variables and caster level checks, on the same school as he chose to gain additional spells. At 5th level, this increases to an effective +2 on caster level checks and at 9th level it increases to +3. Additional spells are only gained at 1st level, however.

Should he have more than one Spell Focus feat when he first becomes a Longstaff Wizard, he must decide which of these to apply his Spell Mastery to. Once chosen, it cannot be changed and all future effective caster level increases gained through this class ability must apply to that selection.

Longstaff: Upon becoming a Longstaff Wizard, they receive a *longstaff* as part of their initiation. At 1st level, the wielder can use the longstaff to cast *detect magic* at will. As the Longstaff Wizard progresses in level, however, they can add further spells to the *longstaff* and existing spells can be used more often each day. At 2nd, 4th, 6th, 8th and 10th level, a Longstaff Wizard can pay a set fee in gold pieces, as set out in the *longstaff* development table, to add a new spell to their

longstaff development table

Level	Cost	Spell*
Initiation	0**	<i>Detect magic</i> (at will)
2nd	2000 gp	<i>Identify</i> (1/day)
4th	4000 gp	<i>Identify</i> (2/day), <i>Arcane sight</i> (1/day)
6th	7500 gp	<i>Identify</i> (3/day), <i>Arcane sight</i> (2/day), <i>Analyze dweomer</i> (1/day)
8th	15000 gp	<i>Identify</i> (4/day), <i>Arcane sight</i> (3/day), <i>Analyze dweomer</i> (2/day), <i>True seeing</i> (1/day)
10th	30000 gp	<i>Identify</i> (5/day), <i>Arcane sight</i> (4/day), <i>Analyze dweomer</i> (3/day), <i>True seeing</i> (2/day), <i>Arcane sight, greater</i> (1/day)

* No material components or arcane focus are required to use these spells.

** The cost is included in the Initiation Fee, paid by all Longstaff Wizards upon entry into the organization.

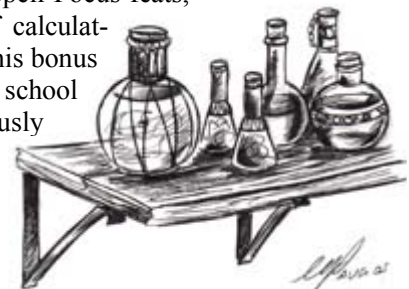
longstaff and enhance the properties of existing ones. This cost must be paid in full and is in addition to any amount paid at previous levels.

Each spell must be applied in the order laid out in the *longstaff* development table. However, the table gives the minimum level required to add that spell, meaning that it can be applied at any time thereafter. As already noted, however, spells must be applied in the order set out on the table, meaning that, even if their level allows it, a wielder cannot add a new spell if they have not already added all previous spells that their level allows.

Applying a new spell to a *longstaff* takes 24 hours, during which time they will perform an elaborate arcane ceremony. This ceremony involves the use of a large number of materials, the cost of which is set out in the *longstaff* development table. Once the 24-hour ceremony is complete, the *longstaff* will become imbued with its new properties. See the *longstaff* development table for details of the exact properties gained at each level.

Should the *longstaff* ever be destroyed or lost, it must be replaced. To do this, a Longstaff Wizard must contact one of their fellow members, who knows that they are a Longstaff Wizard, and then pay 2000 gp to acquire a new 1st level *longstaff*. In order to add any further spells, up to that allowable by their level, they must once again spend the appropriate amount of gold, exactly as they did on their original *longstaff*, according to the *longstaff* development table.

Focused Caster: At 5th level, a Longstaff Wizard's spells are more difficult to overcome. All spells in the same school chosen for his Spell Master class ability gain a +1 to their DC. This bonus stacks with the Spell Focus and Greater Spell Focus feats, for the purposes of calculating the spell DC. This bonus only applies to the school of magic previously chosen by the Longstaff Wizard for their Spell Master special ability.



Sample Longstaff Wizard 1:

Karis Arasmus

(Male human wizard5/longstaff wizard1)

Karis Arasmus: Male human (age 30) wizard5/longstaff wizard1; CR 6; HD 6d4+6; hp 22; Init +2; Spd 30 ft; AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +2/+1; Atk +2 melee (1d6/x2, *longstaff* (as *quarterstaff*+1)) or +4 ranged (1d8/19-20x2, light crossbow); AL NG; SV Fort +3, Ref +4, Will +8; Str 8, Dex 14, Con 13, Int 16, Wis 12, Cha 10.

Skills and Feats: Appraise +7, Craft (alchemy) +6, Decipher Script +12, Knowledge (arcana) +12, Knowledge (history) +5, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +7, Knowledge (the planes) +10, Listen +3, Move Silently +5, Spellcraft +14, Spot +3; Alertness (only while familiar is with arm's reach), Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Spell Focus (enchantment), Scribe Scroll, Spell Focus (enchantment).

Languages: Elf, Draconic, Karnish

Typical Spells Memorized: (5/5/5/4; save DC 13 + spell level) 0 – *daze** (2), *light*, *read magic* (2); 1st – *comprehend languages*, *charm person**, *hypnotism**, *identify*, *mage armor*, 2nd – *arcane lock*, *eagle's splendor*, *locate object*, *touch of idiocy**, *whispering wind*, 3rd – *arcane sight*, *deep slumber**, *dispel magic*, *suggestion**.

[* Spell Focus (enchantment) and Greater Spell Focus (enchantment) give an additional +2 on all save DCs]

Longstaff Powers: *detect magic* (at will).

Possessions: *longstaff* (see above), light crossbow, 10 bolts, *cloak of resistance* +1, *pearl of power* (1st-level spell), *ring of protection* +1, *wand of magic missile* (1st), *potion of cure light wounds*, *potion of cat's grace*, *potion of invisibility*, spell component's pouch, spellbooks, pouch containing 2 pearls with 100 gp each.

Familiar

Zinc: raven familiar; Tiny magical beast; CR –; HD 6; hp 11; Init +2; Spd 10 ft, fly 40 ft.; AC 17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15; BAB/Grp +4/–8; Atk +6 melee (1d2–5, claw); SQ Deliver touch spells, emphatic link, improved evasion, low-light vision, share spells, speak with master; AL N; SV Fort +2, Ref +4, Will +8; Str 1, Dex 15, Con 10, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

Languages: Karnish

Although Karis Arasmus has enjoyed a life of adventuring, he has always returned to his apprenticeship with the local Longstaff Wizards during quiet periods, where he has spent time learning his art. Always considered an able and skilled student, whose loyalty to the organization was such that he would often return from his adventures with interesting and new magic items he would pick up along the way, he has recently been initiated as a Longstaff Wizard and so has taken up duties in his local tower.

Exceptionally studious, Karis prefers details over the greater picture and is often found with his head stuck in a book. Although highly knowledgeable on a wide range of subjects, he often struggles to draw wider conclusions. Sometimes, even the completely obvious will evade him and he focuses upon the detail in front of him.

Nonetheless, he is friendly enough and generally likeable, despite his tendency to bore those around him with his ramblings and enjoyment of facts and figures (enjoyed by few outside of the Longstaff Wizards themselves). He is often seen talking to a rather bemused Zinc, his raven familiar, along similar lines. Zinc has been his only familiar, summoned when he first became a wizard, and there is a close bond between them. Karis prefers not take him on adventures, for fear of losing him.

Build Notes

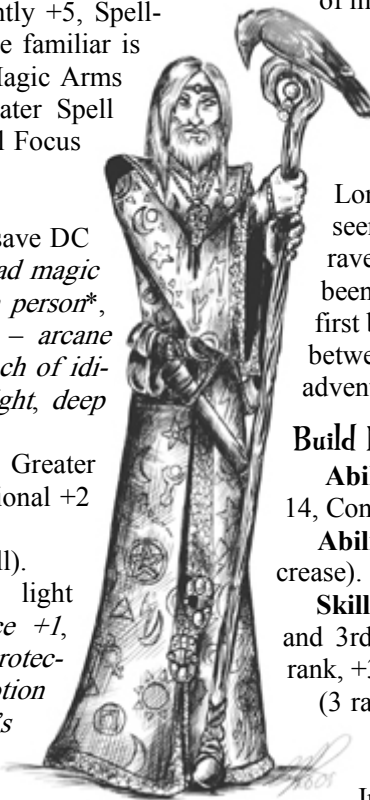
Ability Gen. Method: elite array (Int 15, Dex 14, Con 13, Wis 12, Cha 10, Str 8).

Ability Modifiers: +1 Int (4th level stat increase).

Skill Rank Progression: (20 at 1st, 5 at 2nd and 3rd, 6 at 4th to 6th: total 48); Appraise (1 rank, +3 Int, +3 familiar benefit), Craft (alchemy) (3 ranks, +3 Int), Decipher Script (9 ranks, +3 Int), Knowledge (arcana) (9 ranks, +3 Int), Knowledge (history) (2 ranks, +3 Int), Knowledge (geography) (2 ranks, +3 Int), Knowledge (nature) (2 ranks, +3 Int), Knowledge (religion) (4 ranks, +3 Int), Knowledge (the planes) (7 ranks, +3 Int), Listen (0 ranks, +1 Wis, +2 Bonus from Alertness), Move Silently (0 ranks, +2 Dex, +3 familiar benefit), Spellcraft (9 ranks, +3 Int, +2 Synergy), Spot (0 ranks, +1 Wis, +2 Bonus from Alertness).

Feats Progression: Human Bonus (Spell Focus (ench)), 1st (Greater Spell Focus (ench)), Wizard Bonus (Scribe Scroll), Familiar Bonus (Alertness, within arm's reach only), 3rd (Brew Potion), 5th-lvl Wizard Bonus (Craft Wondrous Item), 6th (Craft Arms and Armor).

Saving Throw Modifiers: *cloak of resistance* +1.



Sample Longstaff Wizard 2: Jaraset Orplemen (Female gnome illusionist/longstaff wizard5)

Jaraset Orplebloom: Female Gnome (age 77) illusionist/longstaff wizard5; CR 12; HD 12d4+36; hp 67; Init -1; Spd 20 ft; AC 10 (+1 size, -1 Dex, +2 deflection), touch 10, flat-footed 10; BAB/Grp +5/+0; Atk +6 melee (1d4/x2, *longstaff* (as *quarterstaff*+1)) or +5 ranged (1d6/19-20x2, light crossbow); SQ Focused Caster (+1 on all illusion save DCs), low-light vision, spell-like abilities, spell master +2 (+2 CL on all illusion spells); AL CG; SV Fort +9 (+11 against illusions), Ref +3 (+5 against illusions), Will +11 (+13 against illusions); Str 8, Dex 8, Con 16, Int 20, Wis 12, Cha 13.

Skills and Feats: Craft (alchemy) +24, Decipher Script +9, Hide +3, Knowledge (arcana) +19, Knowledge (architecture and engineering) +14, Knowledge (dungeoneering) +9, Knowledge (nature) +7, Listen +5, Sense Motive +5, Spellcraft +21, Spot +3; Alertness (only while familiar is within arm's reach), Brew Potion, Craft Staff, Craft Wand, Greater Spell Focus (illusion), Scribe Scroll, Skill Focus (craft (alchemy)), Spell Focus (illusion).

Languages: Gnome, Karnish, Rhuven, Xamian.

Spell-like Abilities: (save DC 11 + spell level) 1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute).

Typical Spells Memorized: (6/8/7/7/6/5/3; forbidden schools – enchantment, necromancy; save DC 15 + spell level) 0 – *ghost sound** (3), *light*, *mage hand*, *mending*, 1st – *comprehend languages*, *color spray**, *disguise self**, *erase*, *mage armor*, *magic missile*, *silent image*, *ventriloquism**; 2nd – *arcane lock*, *invisibility**, *levitate*, *minor image**, *misdirection**, *knock*, *scorching ray*; 3rd – *dispel magic*, *illusory script**, *major image** (2), *nondetection*, *protection from energy*, *shrink item*; 4th – *dimensional anchor*, *detect scrying*, *globe of invulnerability*, *illusory wall**, *rainbow pattern**, *shadow conjuration**; 5th – *fabricate*, *false vision**, *major creation*, *persistent image**, *shadow evocation**; 6th – *analyze dweomer*, *legend lore*, *veil**.

[* Spell Focus (illusion), Greater Spell Focus (illusion), Focused Caster (illusion) and +1 racial bonus on DCs give an additional +4 on all save DCs]

Longstaff Powers: *detect magic* (at will), *identify* (2/day), *arcane sight* (1/day).

Possessions: *longstaff* (see above), light crossbow, 10 bolts, *cloak of resistance +1*, *headband of intellect +2*, *ring of protection +2*, *wand of charm person* (42 charges), spell component's pouch, spellbooks.

Something of a snob, Jaraset regards herself as the finest exponent of the school of illusion to have ever existed. This snobbery, however, is mostly offset by her quick wit and charm and her ability to back up her claims. She is also an exceptionally gifted alchemist.

Extremely intelligent and highly regarded, Jaraset has risen to the rank of High Longstaff and now oversees the tower which she herself commissioned. The tower took much longer to build than expected, however, as she constantly changed and dabbled with the plans on an almost daily basis. This behavior is not uncommon and many regard her as unpredictable and liable to change her mind upon a whim. She can also be terribly forgetful of everyday – to her, trivial – matters which can make her exasperating at times.

Familiar

Mollix: rat familiar; Tiny magical beast; CR –; HD 12; hp 33; Init +2; Spd 15 ft, climb 15 ft, swim 15 ft; AC 20 (+2 size, +2 Dex, +6 natural), touch 14, flat-footed 12; BAB/Grp +5/–7; Atk +7 melee (1d4–4, bite); SQ Deliver touch spells, emphatic link, improved evasion, low-light vision, scent, share spells, speak with animals of its kind, speak with master, spell resistance 17; AL N; SV Fort +3, Ref +5, Will +10; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Build Notes

Ability Gen. Method: elite array (Int 15, Con 14, Cha 13, Wis 12, Str 10, Dex 8).

Ability Modifiers: –2 Str, +2 Con (racial); +3 Int (4th, 8th, 12th level stat increase); +2 Int (*headband of intellect* +2).

Skill Rank Progression: (16 at 1st, 4 at 2nd and 3rd, 5 at 4th to 11th, 6 at 12th: total 72); Craft (alchemy) (15 ranks, +4 Int, +2 racial, +3 Bonus), Decipher Script (5 rank, +4 Int), Hide (0 ranks, –1 Dex, +4 size), Knowledge (arcana) (15 ranks, +4 Int), Knowledge (architecture and engineering) (10 ranks, +4 Int), Knowledge (dungeoneering) (5 ranks, +4 Int), Knowledge (nature) (3 ranks, +4 Int), Sense Motive (4 ranks, +1 Wis), Listen (0 ranks, +1 Wis, +2 racial, +2 Bonus from Alertness) Spellcraft (15 ranks, +4 Int, +2 Synergy), Spot (0 ranks, +1 Wis, +2 Bonus from Alertness).

Feats Progression: 1st (Spell Focus (illus)), Wizard Bonus (Scribe Scroll), Familiar Bonus (Alertness, within arm's reach only), 3rd (Skill Focus (Craft (alchemy))), 5th-lvl Wizard Bonus (Brew Potion), 6th (Craft Wand), 9th (Greater Spell Focus (illus)), 12th (Craft Staff).

Saving Throw Modifiers: *cloak of resistance +1*, +2 Fort from rat familiar).

Sample Longstaff Wizard 3:

Xaxvarakat Longtooth

(Male human silver half-dragon sorcerer7/longstaff wizard10)

Xaxvarakat Longtooth: Male human silver half-dragon (age 110) sorcerer7/longstaff wizard10; CR 20; HD 18d4+54; hp 100; Init +1; Spd 30 ft; AC 19 (+1 Dex, +4 ARMOR, +4 natural), touch 11, flat-footed 14; BAB/Grp +8/+11; Atk +12 melee (1d4+4/x2, *longstaff* (as *quarterstaff*+1)) or +9 ranged (1d8+3/x3, spear); SA Breath weapon (30 ft. cone of cold, 6d8 damage, DC 22 Ref save for half); SQ Darkvision 60 ft., focused caster (+1 on all evocation DCs), low-light vision, immunity to *sleep* and paralysis effects, resistance to fire 20, spell master +3 (+3 CL on all evocation spells); AL LG; SV Fort +14, Ref +10, Will +16; Str 16, Dex 12, Con 16, Int 16, Wis 10, Cha 20.

Skills and Feats: Appraise +10, Bluff +19, Concentration +15, Craft (alchemy) +13, Diplomacy +16, Knowledge (arcana) +23, Sense Motive +10, Listen +2, Spellcraft +25, Spot +2; Alertness (only while familiar is with arm's reach), Brew Potion, Empower Spell, Eschew Materials, Improved Familiar, Scribe Scroll, Spell Focus (evocation).

Languages: Celestial, Draconic, Dwarf, Karnish, .

Spells Known: (7/9/8/8/8/7/5; save DC 15 + spell level) 0 – *dancing lights**, *flare**, *light**, *mage hand*, *mending*, *ray of frost**, *read magic*; 1st – *charm person*, *magic missile**, *shocking grasp**, *shield*, *true strike*; 2nd – *detect thoughts*, *eagle's splendor*, *knock*, *scorching ray**, *shatter**; 3rd – *dispel magic*, *fireball**, *lightning bolt**, *nondetection*; 4th – *dimension door*, *fire shield**, *shout**, *wall of ice**; 5th – *baleful polymorph*, *cone of cold**, *dominate person*, *feeblemind*; 6th – *chain lightning**, *dispel magic (greater)*, *suggestion (mass)*; 7th – *forcecage**, *teleport (greater)*.

[* Spell Focus (evocation) and Focused Caster (evocation) give an additional +2 on all save DCs]

Longstaff Powers: *detect magic* (at will), *Identify* (5/day), *Arcane sight* (4/day), *Analyze dweomer* (3/day), *True seeing* (2/day), *Arcane sight, greater* (1/day).

Possessions: *longstaff* (see above), spear (2), *bracers of armor* +4, *cloak of resistance* +4, *portable hole*, *ring of energy resistance*, *major (fire)*, *ring of invisibility*.

Familiar

Brashdok: pseudodragon familiar; Tiny dragon; CR –; HD 18; hp 50; Init +2; Spd 15 ft, fly 60 ft (good); AC 27 (+2 size, +2 Dex, +13 natural), touch 14, flat-footed 25; BAB/Grp +8/–1; Atk +10 melee (1d3–2 plus poison, sting) and +5 melee (1, bite); SA Poison (Fort DC 14, initial sleep for 1 minute, secondary sleep for

1d3 hours); SQ Blindsight, darkvision 60 ft., deliver touch spells, emphatic link, improved evasion, immunity to *sleep* and paralysis effects, low-light vision, scent, *scry* on familiar, share spells, speak with master, spell resistance 23, telepathy 60 ft; AL NG; SV Fort +6, Ref +7, Will +13; Str 6, Dex 15, Con 13, Int 14, Wis 12, Cha 10.

Skills and Feats: Diplomacy +9, Hide +20 (+24 in forests and overgrown areas), Listen +7, Search +8, Sense Motive +11, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse.

Highly gifted, Xaxvarakat commands the attention of all those who come into contact with him. His appeal and charisma, combined with his sharp intelligence and natural innate talent, have made him an exceptional prospect within the organization. It was no surprise, therefore, when he became a High Longstaff and, later, joined the board of the Supreme Longstaff.

Easy on the eye and dressed in the finest livery, Xaxvarakat has used his excellent communication skills well and has helped build up a solid network of contacts and valued supporters in important and influential positions, creating a wealthy base through which to distribute magic items. Not as comfortable with many of the aspects of Longstaff Wizardry as some would like, there remains a strong core of opposition to his appointment to the board and the influence it carries. Xaxvarakat, however, is confident that in time he will be able to silence the doubters and considers much of this to be little more than sour grapes and the prejudice of wizards against sorcerers in general.

Build Notes

Ability Gen. Method: elite array (Cha 15, Int 14, Con 13, Dex 12, Wis 10, Str 8).

Ability Modifiers: +8 Str, +2 Con, +2 Int, +2 Cha (racial); +1 Con, +3 Cha (4th, 8th, 12th, 16th level stat increase).

Skill Rank Progression: (20 at 1st, 5 at 2nd to 18th: total 105); Appraise (7 ranks, +3 Int), Bluff (14 ranks, +5 Cha), Concentration (12 ranks, +3 Con), Craft (alchemy) (10 ranks, +3 Int), Diplomacy (7 ranks, +5 Cha, +4 Synergy), Knowledge (arcana) (20 ranks, +3 Int), Sense Motive (10 ranks), Listen (0 ranks, +2 Bonus from Alertness) Spellcraft (20 ranks, +3 Int, +2 Synergy), Spot (0 ranks, +2 Bonus from Alertness).

Feats Progression: 1st (Spell Focus (evoc)), Familiar Bonus (Alertness, within arm's reach only), 3rd (Scribe Scroll), 6th (Brew Potion), 9th (Improved Familiar), 12th (Eschew Materials), 15th (Empower Spell).

Saving Throw Modifiers: *cloak of resistance* +4.

Other: *ring of energy resistance*, *major (fire)* grants fire resistance 20.

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