

MGP
1026

ENCYCLOPAEDIA
ARCANE

d20
system

COMPENDIUM

Volume I



Encyclopaedia Arcane Compendium

Demonology - The Dark Road

4	Introduction
6	Demonology – An Overview
9	To Tread the Dark Road
15	The Art of Summoning – First Steps
23	The Art of Summoning – The Neophyte
31	The Art of Summoning – The Dark Road
37	Bound Demons
43	Demonological Feats
44	Magical Items
46	Help for Games Masters
52	Other Races
54	Demonic Entities
64	Designer's Notes
65	Rules Summary

Necromancy - Beyond the Grave

68	Introduction
70	Necromancy - An Overview
75	To Pass Beyond the Grave
85	Necromatic Spells
100	Necromantic Feats
107	Lichdom
109	Magical Items
114	Help for Games Masters
118	Minions of Undeath
125	Designer's Notes
127	Rules & Spell Summary

Battle Magic - The Eldritch Storm

131	Introduction
133	Battle Magic – An Overview
137	To Gird for Battle
147	The Book of War
164	The Armoury
179	Battle Guilds
187	Battle Feats
189	Help for Games Masters
192	Designer's Notes

Transmutation - The Shape of Magic

194	Introduction
196	Transmutation – An Overview
200	The Shape of Magic
214	Transmutation Spells
228	Transmutation Feats
233	Magical Items
239	Help for Games Masters
241	Designer's Notes
243	Compendium Index
248	Summary of Compendium Feats
256	License





Encyclopaedia Arcane Compendium

CREDITS

Editor

Alexander Fennell

Studio Manager

Ian Barstow

Cover Art

Anne Stokes

Additional Text

Mike Major, Teresa Capsey

Interior Illustrations

Chris Quilliams, Anne Stokes, Nathan Webb, Anthea Dilly, Eric Lofgren, Rick Hershey, Scott Purdy, Judy Perrin, Dave Cousens, Rene Brandt, Luis Corte Real, Stephen Shepherd, Andrew Jordan, Danilo Moretti, David Molinas, Oliver Eriksen, Rick Otey, Gregory Price, Alejandro Villen, Fred Rawles, Tony Parker

Proof Reading

Fred Herman, Mark Lewin

Additional Text

Teresa Capsey, William J. Pennington, Erica Balsley, Scott Greene,
Steve Mulhern

OPEN GAME CONTENT & COPYRIGHT INFORMATION

Encyclopaedia Arcane Compendium ©2004 Mongoose Publishing. All rights reserved. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. Encyclopaedia Arcane Compendium is presented under the Open Game and D20 Licences. See page 256 for the text of the Open Game Licence. All text paragraphs and tables containing game mechanics and statistics derivative of Open Game Content and the System Reference Document are considered to be Open Game Content. All other significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing. All rights reserved. If you have questions about the Open Game Content status of any material herein, please contact Mongoose Publishing for clarification. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast, Inc. and are used according to the terms of the d20 System Licence version 5.0. A copy of this Licence can be found at www.wizards.com/d20. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Dungeons & Dragons® and Wizards of the Coast® are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with Permission. Printed in China.

MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com



Imp

Balor

Succubus

Pit Fiend

Glabrezu

DEMONOLOGY - THE DARK ROAD

Welcome, mortal, to *Demonology – The Dark Road*. Within these secret pages you will find the most forbidden knowledge of all – that of summoning, binding and ultimately controlling the demons, devils and fiends of the infernal planes. This book is not for the faint of heart for only the strongest of wills may dare to dabble in the blackest art of all. The perils are great and the dangers terrifying but for those willing to gamble their very souls, the rewards are far greater than any mortal can possibly conceive.

The demons of the infernal planes are unlike anything within normal human experience. They are immortal creatures, utterly evil and twisted to the core, consumed with their own selfish and often unfathomable ends. Such beings delight in corrupting and perverting all that is good and wholesome, enjoying the temptation of mortals with promises that may never be fulfilled. Their capacity for hatred, cruelty and spite are infinite.

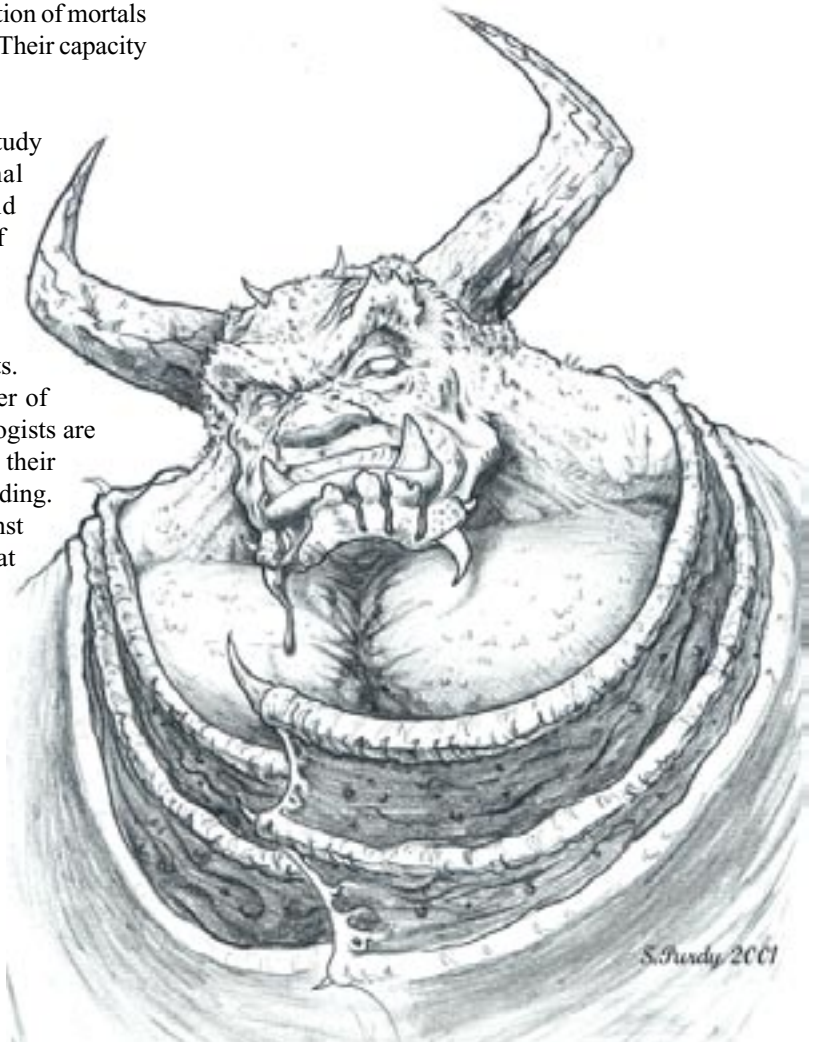
The practice of demonology, that is, the study and control of beings from the infernal planes, is one of lengthy research and sheer force of personality. The strength of mind required to hold the most minor of demons in check is beyond the imagination of most and many practitioners over-reach themselves too quickly, with fatal results. Many choose not to understand the power of this discipline and art, and thus demonologists are usually solitary in nature, consumed by their studies and progress to greater understanding. Most are vilified or actively fought against by those ignorant of the sheer strength that can be unleashed and used for the good as much as the ill. But all who follow the Dark Road are united in the knowledge that theirs is but a narrow path, with a precipice of damnation awaiting one fatefully placed wrong step.

DEMONOLOGY – THE DARK ROAD

This, the first of the *Encyclopaedia Arcane* series, gives players and Games Masters alike all the information they need to begin using demonology within their

campaign. You will find chapters devoted to those who dare to summon almost uncontrollable energies, the rituals used to bind these powers and also individual demonic entities. New feats and magic items are introduced to aid the fledgling demonologist along his path, whilst Games Masters may take no little delight in applying these rules to the most evil of races, creating the arch-nemesis of any party.

Demonology is not for the weak of will and any practitioner's greatest ally is knowledge. With proper research and a diligent attention to detail, however, one can unleash and control some of the mightiest powers available to any mortal of the material world.



The old man looked up from his book as the bell above the door of his shop chimed softly announcing the entrance of a potential customer. He squinted through the accumulating gloom at a young man, well-kept and wearing the baggy robes currently in vogue for those styling themselves wizards. The aged sage snorted softly at the manicured hands and carefully trimmed beard of the lad. He had seen this sort often enough, probably knew just enough to entertain the ladies he wished to coax to his sheets. The old man muttered to himself and went back to his reading.

Curse that fool Marius, Santado thought to himself. This shrivelled old man could not possibly be the legendary Falun, tutor to half of the Red Tower mages. He just looks like a doddering old curmudgeon who would scarce know the difference between iron and apple seeds.

‘Excuse me, sir, is there a Falun here?’ Santado decided that perhaps the old man was Falun’s father and might know his whereabouts.

The old man blinked, ‘Falun? Not heard that name in many years, who wants to know?’

‘I am Santado, I was told that this Falun fellow could show me the Dark Road.’ Santado smiled hopefully.

The old man squinted over the jumble of vials and twists of herb-filled parchment scattered on the counter before him, ‘Well, I’m Falun, for that part of your question, but the Dark Road? Never heard of it.’

Something in the way the old man chewed at his wispy moustache named him a liar. His young customer pressed further for the information he sought.

‘It was intimated you were a guide to those seeking to travel such a path. Perhaps there is one who knows more that I have mistaken you for . . .’

The old sage straightened to his full height, ‘There is none more knowledgeable than me in any matters magical. Any who says otherwise is a liar.’

The young man changed his approach, ‘If it is a matter of money, I’ve more than enough gold to pay for my instruction. Name your price.’

Falun rolled his eyes, ‘Listen, boy, you couldn’t haggle your way out of an open sack and you’re as subtle as a goat with gas. What makes you think you’d be able to bargain with a fiend?’

‘I made no mention of fiends. Perhaps I speak with the correct person after all.’

The old man bristled and grumbled to himself, ‘Shifty little bastard got you there you old codger. Mayhap you’re getting too old for this.’ The frowning sage glared at his customer and shook his head.

‘I can show you the Dark Road, boy, but the work and the danger will be yours alone.’



DEMONOLOGY— AN OVERVIEW

There are many misconceptions surrounding the active practising of demonology. It is often called the Dark Road, the Forbidden Path or the Black Art. It immediately conjures up images of blood-soaked rituals, of the sacrifice of virgins, of the bargaining of one's very soul. A practitioner will often find he must engage in his studies with the utmost secrecy, lest some mob of ignorant commoners storm his dwelling and hang him from the nearest tree. There is much misunderstood of the people who choose to tread the Dark Road.

Demonology, in and of itself, is *not* evil. A wizard who chooses to supplement his arcane powers with the demonic is not necessarily a twisted individual, greedy and selfish, utterly consumed by his quest for knowledge. In all likelihood he does not, in fact, offer up dark prayers to the gods of evil whenever he uses his magical powers. Like much in the world, demonology is merely a tool, no more, no less. A powerful and potentially dangerous tool, to be sure, but there is no more inherent evil in the art than in the forging of the finest sword. Such a weapon may be used to defend a peasant family against the hordes of darkness but it may also be turned against the innocent at the desire of its wielder. So it is with demonology.

When one serves good, to hold back from using any tool available is dereliction to the point of the affirmation of evil.

THE PRECIPICE

When all is said and done, those who practice demonology will often find themselves exposed to the most implacable evils on an almost constant basis. From reading ancient texts written by the diabolically mad to personally facing the darkest lords of the infernal planes, any demonologist who wishes to remain pure of heart must possess the most unshakeable resolve. The immoral creatures they seek to summon and control are cruel beyond measure and delight in perverting all that is good and innocent. Being academics by nature, demonologists are, however, prone to focus upon their studies to the exclusion of all else, unaware of the damage they may be doing to the world around them and just how far down the Dark Road they may have travelled. This is the cold, black precipice all

practitioners of the art must stare in the face each and every day of their lives.

It is often said the practice of demonology will eventually corrupt anyone, no matter how strong they were before they started on the Dark Road. A demonologist studying the art will quickly find he can progress to great knowledge and in doing so, begin to control far more powerful energies than if he restricted himself to the arcane lores alone. It is here the trap is laid. Virtually any wizard has the strength and ability to summon the lesser creatures of the infernal planes. All it takes is access to the required knowledge. Such a wizard may call forth a nightmare to carry him a great distance with all speed in order to deliver a vital message. He may summon a small pack of hell hounds so as to aid in the defence of a lonely village from a marauding tribe of hobgoblins. There is no harm and little danger in this, so long as all the required prerequisites of the summoning are followed and obeyed. But as the wizard progresses along the Dark Road, he gains far deeper and blacker knowledge, becoming a demonologist proper. He will learn the rituals and rites required to call forth the greater powers of the infernal planes. He will become far more capable and when he pulls a being from the infernal planes, the demonologist will find he can reach the most powerful and malevolent of creatures. Being so close to such power is a draw to many and they may find themselves performing acts during summonations that once they may have found repugnant. It is a relatively simple step to using the bones of those long gone in order to summon certain species of demon. From there, where is the harm in using live animals as offerings to demonic entities, if it is for the greater good? Where will a demonologist draw the line? It is extraordinarily difficult for even an experienced demonologist to summon the most powerful beings of the infernal planes without offering a soul for their services. As the demonologist walks the Dark Road, it can be exceedingly hard to avoid practices any civilised being would deem evil to the core.

THE SAFE ROAD

The majority of arcane wizards look upon the practice of demonology with utter contempt. The practitioners of the black art expose themselves to immense dangers on a regular basis for questionable gains. There is a strong belief amongst most wizards that demonology is only for the most foolish who lack the will and discipline to engage in long years of study in the purer forms of magic.

Even the most dedicated of demonologists know there are far safer methods of consorting with the beings of the infernal planes and bargaining for their services. The combined effects of *planar binding* and *magic circle* spells are the most well known and, indeed, offer far greater flexibility in the creatures called to the material world than does the demonological art. Relatively simple *summon monster* spells have the ability to call forth the lesser demonic creatures and completely subject them to the wizard's demands through the act of conjuration.

Demonology has its own purpose, though. It balances risk with the possibility of gaining power much quicker than through either of the methods presented above. To summon and control even a dretch or imp using *planar binding* spells requires a very powerful wizard and few attain such levels of magical ability. *Summon monster* spells offer a slightly quicker path but are severely limited when compared to demonology in terms of what the creature can be called upon to do, how long it remains in the material world and, indeed, the range of creatures that can be summoned.

The Dark Road offers the demonologist several advantages over arcane wizardry, just as the major schools of magic offer benefits to those who specialise in their teachings. Whilst demonology limits itself purely to the summonation and control of beings of the infernal planes, it will potentially allow a practitioner to call upon the power of any of the millions that inhabit those foul places. A summoned demon will likely be under the practitioner's control for far longer than with the simple *summon monster* spells and can be compelled to perform a far greater range of actions.

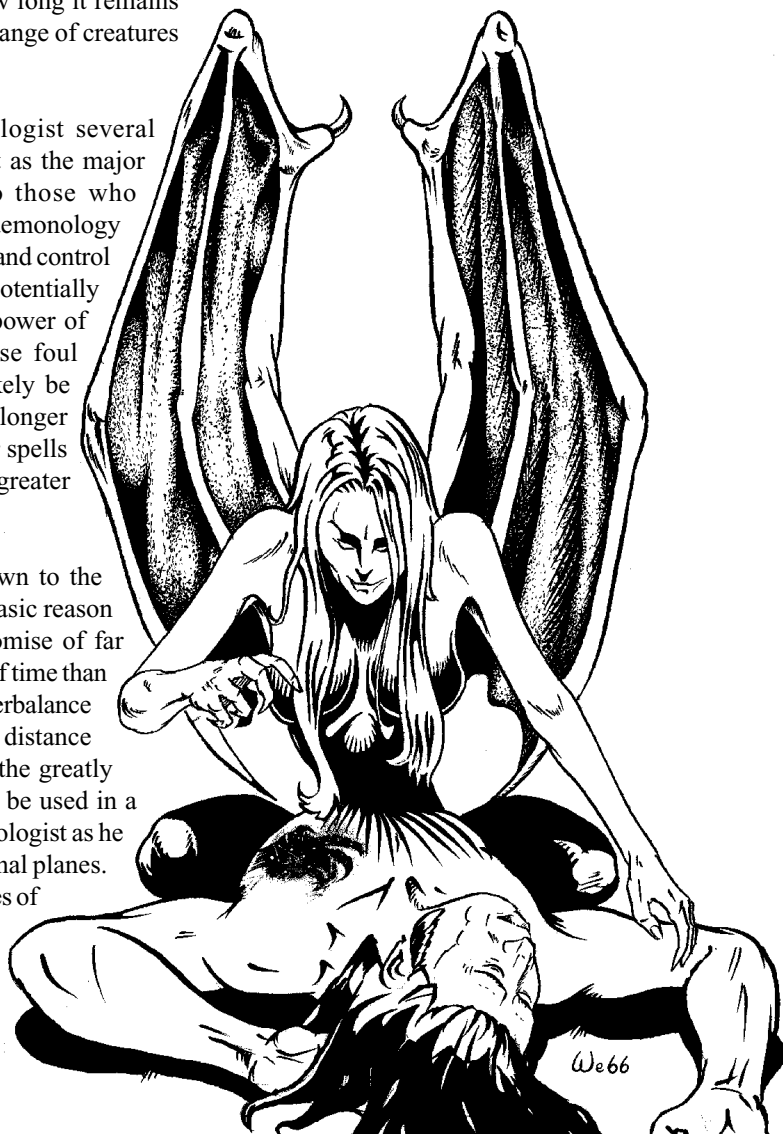
Many practitioners, however, are drawn to the practice of demonology for the most basic reason of all – the Dark Road offers the promise of far greater power over a far shorter period of time than arcane magic can ever grant. The counterbalance to this, and the reason most wizards distance themselves far from the practice, are the greatly magnified risks. No *magic circle* can be used in a summoning ritual to protect the demonologist as he calls upon the great powers of the infernal planes. All he has to protect him from the ravages of these evil creatures is his own force of will and his meticulously researched knowledge. Many fall by the wayside as they walk the Dark Road but those whose footing remains true can gain access to demonic energies that far outstrip those of any mortal.

The Summoning of Demons is more than mere knowledge. It is a slippery path to hell which is all too often paved by a wizard's own good intentions.

Old adage from the School of Magic

OF DEMONS, DEVILS AND FIENDS

Demonology is, in its purest form, the practice of summoning, controlling and perhaps binding the immortal creatures of the infernal planes. Many such planes of existence are present for demonologists to tap and the inhabitants of these hellish worlds vary accordingly. Each species has its own domain, province and standing within these planes and most are grouped into 'families,' all bound together in rigid and complex hierarchies of dominance. Some of these families are



relatively well known to the mortal worlds, as the most powerful rule the infernal planes with an iron grip and their minions are often called upon to break into the material planes. Many adventurers have faced creatures of the Tanar or the Baate, as these are the most numerous and powerful of their respective planes.

It is important to note the rituals and magicks detailed and explained within this book only apply to the creatures of the infernal planes and, due to the wildly coursing tides of magic, will simply not work when attempting to draw upon forces from other planes of existence. Celestial and elemental powers may also be used by mortals dwelling within the material world but such practices are quite different and do not concern the demonologist. It should also be mentioned that a great deal of the ancient texts practitioners use to unlock the deeper secrets of their art speak of various classifications of creatures of the infernal planes, above and beyond that of the families. Demons and devils are very separate creatures, existing in different planes within the infernal realms. The correct collective term for all these creatures is fiends. However in common usage, most simply call them all demons and as the practitioner can use his abilities to summon any, that is the definition we shall use throughout this book. Any mention of demons applies equally to devils and other fiends.

PERILS AND DANGERS

In this chapter, we have covered the basic practices of demonology in the briefest of detail. Far greater knowledge lies further into these pages. We have made mention of the corrupting influence the art may have on the weaker-willed, but this is by no means the only peril a demonologist must face.

Demonology is an art comprised, in the main, of research. The pursuit of knowledge is what drives many demonologists and with good reason. Even when summoning the most minor of demons, the practitioner is attempting to control energies far beyond the understanding of mortals. It is vital that the preparation of the summonation, every syllable uttered in the ritual and every component expended is correct and flawless. One tiny, simple mistake can easily allow a demon to break free of the bonds the practitioner is attempting to harness it with. If permitted free reign within the material world, a demon becomes vengeful and will immediately seek to destroy the mortal that dared call it forth. Few mortals are equipped to face the unleashed wrath of a demon summoned from the pits of the infernal planes and it is not only a practitioner's life that will be in the utmost peril. It will be his very soul.

‘So, explain to me exactly why it is you initiate students in the so-called ‘dark arts’ but don’t use them yourself?’ Santado fingered the tomes before him, searching for something he did not already possess. This was the first time he had seen the old man in nearly a year. He had been too busy poring over the texts that Falun had sold him at their initial meeting and searching for more.

The old sage shrugged his stooped shoulders, ‘I never thought the risk was worth the gain.’

The young man blinked. ‘How can you say that?’

Falun sighed, ‘No matter which particular path on the Dark Road one chooses to follow, there is the very real possibility that something will go horribly wrong or one will find oneself committing acts that would make an eternity of the blackest torture imaginable to man seem like a spring festival.’ The old sage shook his head, ‘I value my life and my soul too much to stain either with the actions required of a practising demonologist.’

‘But you would show others down the path you fear to tread?’

Falun smiled enigmatically, ‘That is their choice, not mine.’

TO TREAD THE DARK ROAD

To say it requires a rather special and unique individual to study demonology is something of an understatement. Practitioners are marked by an unquenchable thirst for knowledge, often in many areas of expertise. Most tend to be highly skilled in the practice and application of arcane magic. All have an incredibly strong will, able to withstand the rigours and temptations their chosen art forces upon their minds.

A SIMPLE CHOICE

What is often more interesting to study, however, are the reasons *why* an individual chooses to practice the summoning of dark and evil powers. Despite all the tales told by adventurers in taverns and parents to their children at night, not all demonologists are evil and twisted beings who engage in foul practices within lonely towers in the wilderness, surrounded by hordes of fanatical orcs and goblins.

That demonology has the power to corrupt the weak and unwary is beyond dispute. It must be said, though, that the vast majority of those who start upon the Dark Road are neutral in character and care little for the eternal struggle between good and evil. They simply reach a point within their studies of the arcane whereupon they stumble across the practice of demonology and realise they may have the potential to gain access to far greater magical powers than before. From this initial starting point, their interest tends to remain purely academic though it is often these wizards who fall to the more evil methodology when they actually come to practice summoning rituals. Their passion for the pursuit of knowledge often overrules mere moralistic issues.

There are those strong of heart and pure of mind that may adopt the practice in order to pursue a greater good. This may happen in times of terrible desperation where a wizard may choose to fight evil with evil. They will likely be all too aware of the powers they are set to unleash but may have little choice. It is the tragedy of demonology that many such men are themselves corrupted by the powers they sought to harness in order to destroy a great evil in the first place. The ends may not always justify the means.

Finally we come to those that most civilised peoples would call the archetypal demonologist. Cruel, twisted and utterly evil to the core, either from birth or from having been exposed too much to the creatures of the infernal planes, these practitioners follow the Dark Road

as a means of ultimate power. Hungry and rapacious individuals, these demonologists are heedless of the pain and suffering they cause, interested only in crushing any who stand before them and their goals. Such goals may be the domination of a kingdom, the subservience of an entire race or a quest for immortality. Who can truly say what motivates such men?

THE PRACTITIONERS

The art of demonology actually comprises several disciplines, each specialised and focussed. The most common is the demonologist, a wizard of arcane lore who chooses to supplement his power through the actual summonation of creatures from the infernal planes. Through his magic, the demonologist may summon forth bodyguards and assassins, may draw upon raw magical energies and may learn the most secret knowledge, garnered from immortal minds. Some may even trivialise the art by using their power to alleviate nights of boredom through the summoning of a succubus.

Wizards skilled in the crafting of the finest magical artefacts may stumble upon demonology as a means to greatly increase the power of the items they fashion, becoming binders. This is a very difficult and costly practice, potentially far more dangerous than regular demonology as demons will fight with all their strength to avoid being imprisoned within any material object. Such practitioners often operate within normal society, though they tend to keep very quiet when discussing the sources of power they harness to create their wondrous artefacts.

The darkest path of all is that of the possessed, who makes direct pacts with a multitude of demons, offering his very soul to each in order to gain immediate boons on the material world. The possessed subject their bodies and minds to terrible rigours imposed by the demons they have pacts with, drawing on a portion of the creature's power to supplement their own. This discipline has potentially the greatest rewards of all but also the greatest risks as few mortal bodies are capable of surviving the immense stresses imposed by the continued possession by demons. Most possessors inevitably become crippled or mad by their art.



THE DEMONOLOGIST

The demonologist is the quintessential practitioner of the dark art, toiling for long hours under his academic labours to harness the powers of the infernal planes. The vast majority of demonologists start off as wizards and most still practice their regular arcane magicks but the mainstay of their studies is firmly rooted within the realms of demons.

Most demonologists are solitary individuals, for there are few willing to grant them the freedom to practice the summoning rituals necessary to call forth the greatest of powers without comment. The very nature of the demonological art requires knowledge and components that any of the civilised races would find distasteful to the extreme. In addition, the penalties for any error the demonologist himself makes during the summoning of greater powers can cause a great deal of harm to any around him as demons, freed from their shackles and at liberty to terrorise the material world for a short period of time, slaughter all around them.

There are, however, certain parties willing to risk the presence of a demonologist in order to further their own plans, whatever they may be. Powerful guilds and organisations or adventuring parties with few scruples may be welcoming of a demonologist into their ranks, who is likely to appear to be nothing more than a regular wizard until he actually starts to practice the black art.

Either way, demonologists are often regarded as strange people who rarely see the world as others do. After having faced the fiends of the infernal planes in direct and costly battles of sheer unadulterated willpower, few can remain completely unscathed. It is a tragic tale that many demonologists go into the practice with the purest of hearts, only to have their morals and standards constantly chipped and battered away until they become, quite literally, completely different people.

Hit Die: d4.

Requirements

To qualify to become a demonologist, a character must fulfil all the following criteria.

Feats: Spell Mastery

Languages: Draconic

Class Skills

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

Skill points at each level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Demonologists gain no proficiency in any weapon or armour.

Demonology: Demonologists are versed in the summoning and controlling of demons and so may use the Art of Summoning rules on pages 15, 23 and 31.

Spells per Day: A demonologist continues training in arcane magic as well as his own field of research. Thus, when a new demonologist level is gained, the character also gains spells as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of demonologist to the level of another arcane spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster

Gah! I can't believe it!

What's it going to take to recover that amulet? There's no way I can get in myself. Adventurers won't touch it. Smart of them.

Carnivorous apes, crows, even chimpanzees haven't been able to get in. The chimp came closest, so I'll clearly need something smarter.

I've been tempted time and again by this book on Demonology. That could be the key to this problem. Something small, say an imp, which I could easily defeat should there be a control problem. That would be intelligent enough to succeed perhaps...

The Demonologist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2		+1 level of existing class
2	+1	+0	+0	+3	Siphon Demonic Energy	+1 level of existing class
3	+1	+1	+1	+3	Extended Instruction	+1 level of existing class
4	+2	+1	+1	+4	Lesser Control	+1 level of existing class
5	+2	+1	+1	+4	Multiple Summoning	+1 level of existing class
6	+3	+2	+2	+5	Demonic Vulnerability	+1 level of existing class
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6	Full Instruction	+1 level of existing class
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	Greater Control	+1 level of existing class

had more than one arcane spellcasting class before he became a demonologist, he must decide to which class he adds each level of demonologist for the purposes of determining spells per day when he adds the new level. Demonologist levels are never added to a class that uses divine magic.

Siphon Demonic Energy: At 2nd level, the demonologist gains the ability to siphon demonic energies to fuel his own spellcasting as described on p23.

Extended Instruction: At 3rd level, a demonologist grows strong enough to compel the demons he summons to follow longer and more complicated instructions. The limit for each instruction issued grows to twelve words.

Lesser Control: At 4th level, the demonologist has the strength of will to compel demons to serve him for longer periods of time. The maximum time a demon can stay in the material world is increased to two hours. Each successive Control check to retain the services of the demon for longer will now allow it to stay a further two hours in the material world instead of just one.

Multiple Summoning: At 5th level, the demonologist has grown so adept in his art that he may now summon more than one demon at a time. The rules for doing so are covered on p23.

Demonic Vulnerability: As the demonologist's knowledge increases, so too does his ability to maximise the effect his spells have on the creatures of the infernal planes he may meet in battle. At 6th level, the demonologist may add +1 to his casting level whenever targeting a creature from the infernal planes with arcane magic spells.

Full Instruction: By the time he reaches 8th level, the demonologist has become truly skilled at controlling

demons and forcing them to do his bidding. Even the most complicated instructions can now be given and will be obeyed. The limit for each instruction issued grows to twenty words.

Greater Control: The demonologist's mastery of his art is almost complete as he reaches 10th level. He is now able to extend his control over demons in the material world for much greater lengths of time. The maximum time a demon can stay in the material world is increased to three hours. Each successive Control check to retain the services of the demon for longer will now allow it to stay a further three hours in the material world instead of just one.

THE BINDER

Binders are very specialised practitioners of demonology, using their knowledge and skill to first summon demons, then bind them within magical artefacts in order to harness their energies. Such items are amongst the most powerful to be found within the material worlds, with demonic weapons especially being sought by warriors with few scruples.

To be bound within an object for aeons is vile imprisonment to any demon, a creature who values its freedom far more than any mortal may understand. In performing the binding ritual, the practitioner is able to greatly boost the power of any magical item he fashions but in doing so earns the eternal enmity of the demon he enslaves. Should it ever manage to break free, the binder will face the wrath of the demon who will seek to devour him both body and soul.

Few binders realise the magnitude of power they dabble in when they first start on the Dark Road. Most merely seek to increase the potency of their creations and simply view demonology as one tool to accomplish this. The corruption of the art is ever present though and many



The Binder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Demonic Ability Slots	Spells per day
1	+0	+0	+0	+2	1	+1 level of existing class
2	+1	+0	+0	+3	1	+1 level of existing class
3	+1	+1	+1	+3	1	+1 level of existing class
4	+2	+1	+1	+4	2	+1 level of existing class
5	+2	+1	+1	+4	2	+1 level of existing class
6	+3	+2	+2	+5	3	+1 level of existing class
7	+3	+2	+2	+5	3	+1 level of existing class
8	+4	+2	+2	+6	4	+1 level of existing class
9	+4	+3	+3	+6	5	+1 level of existing class
10	+5	+3	+3	+7	6	+1 level of existing class

pursue the knowledge required to summon the greatest demons of all in order to create ever more powerful artefacts.

Hit Die: d4.

Requirements

To qualify to become a binder, a character must fulfil all the following criteria.

Skills: Knowledge (demon lore) 8 ranks

Feats: Craft Magic Arms and Armour, Craft Wondrous Item

Class Skills

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

Skill points at each level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Binders gain no proficiency in any weapon or armour.

Demonology: Binders are versed in the summoning and controlling of demons and so may use the Art of Summoning rules on pages 15, 23 and 31.

Binding: The binder is skilled in the practice of binding demons into inanimate objects and so may use the rules presented in Bound Demons on p37.

Spells per Day: A binder continues training in arcane magic as well as his own field of research. Thus, when a new binder level is gained, the character also gains spells as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of binder to the level of another arcane spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one arcane spellcasting class before he became a binder, he must decide to which class he adds each level of demonologist for the purposes of determining spells per day when he adds the new level. Binder levels are never added to a class that uses divine magic.

THE POSSESSED

The most punishing route of all for those who tread the Dark Road is that of the possessed. Not content with merely summoning and controlling demons in order to gain their service, the possessed make intimate and dangerous pacts with infernal creatures as a means of gaining their power directly. Offering a portion of their souls with each pact made, the possessed are able to draw the demons' strength into their own bodies, channelling it to overcome almost any trial they may face.

Whilst the pact made with a demon provides some measure of protection over the self-possession practised by a few unstable demonologists, it is ultimately ruinous to both body and soul, with only the possessed's sheer will and his demonic energy keeping his body functioning as he falls deeper into the self-made trap. After several pacts have been made, the possessed's body may be all but shattered by the strains forced upon it by the demonic

beings that constantly writhe inside. Crippled and sickly, the possessed becomes a pathetic figure, living only for the times when the demon floods his system, empowering him far beyond that which any mortal may experience.

Whilst the demon is within his body, the possessed retains his free will but his body often takes the outward visage of the creature, returning to something approaching normality after the possession ends. This constant warping takes a heavy toll on the possessed, with many forced to pass themselves off as weak planetouched as the physical effects gradually become permanent.

Hit Die: d4.

Requirements

To qualify to become one of the possessed, a character must fulfil all the following criteria.

Alignment: Any non-good

Skills: Knowledge (demon lore) 11 ranks

Feats: Strength of Personality

Class Skills

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

Skill points at each level: 4 + Int modifier.

Once you have had the demon inside you, mind, body and soul, you are never quite. . . whole again.

Class Features

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

Weapon and Armour Proficiency: The possessed gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Demonology: The possessed are versed in the summoning and controlling of demons and so may use the Art of Summoning rules on pages 15, 23 and 31.

Spells per Day: Unlike the demonologist or binder, the possessed does not automatically continue his training in arcane magic. Class levels gained as the possessed do not count for spells gained as any other arcane spellcasting class.

Demonic Pacts: The possessed may automatically make a pact with any demon he successfully summons and controls (see The Art of Summoning chapters for details). Once a pact has been made with any one demon, it may no longer be summoned and controlled normally and the possessed becomes reliant on it actually entering his body to gain any further benefit. As soon as the pact is made, he automatically loses 1d6 (2d6 for a named demon) points from his ability scores and/or hit points, as the player chooses, spreading the loss between ability scores if he so wishes. Intelligence, Wisdom and Charisma, however, may never be altered in this way. If this ever forces an ability score to below 3 or hit points to 0, the possessed is killed outright, consumed by the very powers he sought to harness. This loss is permanent and cannot be reversed through the use of spells such

The Possessed

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Demonic Possession	Special
1	+0	+0	+0	+2	2/day	
2	+1	+0	+0	+3	4/day	
3	+1	+1	+1	+3	6/day	Demonic Traits (2)
4	+2	+1	+1	+4	8/day	
5	+2	+1	+1	+4	10/day	
6	+3	+2	+2	+5	12/day	Demonic Traits (3)
7	+3	+2	+2	+5	14/day	
8	+4	+2	+2	+6	16/day	
9	+4	+3	+3	+6	18/day	Demonic Traits (4)
10	+5	+3	+3	+7	20/day	



as *restoration*. This is the price the possessed pays for his powers.

The possessed may call upon any demon he has made a pact with to utilise its power as a full round action. He immediately gains any one single trait of the demon – this may be an ability score (such as Strength), its attacks, a special quality, skill, feat or spell-like ability. This effect lasts for one hour. Only one demon may be called upon at any one time and this may be done an amount of times per day as shown on the table on p13. The possessed is permitted to end a period of possession at any time as a full round action and does not suffer the side effects described on p27, the pact he has made with the demon forestalling such things.

I can't believe how simple it all is! The Imp was nothing and accomplished easily in a night what I'd been working on for months! No more chimps for this magician!

During this time, the possessed will assume many of the outward features of the demon he has within him, gaining stature, fangs, horns, wings and skin colour as appropriate. When he ends the possession, his physique will return to normal, though his appearance will gradually begin to change over time, steadily becoming more and more demonic, as if he was planetouched.

Soul Servitude: In making pacts with demons, the possessed is offering his very soul to the most evil of creatures in exchange for power within the material world. Demons of all types will watch for the possessed's death, ever eager to collect the soul he bargained with. A possessed may never be resurrected by any method.

Demonic Traits: At 3rd, 6th and 9th level, the possessed gains the ability to channel yet more of a demon's power through his fragile body. Additional traits may be used every time a demon is called upon, as shown by the number in parentheses after the Demonic Traits special ability on the table on p13. For example, a 6th level possessed cantake three traits from a demon each time he calls upon its power – when calling upon a succubus he has previously made a pact with, he cantherefore gain her Dexterity and energy drain ability.



THE ART OF SUMMONING – FIRST STEPS

A wizard who consciously chooses to set aside much of his normal research and concentrate on the lore of demonology is one who gambles his innermost soul in the quest for knowledge. We have looked at the risks involved in the practice, as well as those who undertake this dangerous pursuit. Now we will begin the first steps on the Dark Road.

This chapter will examine, in detail, the underlying fundamentals involved in the summoning and controlling of demons from the infernal planes. A wizard following these steps and performing his first initial research into the lore will have everything he needs to attempt his first summonation. To begin with, the fledgling demonologist is well advised to concentrate his energies on calling forth the weaker demonic entities – hell hounds, dretch and imps. Such creatures are relatively easy to control when summoned and the consequences of failure are greatly reduced. It is imperative to keep in mind that so long as the required rituals are known, there are *no* limits to what a demonologist may attempt to summon. In the unlikely event a fledgling demonologist learns the complicated rituals needed to summon a balor or pit fiend, there is absolutely nothing to stop him calling these insanely powerful creatures into the material world. His chances of controlling such entities are, however, non-existent. At best, he will be slain within seconds of completing the ritual. At worst, the enraged demon will carry him off to the infernal planes to suffer an eternity of torment amongst the most evil and twisted races known. In short, every demonologist is limited in what he may achieve by just two factors – the forbidden knowledge he is able to uncover and his own good sense. The successful practitioner will always recognise his own limits and never push himself too far too fast. Always remember that there is no such thing as a bad demonologist – such people quickly succumb to the excesses of the art they vainly attempt to control.

Can you use demons for good works? Of course you can. Therein lies the danger. You can use a rack for good work as well – but how long is it before you begin to enjoy the screams?

The Morals and Ethics of the Arcane – Ypesliva

RESEARCH AND STUDY

The cornerstone of demonology is pure research. Practitioners spend much of their lives locating and interpreting forbidden lore, material often descending through the ages from the most ancient of times. It is a basic requirement of every demonologist that he become linguistically skilled in the use of languages that no mortal creature may have spoken or written in, perhaps, thousands of years. Such are the texts that speak of the creatures of the infernal planes – their names, capabilities and what forces are necessary to bring them into the material world where they may be bound or controlled by practitioners of sufficient will.

This knowledge is extremely rare and thus can pose the would-be demonologist with the immense difficulty of locating the information he needs to attempt even the most basic of summoning rituals. Some of the largest libraries of the world may hold a few sought-after scrolls and tomes within their darker recesses, though it is a common practice for periodic purges to destroy these valuable resources at the behest of well-meaning librarians. In the same vein, the personal libraries of arcane wizards may also contain a few books of interest to the demonologist, gathering dust on a forgotten shelf in some mystic study, treated as nothing more than a curiosity. Again, though, this is rare. It may also be worth watching any merchant or trader who regularly deals in ancient books. Tomes of forbidden lore occasionally pass through their hands, though it is highly unlikely they will recognise the worth of such an item.

It is doubtful that a practitioner relying purely on these sources will progress very far along the Dark Road over any period of time. In this practice, knowledge is most certainly power and those wishing to increase their abilities will have to work hard to uncover the forbidden lore vital to their studies.



The most obvious source of knowledge is another, more experienced, demonologist but this raises its own problems. Demonologists are, by their very nature, reclusive and small in number, suspicious of any who dare intrude upon their own studies. The practice of taking apprentices or sharing information is unheard of within demonology, such are the risks each practitioner runs of discovery. In addition, the process of physically taking another demonologist's library by force is fraught with danger as not only will they have the power to call upon demonic creatures from the infernal planes, they are also highly likely to be accomplished spellcasters in their own right. All this said though, a demonologist's collections of books and notes will be considered a real treasure trove by any other practitioner.

In reality, a demonologist will likely be forced to travel far and wide, throughout the dark and evil places of the world, following every story and rumour concerning the location of ancient texts. Unless the practitioner is unusually lucky, it may take a great deal of time to uncover the deepest secrets of demonology.

Once works of forbidden lore have been located, a demonologist's research may begin. First the texts have to be translated into a form more readily accessible to the practitioner as they will usually be written in languages long since forgotten or even not of this world. This can take a great deal of time in itself, particularly for the inexperienced demonologist who will be encountering such languages for the very first time. This done, the demonologist must then employ his intellect into comprehending what he reads – deciphering is *not* understanding. There are many subtle nuances and twists within the art, all of which must be firmly fixed in the mind of the practitioner if he is not to court disaster. The knowledge he seeks may be buried within several texts, hidden by riddle and code, as is the nature of many forbidden and heretical lores.

With hard work, dedication and a great deal of lateral thought, however, the demonologist may emerge from his studies with the knowledge he so tirelessly sought to uncover. He will be ready to begin the summoning ritual.

SUMMONING RITUALS

Though summoning rituals can vary wildly in their specifics, the fundamental practices of all have much in common and any demonologist will readily identify any ritual he witnesses as such, even if he is not familiar with

the demonic entity being called. All summoning rituals call for a pentagram to be inscribed upon the ground, though the design is different for each demon and an incorrectly drawn form will have no power during a ritual. The ritual itself will require perhaps many hours of chants and calls, along with the consumption of various components, expended in much the same way as with the casting of arcane magic. Such rituals are the most lengthy part of the summoning process, particularly if the demonologist is unfamiliar with the demon he is attempting to call.

If the summonation proves successful, the demonic entity will appear, drawn from the infernal planes, into the pentagram before the demonologist. Now begins the shortest part of the ritual but also the most hazardous. The practitioner must apply his force of personality to break the spirit of the demon and bend it to his own demands. The successful application of this last process is the ultimate goal of all demonologists. Failure does not often grant one a second chance to correct mistakes.

It must be noted here that, contrary to popular beliefs, the sacrifice of animals or sentient beings is *never* required for the successful controlling of demonic entities. On the other hand, such offerings can greatly aid an evil demonologist with no remaining scruples and even the most accomplished of practitioners will be hard pressed to control the greatest of the demonic powers without a valuable soul to offer in exchange for services. . .

THE RISKS

We have spoken in previous chapters of the immense risks demonologists face in the practice of their art. But why is demonology a lore to be greatly respected, not just by those whom it may be employed against, but also by its actual practitioners?

The first stage of demonology, the uncovering of knowledge and the maintenance of secrecy whilst engaging in the practice is little different from that which other adventurers face on a day-to-day basis and need not be covered here. The summoning ritual itself holds little danger for the demonologist, other than the fear of discovery for it tends to be a fairly lengthy process. Failure in summoning a creature from the infernal planes is likely to result only in the loss of potentially expensive materials for no gain. The danger lies in the attempted control of a demonic entity. Such beings do not enjoy

being ripped from their homes within the infernal planes and will be greatly enraged by the intrusion into their often incomprehensible plans and designs.

Upon the completion of a successful summoning ritual, the demonologist will be confronted by the entity he sought to call, standing within the pentagram he laboriously toiled over, its power now spent in pulling the demon into the material world. Such an entity will be murderous in nature, its desire for cruelty and destruction magnified by the temerity of a mortal seeking to dominate it by his sheer will. The demonologist has but one chance to bring the creature under control. A single slip, just one break in concentration will leave the demon free to roam the material world. Its first act will be to exact vengeance upon the summoner, either rending him limb from limb in an orgy of blood-letting, or carrying him off to the infernal planes where he will suffer for an eternity as the plaything of demons. Even if the demonologist manages to somehow survive and escape such a baleful existence, he is unlikely to ever be. . . quite right again. Every demonologist is all too aware of the risks they run every time they practice the art. Most fervently pray for a quick end should they ever make a costly and fatal mistake at this most critical of times.

In some cases, the demon may seek to stay in the material world to wreak havoc for a little longer than the summoning ritual ordinarily permits. In such circumstances, the demonologist will be viciously assaulted physically, mentally and spiritually as the demon attempts to possess him, gaining absolute control of his functions and twisting his body beyond all recognition. Bones bend and snap, skin warps and muscle expands as the mortal body



I got a 'talking to' by the Masters of the Guild today. Over a little fiend! The smallest of demons sent to destroy a filthy pig that needed killing! As if that was any different than turning him to charcoal with a fireball! The fools! They even admitted to knowing nothing of demonology and still have the arrogance to judge its efficacy and dangers. 'Our minds are made up,' Chanteron said. 'Yes, and don't confuse them with facts!'

strains to contain the demonic energies it is subjected to. The chances of surviving such a fate unscathed are non-existent.

REQUIRED KNOWLEDGE

A demonologist of any level is free to attempt the summoning and control of any creature from the infernal planes, provided he has the appropriate research materials and texts. Information on how to supply player characters with these texts is given in the Help for Games Masters chapter but, for now, we will concentrate on the rules used to summon demons and force them into service.

Throughout these rules, the Challenge Ratings of individual demons are used to gauge their relative strengths and the difficulty in summoning and controlling them. This provides a quick and accurate measure of a demon's power, taking into account Hit Dice, spell abilities and special powers – obviously, the stronger a demon is overall, the harder it will be to summon and control.



Knowledge (demon lore) (Int; Trained Only)

This skill represents your ability to comprehend all aspects of demonic knowledge. It is most commonly used to decipher and understand demonic based texts, but may also be utilised to recognise demons and predict their natures and special abilities.

Check: Answering an easy question regarding demonology (could that beautiful woman with bat wings possibly be a demon?) has a DC of 10. Basic questions (what is a balor armed with?) has a DC of 15 whilst really tough questions (what is the true name of the pit fiend in front of me?) could have a DC of 20 or 30. The difficulty of deciphering demonic texts is covered in the Required Knowledge section.

Retry: No. The check represents what you know. Simply thinking about a question again will not permit you to know something you did not know in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character is likely to be relying only on myths and legends. Generally, only demonologists, binders and possessed have access to this skill, though the Games Master may rule otherwise in his campaign.

Any scroll, tome or other resource a Games Master deems to contain demonological knowledge must first be read and comprehended by the player character before it can be used in a summoning ritual. A successful Demon Lore check, DC 15, is needed to identify any such material and discover which demon(s) it pertains to. To actually decipher and comprehend these inevitably complex texts takes 1d3 days + the Challenge Rating of the demon concerned and requires a Demon Lore check, DC 20. A Games Master is free to modify the DC of this check by up to + or -10 to reflect varying degrees of ease and complexity of ancient or relatively new texts. No other tasks may be performed during this period. Where such a resource holds the knowledge of several demonic entities, the time taken and a separate Demon Lore check is required for each. Failure in the Demon Lore check will result in the demonologist being unable to understand the information contained within the resource. He may not make another attempt until his rank in Demon Lore is increased.

Once successful, the demonologist may make a note of the demon he has studied – from this point, he may attempt the summoning and control of the creature at any time. The Games Master will inform the player of the capabilities and special powers of the demon, as well as any specific materials or rites required in its summoning ritual, this being the knowledge the demonologist has uncovered through his study.

THE SUMMONING RITUAL

Summoning rituals vary between the differing demons they are designed to call forth, with certain pentagram designs, components and binding chants having power over one being but not another. The core rules used for summoning demons, however, are very simple though there are many modifying factors a player must be aware of so he may swing the odds of success further into his favour. This practice of minimising the chances of failure in summoning and controlling demons is the heart of demonology. A summary of the rules presented below can be found on p65.

Summoning rituals take as many hours to perform as the Challenge Rating of the subject demon. The summoning of a Tanar vrock, for example, takes thirteen hours. During this time, the demonologist prepares the pentagram, expends components and masters the chants of summonation, all of which were learnt through his study of the demon. Whilst performing the summoning ritual, the demonologist may take no other action and so cannot cast any spells.

The Summoning Check

The basic Summoning check is DC10 + the Challenge Rating of the demon.

The summoning ritual requires the acquisition of various components for both a pentagram and a summoning focus. These vary for each type of demon and are covered on p54.

Failure in the Summoning check results in nothing more than the expenditure of any components used

and the absence of said demon. Of all the steps used in demonology, this is the one that is safest and least costly to fail in.

A successful Summoning check will draw the demon from the infernal planes into the pentagram, where it will appear before the demonologist. Now comes the most difficult part of the ritual – controlling the demon and making it subject to the summoner’s will.

The Control Check

The basic Control check is DC 10 + twice the Challenge Rating of the demon.

If passed, the Control check will allow the summoner to give the demon instructions to be carried out, as detailed on p20. A failed roll will likely mean the demonologist is in very serious trouble as the summoned demon frees itself of the bonds that have been placed upon it. It will immediately attack the demonologist as described on p22.

For both Summoning and Control checks, a roll of a 1 is an automatic failure and a roll of 20 an automatic success.

SHIFTING THE ODDS

With his very life and soul at stake, any demonologist will work hard to increase the chances of a successful summonation and control of the demon he calls. At the same time, however, other factors may intrude upon the summoning ritual to make it far more difficult. There are many different bonuses and penalties that may be applied to Summoning and Control checks listed throughout this book but those most applicable to the fledgling demonologist are detailed here. All are summarised on p65.

Expertise

The experienced demonologist will naturally be far more capable than one just starting his journey down the Dark Road. Even when confronted by an unfamiliar demon for the first time, he will have the strength of will and purpose to cover minor mistakes and errors, becoming consistently successful in the art. A character’s combined demonologist, binder and possessed class levels are added as a bonus to every Summoning and Control check.

Pentagrams and Their Uses

As with the study of demonology itself, there are many misconceptions based around pentagrams and their use within magical labours. It is a common belief, for example, that a pentagram exists to protect the wizard from malevolent spirits that he calls upon for boon and aid. There are some fields of magic, witchcraft being the most prevalent, where this holds true but for demonology the pentagram serves a much different purpose.

To pull a being of any power from the distant infernal planes and make it manifest in the material world takes a tremendous amount of magical energy, the type of which few mortals are able to withstand let alone manipulate to their own ends. The pentagram used in demonology is, quite simply, a carefully constructed magical focus designed to channel and magnify a practitioner’s own forces in order to build enough power during the summoning ritual to call a demon into the material world. By focussing this much energy over a relatively short period of time, the power inherent within a correctly drawn pentagram is completely expended when the summoning ritual is complete, leaving the practitioner with no protection against the creature he has just summoned other than his own knowledge and force of personality.

The correct drawing of a pentagram during the summoning ritual is of utmost importance if the attempt is to be successful and the margin for error is incredibly small. Even a single human hair lying across a critical juncture of the pentagram can be enough to dissolve its power and decrease its potency, thus placing a far greater burden on the summoner who may instead benefit from saving his strength for controlling the demon rather than just summoning it. In this way, a badly drawn pentagram can have a marked effect upon the controlling process even though its power has been expended during the summoning.

A demonologist cannot, of course, cast any spell or activate any magical item whilst performing either the summoning or the controlling process. He must rely purely on his demonological capabilities during these critical times.



Study and Preparation

Demonology is not an art that can be easily mastered by those short of memory or failing in their mental faculties. It requires precise observation and recollection, for a mistake made in the preparation of the pentagram or in the summoning chants can cripple a ritual. A demonologist's Intelligence modifier is added as a modifier to every Summoning check.

Force of Will

Whilst specific rituals and rites are absolutely essential if any demonologist is to control a demon he has summoned, it is often his sheer force of will and personality that can make the difference between success and failure when he comes to actually controlling the creature. A battle of titanic wills can erupt in a fraction of a second as the demon strains to break free of the bonds being imposed upon it, even as the demonologist exerts his mind to bring the entity under control. A demonologist's Charisma modifier is added as a modifier to every Control check.

High Quality Components

By acquiring the finest examples of the components necessary in any given summoning ritual, a demonologist can greatly minimise the risk of failure in calling the demon into the material world. If the components used are at least double the base monetary value required, a modifier of +1 may be applied to the Summoning check. If the value is at least four times greater, a +2 bonus is granted. For components of eight times or greater value, the maximum bonus of +3 is awarded. For items without a strict monetary value (an ancient war banner, for instance), the Games Master will be required to exercise his judgement in applying these bonuses.

It should be noted that if undervalued or misidentified components are used, there is no penalty to the Summoning check – the ritual will simply not work and every component will be consumed and wasted.

Slow Ritual

Demonologists, by necessity, take great care in their preparations for the summoning ritual. Given enough time, greater safeguards can be employed, with every stage of the ritual being checked and re-checked for any possible mistakes. By doubling the time required to perform a summoning ritual, a demonologist will be granted a +2 bonus to both his Summoning and Control checks.

Hurried Rituals

By the same token, there may be times when a demonologist will be put under the severest pressure to summon a demon as quickly as possible. Under such circumstances, it is almost inevitable that errors and mistakes will creep into the ritual, making the whole process harder and a lot more dangerous for the demonologist. Hurrying a ritual will reduce the time required to perform it by half but will impose a -4 penalty to both Summoning and Control checks.

Previously Summoned Demon

In performing the same ritual again and again, a demonologist will inevitably become more familiar with its subtleties and nuances until they almost become second nature. If a summoning ritual has been successfully performed before by the demonologist, a +1 bonus is granted to the Summoning check.

Previously Controlled Demon

Once a demon has been summoned and the practitioner has established his control over it, he will find future attempts at imposing his force of will to be much easier. Apply a +1 bonus to the Control check if the demon has been successfully controlled by the demonologist in the past.

Distraction

Fledgling demonologists, those just starting the practice of the art, often make sure others are present during the summoning ritual in order to provide a physical defence against the demon if control is not established. There is a -1 penalty to both the Summoning and Control checks for every creature, sentient or otherwise, present at the ritual other than the demonologist himself. They need not be present for the entire ritual for this penalty to be applied – even poking their heads around the door of the demonologist's laboratory can shake the concentration required for a summoning ritual.

THE DEMON CONTROLLED

Upon the successful summoning and control of a demon, the demonologist will have the ability to command the creature to do his bidding. As with every other part of this practice, there are rules that must be obeyed.

A controlled demon is compelled to carry out and complete a single nine-word instruction issued by the

Demonology in Practice

Fallora is a 1st level demonologist attempting to summon her very first demon. Having studied an ancient scroll for the past five days and passing her Demon Lore check, she feels reasonably confident that she can now summon a dretch, one of the lesser Tanar.

This being her first attempt in the art, Fallora makes sure she will be undisturbed during the summoning ritual and takes her time, gaining the +2 Slow Ritual bonus to both her Summoning and Control checks. She also locates fine quality copper powder, the component needed to draw the pentagram for dretches, adding a further +1 bonus to the Summoning check.

Taking four hours to perform the ritual, as she is making sure no mistakes enter her preparations, Fallora attempts to call a dretch from the infernal planes into the pentagram. A dretch has CR 2, so the check becomes DC 12. However, Fallora is a 1st level demonologist (+1), has an Intelligence of 15 (+2), is using high quality components (+1) and is taking her time (+2), giving a total bonus of +6, meaning only a 6 needs to be rolled. Unsurprisingly, she manages to call the dretch to the material world.

Now comes the tricky bit. Incensed at being pulled from the infernal planes, the dretch would clearly like to exact revenge upon Fallora. Clearing her mind of the telepathic threats the dretch is hurling at her, Fallora attempts to control the demon.

The Control check is DC 14 as the dretch's CR is doubled for this check. Fallora's Charisma of 11 adds no bonus, but being a 1st level demonologist helps (+1), as does her Slow Ritual (+2), meaning she has to roll 11 or more. With a breath of relief, she succeeds and gives the dretch a very simple instruction – 'protect me from all harm.' The dretch will now effectively act as her bodyguard for the next hour but Fallora, overjoyed at her success, wants more. She exerts her will to force the dretch to follow this instruction for another hour. There is a –2 penalty to this next Control check as it counts as being an additional instruction, so Fallora needs to roll a 13.

She succeeds in this too and decides she can try for a third hour. The cumulative penalty for another additional instruction rises to –4, thus requiring a roll of 15 this time around. Unfortunately Fallora fails and the dretch breaks free of the magical bonds she placed around it. Fallora is about to learn even a dretch can be a very dangerous enemy when free. . .

summoner for a duration of no more than one hour. Once the instruction has been carried out or an hour has elapsed, whichever comes first, the demon instantly winks out of existence in the material world and is immediately returned to the infernal planes.

This instruction *must* be given at the moment of control, straight after the demon has been summoned or it will merely return to the infernal planes. Instructions cannot normally be issued after this time, no matter how powerful the demonologist is.

Anything may be demanded and the demon is compelled to carry out such instructions to the best of its ability. A demonologist may ask the demon, for example, to act as a bodyguard, or to assassinate an enemy. Many demons have existed since before the dawn of time and are thus incredible sources of long forgotten knowledge. Others,

such as the nightmare steeds, excel as fast mounts or even beasts of burden. These are just a few of the most basic examples of what a practitioner may compel a demon to do. In practice, he is limited only by the demon's powers and his own imagination. Due to the convolutions of demonic politics upon the infernal planes, however, a summoned demon can never be compelled to summon additional demons itself.

Multiple Instructions

Passing the Control check when the demon is summoned allows the demonologist to issue a single nine-word instruction that will be obeyed for up to one hour. However, the number of instructions and the time the demon is compelled to stay in the material world may both be extended by a demonologist of sufficient power.



‘Gods weep, boy. It’s a wonder you can pronounce your own name.’ Falun threw his hands in the air and rolled his eyes. ‘If you can do no better than that, you’ll be short your soul and wondering what happened. ‘Tis a wonder you survived this long.’

Santado ground his teeth. ‘I have studied these languages for years. It is not as if one can just strike up a conversation on the street in the tongue of demons. I see nothing wrong with my pronunciation.’

Falun sighed deeply. ‘That is exactly the problem. You’re *seeing* your pronunciation instead of *hearing* it. You can read the forms well enough, but it is imperative you say every last syllable perfectly. Any little slip and...’

‘...and I’ll have a demon for a soul mate. You’ve told me a thousand times in the last hour alone!’ Santado crossed his arms sulkily. He stood so for several moments before continuing, ‘I’ll go through it again. Stop me where I make any mistakes.’

We’re going to be here forever then, Falun thought, though to Santado he simply nodded.

For each additional instruction issued *or* each additional hour the demon is required to remain in the material world, another Control check must be made with a cumulative –2 penalty. If any of these additional Control checks are failed, the demon will become uncontrolled with the consequences described below. No more instructions or additional hours may be added to the demon’s service as it is now free to exact its vengeance.

Note that any of these additional instructions or extended hours *must* be attempted straight after the first Control check. They may not be added to the demon’s service at a later time, so a demonologist must plan in advance to decide exactly what he will ask the demon to do if the summoning proves successful.

FAILURE

It happens to every demonologist sooner or later. Despite painstaking attention to detail during the summoning ritual, the demonologist will, at some point, lose control of the demon he is calling forth. Even those careful not to overreach themselves may make a mistake – the fact that it is far easier to summon than control makes this almost inevitable.

There are many terrible fates to which a practitioner may be subjected by an uncontrolled demon. However, those taking the first steps on the Dark Road will start by summoning the lesser demonic entities, those of a Challenge Rating of 6 or below. The reactions of these more minor creatures are always predictable and deadly. Their first priority is the destruction of the mortal who called them into the material world. The failure of the

Control check negates the bonds placed on the demon by the ritual and the summoner’s will, allowing it to act with complete freedom of purpose. It will move with all speed to the summoner and attack with every resource and ability it has. Once the summoner is slain, it will either seek out and destroy all intelligent life for a period of one hour or simply return to the infernal planes, this being determined by the Games Master. It will also immediately return to its home plane if it is in danger of being slain.

IN SUMMARY

This concludes the basic rules for summoning and controlling demons. The fledgling demonologist will be able to summon all manner of creatures from the infernal planes, provided he does his research. The likes of dretches, quasits, imps and hell hounds will all be within his power to command.

There is, of course, far more to the practice of demonology than this. Far more powerful demons can be called upon as the demonologist becomes increasingly more capable and he will be able to command them to do far more things once summoned. He may even be able to draw upon raw demonic power to fuel his own arcane castings to greater levels than he ever dreamed. For this, however, the demonologist must tread further down the Dark Road.

THE ART OF SUMMONING — THE NEOPHYTE

Up to now, we have looked at how those skilled in the arcane arts can pursue the lore of demonology and summon the more minor creatures of the infernal planes. The Dark Road is a long and twisting path, however, and far greater knowledge awaits those who are prepared to take weightier risks. Within the following pages you will find information on how to call upon the named demons, the most powerful of creatures existing upon the infernal planes. The accomplished demonologist will now be able to use a demon's raw energy to fuel his own magical capabilities or to possess other sentient beings. The secrets of group summonings and blood sacrifices are also covered to grant a demonologist a further edge in the art. The dangers in dealing with the more advanced forms of demonology are also greater, however, and we therefore take a look at these too.

It must be noted that demonologists, unlike most other character classes, do not have a strict level-by-level progression of power. You need not wait until a certain level to utilise the rules within this section. Every demonologist must judge his own readiness to walk further down the Dark Road. Glory or damnation await the intrepid searchers of forbidden knowledge.

SIPHON DEMONIC ENERGY

Many demonologists regularly summon demons for the sole purpose of drawing upon their energies to fuel their own magical powers. Such demonically charged energy can be intoxicating to the senses as it flows through their blood, stimulating their awareness and granting the ability to control far greater amounts of arcane power than ordinarily possible.

Siphoning Demonic Energy

At 2nd level, a demonologist gains the ability to Siphon Demonic Energies, adding them to his own magical strength. To siphon energy, a demonologist must make a successful Control check for a demon he has just summoned. Instead of giving it instructions as normal, he may instead draw upon its raw energy. This may only

be done whilst the demonologist is preparing his spells. The time taken for the summoning is added to the hour normally required to prepare spells.

The demonologist will gain extra spell slots for one day, based on the Challenge Rating of the demon. Each point of the Challenge Rating will allow an extra spell level. These spell levels may be split or combined for additional spells as the demonologist sees fit, but he may not use them to take spells he could not ordinarily cast.

For example, an osyluth (CR 6) could be used to obtain an extra 6th level spell, a 2nd and 4th level spell, six 1st level spells or any combination in between. However, the 6th level spell could only be gained if the demonologist could normally cast 6th level spells.

The demon returns to the infernal planes as soon as the energy has been taken from it.

MULTIPLE SUMMONINGS

Though it is essential a demonologist does not push himself too far too fast in the black art, there are many who succumb to temptation. As the practitioner walks the Dark Road, he becomes greatly skilled in demonic lore and may soon have the ability to summon more than one infernal creature in a single ritual. This has the advantage of him being able to control two or more demons at the same time but is, naturally, far more difficult to accomplish. The demonologist runs the very real risk of having to face the wrath of several demons if he fails to control them.

Attempting a Multiple Summonation

Demonologists gain the ability to summon more than one demon at a time when they reach 5th level. There is no limit to the total number of demons they may summon at any one time and they need not be of the same type.

The Challenge Ratings of all demons to be summoned are totalled for both the Summoning and Control checks. Any instructions given will be applied equally to all the demons – separate instructions cannot be given for each.



There is an additional –1 penalty to the Control check for every demon, including the first, summoned when using this ability.

This special ability potentially provides a very easy route for a demonologist to overreach himself in the art and that is all we will say on the matter!

It matters not how far you walk down the Dark Road. Remember, there is always a side route to your own salvation. It may be hard to see, a tiny path or secret gate hidden behind the brush, but it is always there. Many Demonologists claim they have not the strength to take that trail to redemption. You have the mental steel to dominate fierce beings as old as the Gods but you cannot simply walk away from your own predeliberated destruction?

If you believe such, the true deceiver is yourself.

The Morals and Ethics of the Arcane – Ypesliva

NAMED DEMONS

Above the numberless hordes of quasits, imps, hell hounds and their ilk, lies the intensely hierarchical structure of the named demons. Ranging from the relatively weak barbazu to the insanely powerful balor, these are the greatest of all creatures within the infernal planes, harnessing tremendous demonic energies in their sometimes massive frames. Upon the infernal planes, they are lords and masters of the lesser demons, often having vast numbers in their service to do battle and bring about the defeat of their enemies, other demons with whom they constantly war and politick against.

Every one of these demons has many names and each must be treated as an individual by the prospective demonologist. The rituals learnt thus far may summon any creature from an entire demonic species but the named demons have the strength of power to resist the lure and pull of the more mundane summoning rituals. Instead such rituals, by necessity, must be crafted and revised for each individual demonic entity. A demonologist may learn the appropriate ritual to summon one succubus, but it simply will not work for another. At the heart of the practice of summoning demons of this magnitude are their names.

Any text depicting the summoning of such a demon will always include at least one of their common names, the basic identifier used during the ritual to make contact

with the creature and bring it forth into the material world. A demon may have many common names and these are the ones mortals are likely to use when speaking of legends and myths concerning the demon's excursions into the realms of men. Common names are nothing more than identifiers or labels and as such grant no power over the demon though they are a necessary part of the summoning ritual.

All demons of this stature will also have a small number, no more than half a dozen, of greater names. These names have actual power over the demon and are thus carefully guarded by their owner. They are typically the names used by demons to bind each other into service – a demon who knows the greater name of another has the ability to summon it to grant aid, a useful survival trait within the infernal planes. Demons use this calling only in very rare circumstances for to do so leaves them in debt and they can always expect to make repayment sometime in the future. A demonologist, however, can use a greater name of a demon he summons as raw leverage when attempting to control it. Any demon detests the mere concept of a mortal knowing one of its greater names primarily because of the added edge it grants in subjugating it to service.

Above the greater names are the true names of which a demon will only ever have one. A demon will never willingly reveal its true name to any creature as it has the potential to grant absolute power to any who know it. When one demon learns the true name of another, it will be able to guarantee service without heed of falling into a debt that must be repaid – the other demon is effectively enslaved. A demonologist will actively pursue the true name of any demon as it can grant him a greater edge in controlling it than any other factor. A less powerful demon, such as a vrock, can be instantly cowed by an accomplished demonologist in possession of its true name. The greatest of demons, the balors and pit fiends for example, may well be able to resist even this power but it can grant enough leverage to bring them into service for a short time. When summoning such mighty and baleful creatures, a demonologist will quickly find he needs every possible advantage he can muster. True names are seen as essential components of any summoning ritual designed to control these creatures by most demonologists. Actually using the true name of any demon, however, will earn the summoner its permanent enmity. It will simply not suffer any such mortal to live. The application of the true name during the summoning ritual may guarantee control but if the

demon can find its own way into the material world, such temerity will be rewarded in the most painful and grisly fashion the demon can devise.

The process of locating greater and true names of the demons they summon is a trying and exacting one for any demonologist. Greater names are hard to find to say the least and it is unusual for texts describing summonations to include them unless the author was particularly knowledgeable. Those that also include true names are virtually unheard of, not least because a demon will do all in its power to destroy such works. More often, a mortal must travel far and wide to locate such valuable information and may find it turns up from the most unrelated of sources.

Enterprising demonologists have been known in the past to summon one demon simply to learn the greater or true name of another. This is a practice fraught with danger and uncertainty for even if a demon knows such a name, being forced to relate it will earn the demonologist the enmity of both demons for he will be meddling directly in the convoluted politics of the infernal planes.

Using Named Demons

Any demon with a Challenge Rating of 7 or more is considered to be a named demon. Any demon below this rating can be summoned using 'standard' rituals common to their species as a whole. Named demons are unique individuals and a learnt summoning ritual will summon that demon and that demon alone. Needless to say, if the demon is ever permanently slain by any means, the demonologist will no longer be able to summon it again – the time spent locating and learning the ritual is wasted.

The research of greater and true names is a process handled entirely by the Games Master. He will let the player know whether the sources of knowledge uncovered include such information. If they do not, the player will have to search harder to locate them, if they exist at all. Common names, however, will be present in any text describing the summoning of any particular demon and this is all that is required to actually perform the summoning ritual.

A night. What a night! My mind reels, my heart pounds! Why didn't I try it before? It was so easy, so simple, so... by the gods so incredible! I must bring her back. Soon. SOON!

A greater name grants a +5 bonus to the Control check when performing the summoning ritual for the demon. A true name grants a +10 bonus. Only one such bonus may be used for any one Control check and you will quickly find this knowledge is essential for controlling the more powerful demons.

BLOOD SACRIFICES

The archetypal demonologist, for many common folk, is one who performs the most hideous ritual sacrifices in the pursuit of his black art. The truth is a little different and many demonologists actually shun such practices. Others limit themselves to using only common creatures, those the civilised races slay every day in the names of sustenance and sport.

It is an undeniable fact though that demons of all types delight in both the misery and death of other creatures. A blood sacrifice may be incorporated into any summoning ritual by a demonologist and, in doing so, be granted a little extra power in compelling the demon to service.

Using Blood Sacrifices

Any warm-blooded creature, from a chicken to an elf, may be used as a blood sacrifice in a summoning ritual. The creature must be alive, though not necessarily aware, throughout the ritual and must be slain by the demonologist immediately before the demon is drawn into the material world at its completion.

A blood sacrifice adds a +1 bonus to the Control check for any type of demon.

GROUP SUMMONINGS

It is a very rare occurrence, given the basic nature of demonology, but demonologists have been known to combine their powers in order to perform a particularly difficult summoning ritual. Such gatherings are often fraught with mistrust, even treachery, but it is often the only way a demonologist can summon the more powerful creatures of the infernal planes with any degree of safety.

Performing a Group Summoning

Any summoning ritual may be developed into a group summoning by a demonologist. Only arcane wizards, demonologists and binders are permitted to take part. One demonologist must lead the summoning and it is upon his skill and ability the attempt is based. The others,



however, will add a bonus to both the Summoning and Control checks according to their class level.

Total the class levels of each wizard, demonologist and binder present and divide this by three, rounding down. The result is the bonus used for the Summoning and Control checks. A maximum of six people may take part in a group summoning and none will count towards the distraction penalty as they are all, of course, an intrinsic part of the summoning.

'The end of the Dark Road is not a pleasant place. They don't call it the Dark Road for nothing you idiot!'

Haras Ventrus, Master at the College of Magic
– from a lecture to new students.

POSSESSION

The more powerful of demonic entities have the ability to possess mortal beings, subjugating the host to their complete domination. This is usually done either to cause the maximum amount of harm to the mortal who dared to summon them or to stay within the material world for protracted periods of time in order to fulfil their own malevolent plans outside of the infernal planes. Accomplished demonologists can also force the possession of other mortals as a means to trap the demon in the material world for longer than the summoning ritual might ordinarily allow.

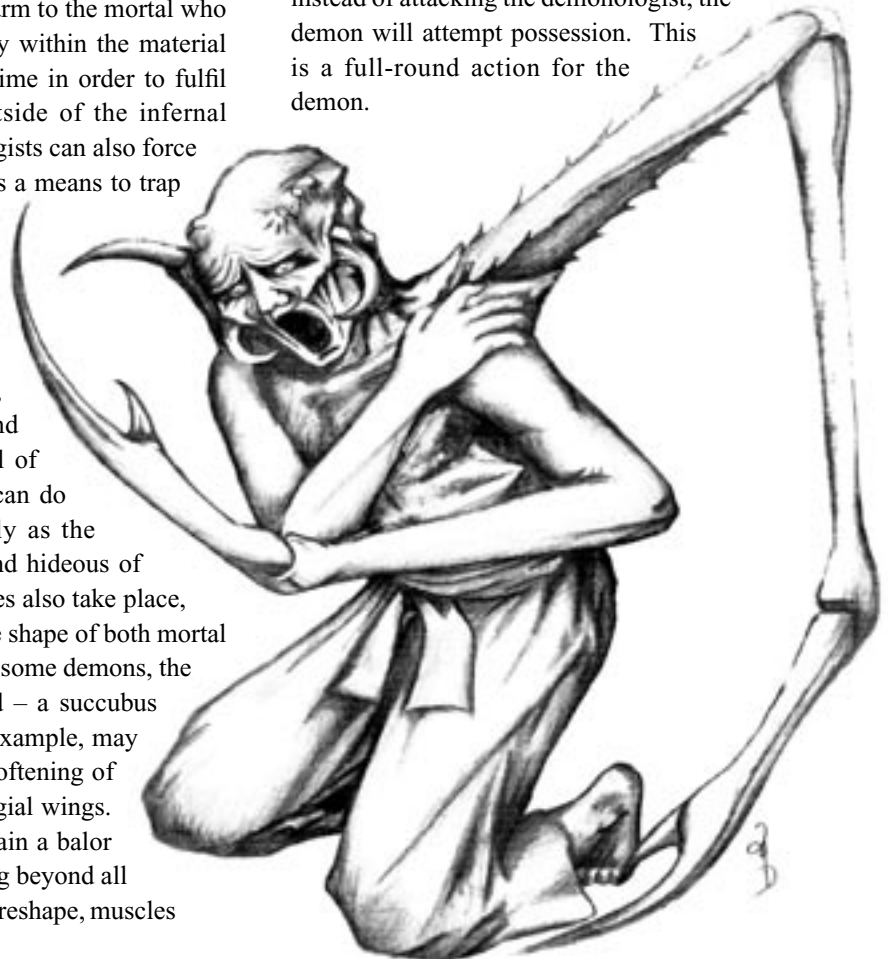
The subject of possession will lose all control of his body, though he remains conscious and aware. The demon takes control of his body utterly and the victim can do nothing more than watch mutely as the demon performs the most vile and hideous of acts in his name. Physical changes also take place, with the body straining to take the shape of both mortal and demon simultaneously. With some demons, the physical effects may be lessened – a succubus possessing a human female, for example, may result in nothing more than the softening of features and the growing of vestigial wings. A halfling body straining to contain a balor though is likely to cause a twisting beyond all recognition. Bones will grow and reshape, muscles

will swell and skin change and reform into the likeness of the demonic entity.

For the victim, this is a process almost beyond all endurance, for being aware and a witness to these terrible transformations, they must suffer the absolute agony of the reformation of their bodies. Many go mad during these short seconds alone, others as they are forced to occupy the same mental space as the ultimate evil that is a demon. The physical and mental effects possession causes are permanent with no mundane cure. Even if the demon can be driven out of a host, the victim is likely to be left crippled and unable to function within normal society. Such is the price for succumbing to the demon.

ACCIDENTAL POSSESSION

Only named demons can attempt to possess a mortal being by their own power. If the Control check is failed during a summoning ritual, a Games Master may rule instead of attacking the demonologist, the demon will attempt possession. This is a full-round action for the demon.



The summoner must make a successful Will save at DC 10 + the demon's Challenge Rating to resist the possession attempt. If the summoner passes the Will save, the demon may never attempt to possess him again. If the Will save is failed, the demon's attempt at possession is successful and the summoner is in very serious trouble.

The summoner will immediately come under the complete domination of the demon and effectively

managed to gain during the act of possession which is determined by the amount the victim failed the Will save, as detailed on the Possession Table below. Even after regaining control, the victim is likely to be seriously damaged in both mind and body. The side effects on the Possession Table below are applied immediately after the demon leaves the host body and the effects are, again, permanent. Where ability scores must be modified, the player concerned may choose which are affected. The reductions may be spread across several ability scores

Possession Table		
Will Save failed by	Time Possessed	Side Effects
1-3	1 hour	-1 Wis and Cha, -1,000 XP
4-8	1 day	-1d6 ability scores, -1,000 XP
9-12	1 year	-1d6 ability scores, - 1d6 x 1,000 XP
13+	Permanent	-2d6 ability scores, - 2d6 x 1,000 XP

becomes a Non-Player Character in the control of the Games Master (though those interested in roleplaying may relish the idea of trying their hand at a diabolic character, for however short a period of time).

Physically, a number of things now happen. First, all ability scores and hit points are averaged between host and demon into new scores, rounding down. The host will gain all special abilities and qualities, skills and saving throw bonuses of the possessing demon. Finally, a melding of the physical forms of host and demon will occur – the Games Master will inform the player concerned of the specific details. As an incidental consequence, the host also gains the immortality of the demon, his body now driven and sustained by raw demonic energy.

At the discretion of the Games Master, the host's body may also gain one or more of the physical attacks of the possessing demon, with claw and bite attacks being the most common.

These effects will remain until the demon leaves the host body though the physical changes to appearance are permanent. A demon may choose to leave the host body at any time to return to the infernal planes, though as demons are immortal creatures who have existed for aeons, this may well not occur for a great many years, decades or centuries. The host may, however, be able to exert his innate willpower to drive the demon out. This is entirely dependent on the foothold the demon

if desired. In addition, the victim will also be reduced to one hit point as his body is wracked with the strain of having contained the demon for however short a period of time.

These effects cannot be reversed with spells such as *restoration*, as he is now effectively part demon, though *wish* spells will function to remove both physical changes and the side effects on the table above. If a period of possession falls in between any of the limits listed below, as can happen with self-possession for instance, then the next highest side effect is used. A character possessed for three hours, for example, will suffer the effects of having been possessed for a day.

POSSESSING OTHERS

In order to gain the service of a demon for a greater length of time, a demonologist with few morals may attempt the difficult process of forcing the demon into a mortal host. Whilst few demons find the act of possessing distasteful, doing so at the behest of a summoner can leave them under his control for longer periods, something they will strenuously try to avoid. It is not only named demons, however, that can be forced to possess a host. The strength of will of the demonologist in itself can permit any species to possess another, so even a lowly dretch or imp may be utilised in this way.

To possess another, the demonologist must have another sentient being immobile and present within the pentagram throughout the summoning ritual. Furthermore, such a



victim must be conscious and aware throughout the ritual and so a demonologist must devise his own methods for holding subjects ready for possession during the lengthy summoning process. The demon can then be summoned as normal.

There is an additional -4 penalty to the Control check when attempting to force a demon to possess another as it is virtual imprisonment for the demon concerned and it will battle that much harder to circumvent the demonologist's will. The penalty for distraction does not apply to the intended victim of possession as they are an intrinsic part of the ritual.

The demonologist must specify his instructions to the demon during the Control check as normal and this is what the demon will be compelled to do for as long as it possesses the victim. If the Control check fails, the demonologist loses all control of the demon and it will attack him immediately (and may attempt to possess him in return!). If the Control check is successful, then the victim must make a Will save to avoid possession by the demon, as described in the previous Accidental Possession section. The demonologist may apply his Charisma bonus as a modifier to the demon's roll as he exerts his own will alongside that of the demon's to break down the mental defences of the victim and force the possession through. If the victim is willing at the point of possession (immediately after the Control check), then no Will save takes place – the demon possesses the victim permanently, as if the Will save had been failed by 13 or more.

If the possession fails, the demon will immediately return to the infernal planes and the whole attempt is a wasted exercise. If it succeeds, possession occurs as described in the Accidental Possession section, with the full effects being applied to the victim. The only exceptions are that the demon may not return to the infernal planes until the duration of the possession is over and that neither it nor the host have free will – both are subject to the instruction given by the demonologist before the possession took place.

DRIVING OUT THE DEMON

It is entirely possible that friends of a victim of possession will seek every means to drive out the demon and allow their companion to return to something approaching normality. There is, however,

no known process to accomplish this through the practice of demonology and normal *dispel magic* spells will not remove the possession. *Dismissal*, *banishment* and *holy word* spells will work to remove the possession, as will *dictum* and *word of chaos*. Paladins or good-aligned clerics without access to such spells may attempt to drive the demon out by sheer force of will, though this never leaves the victim unharmed and completely whole.

Any paladin or good-aligned cleric may attempt to drive the demon out of a victim in the same way as they turn undead, using the demon's Challenge Rating as they would Hit Dice for undead. The demon will seek to avoid the attempt at all costs, fleeing if it is able or actively attacking the cleric. If successful, the demon will be driven from the victim, materialising in its true form and immediately attacking the cleric. It will remain in the material world for a period of one hour, during which time it will likely be hunting down the demonologist who forced its possession, or simply seeking to cause as much destruction to mortal life as it is able. The victim will suffer the side effects for possession as normal.

Possessing demons can never be destroyed, rebuked or controlled by this form of driving out and only a paladin or good-aligned cleric may attempt this process.

DISMISSING DEMONS

There may come a time when a demonologist is required to end the service of a demon prematurely. Such circumstances can be many and varied, coming to peace with an enemy the demon has been summoned to fight being one example.

In these cases, a demonologist is required to make a Dismiss check at any time during the demon's service. This Dismiss check is at DC $10 +$ the demon's Challenge Rating and may only be attempted against a demon the demonologist himself summoned. He must be within 60 feet of the demon and it must not be in total cover relative to him. One attempt may be made to dismiss the demon every round and it is counted as a full-round action. Success in this Dismiss check will result in the demon immediately returning to the infernal planes.

As must be abundantly clear, a demonologist must instruct his demons carefully, particularly if they are powerful beings in their own right. A demon poorly instructed and unleashed upon the world can cause an immense amount of damage with the demonologist being almost powerless to stop it.



Possession in Action

Fallora has progressed quite far in the field of demonology since we last left her. She has now achieved 4th level as a demonologist and feels ready to summon the succubus known as the Debaucheress, using research material she uncovered from the notes of an evil wizard she and her adventuring comrades recently put an end to.

Everything seems to be going fine in the summoning ritual for Fallora, as always, is taking her time, using high quality components and generally doing everything she can to make sure nothing goes wrong. She easily summons the succubus but as it appears in the pentagram in front of her, the unthinkable happens – Fallora’s player rolls a 1 for the Control check. Grinning with the lovely maliciousness only a succubus can muster, the Debaucheress advances forward across the boundaries of the pentagram. Fearing for her life, Fallora begins to cast an offensive spell until she realises that the demon is not attacking her directly – it is assaulting her very mind.

Fallora’s Wisdom of 12 will help here as her Will save bonus is now +5. The DC of the save is 10 + the succubus’ CR 9. It is a tough roll, needing 14 or more and, rolling 11, Fallora quickly succumbs to the Debaucheress’ mental attack though it will only be able to control her for one hour. She is now possessed and falls under the control of the Games Master until one hour has passed and the succubus returns to the infernal planes.

Fallora, as the host for the succubus, immediately gains all the demon’s skills and saving throw bonuses, as well as all its special abilities, such as energy drain, alternate form and tongues. In addition, their ability scores must be averaged out between them. Fallora’s scores are Str 8, Dex 13, Con 9, Int 15, Wis 12, Cha 11. The succubus’ scores are Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20. The new scores for Fallora, averaged between her original abilities and those of the succubus, are therefore Str 10, Dex 13, Con 11, Int 15, Wis 13, Cha 15. Her hit points of 12 are also averaged with those of the succubus’ of 33 to result in 22 hit points.

Last of all, much to Fallora’s consternation, she becomes physically more demonic! She starts to grow small bat-like wings and her eyes begin to glow with a sinister light.

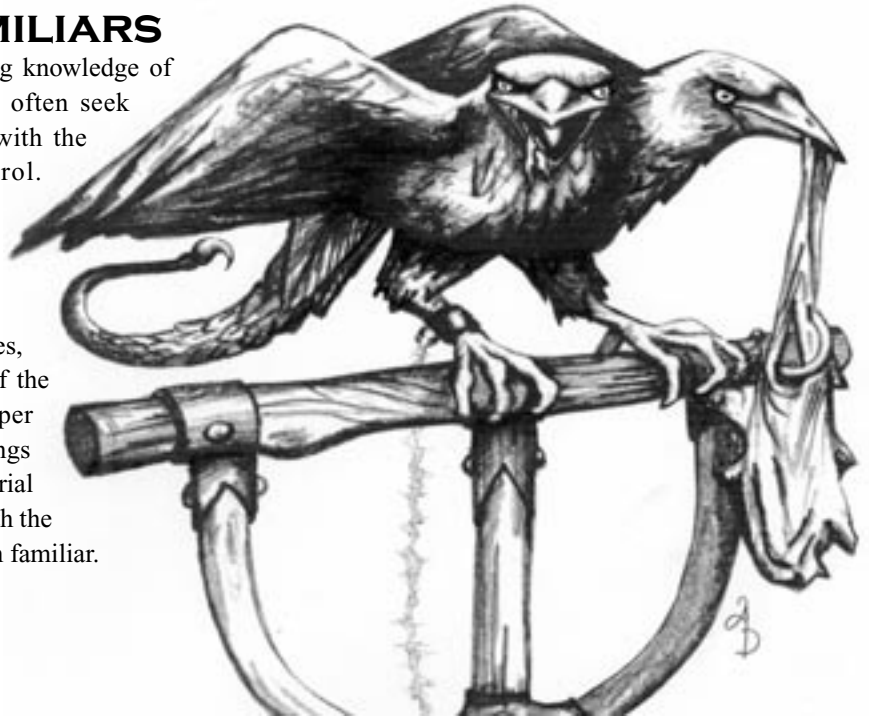
Fortunately for Fallora, the possession only lasts an hour and the succubus soon departs, though not without destroying her laboratory in which it was summoned, tearing apart her demonological notes and slaughtering her familiar which did not get out of the way in time. She loses the succubus’ skills and special abilities, her ability scores are returned to what they were before the possession took place and she now has one hit point left. She regains, however, full control of her own body again.

The effect, brief as it was, has unfortunately not left Fallora completely untouched for she still retains the physical likeness of a succubus. She also loses one point from her Wisdom and Charisma ability scores permanently, as well as 1,000 experience points.

The whole affair has left Fallora questioning whether she will continue the practice of demonology at all – at the very least she is likely to be very cautious in the art for the future. She also realises, however, that the possession could have been much, much worse. Overall, she has got off lightly.

DEMONIC FAMILIARS

As they cultivate their growing knowledge of the black art, demonologists often seek to enhance all around them with the energies they learn to control. Many will look to their own familiars, if they have one. There are many minor demonic entities that flit about within the infernal planes, all but beneath the attention of the larger demons, as ants scamper unnoticed by men. Such beings may be brought into the material world by any demonologist with the intention of possessing his own familiar.



Creating a Demonic Familiar

Any demonologist with a familiar may choose to possess it with a minor demonic entity at any time. Doing so takes a day and uses up magical materials totalling a cost of 500 gp. Demonic familiars function in exactly the same way as mundane familiars, with the exceptions noted below.

The demonic familiar retains its original form, but will begin to look distinctly demonic in nature – a cat may grow horns or vestigial wings, for example, or the eyes of an owl may begin to glow with their own inner light. The demonic presence may be driven out by a *banishment* spell and similar magicks. If this occurs, the familiar automatically leaves the demonologist, as it will never trust its master again. Treat this as if the familiar had died.

Familiar special abilities are granted as normal, but a demonic familiar will also gain the abilities listed below;

Master Class Level

1-2
3-4
5-6
7-8
9-10

Special Ability

Immune to fire and poison
See in darkness (including magical)
Invisibility once a day
Cold and acid resistance 20
Master may speak telepathically with any creature who has language whenever he is in physical contact with the demonic familiar

It is amazing! I had read about the surge of Power and the abilities it granted, but no mere words can adequately describe it. The mind is clearer, the senses sharper . . . it feels as if there were a thousand candle flames burning in every cell, the energy is so intense. Were it not so exhilarating it would most likely be painful. I do not know why I have not tried drawing the Power from a fiend before this day. I most certainly shall do it again in the future. Amazing! I found myself laughing at the old man who set me on this path (I wonder if he still lives?) and his aversion to practising the Dark Arts. By the Road, he does not know what he is missing!

From the journal of Santado Lumellian

THE ART OF SUMMONING – THE DARK ROAD

We now approach the end of the Dark Road, the conclusion of our journey. If a mage has travelled this far in his study of demonology and managed to survive, he is truly a man of great power. Likely as not, he has the knowledge of many demons, has cowed them into submission and forced them to do his bidding. He will have conversed with the fell creatures and learned many secrets never intended for mortal understanding. The experienced demonologist is a force to be feared.

The Dark Road stretches on though and those determined to see its end harbour a desperate need to access the greatest powers of all. They will seek to summon and control the very lords of the infernal planes, those implacable beings of awesome might who are themselves subservient only to the dark gods. They will consider themselves the very equal of such creatures as the pit fiend and the balor, seeking to break their will and drive these powerful demons to service. To do so, they may be forced to adopt the most extraordinary of measures, for the strength and wrath these beings possess is almost beyond comprehension. The end of the Dark Road will reveal these methods to the dedicated practitioner but the dangers become all the greater. It is here that a demonologist will learn the secrets of soul sacrifices, soul servitude and self-possession.

There are few who can contain such power without overreaching themselves with the most fatal of consequences. Those able to dominate the mighty demonic lords can only be regarded as the true masters of both the mortal and the ever-living.

SELF-POSSESSION

There are more than a few demonologists who, upon witnessing the effects of possession on others, are driven to uncover the forbidden lore of taking the demon into themselves in an effort to harness its power through more direct means. Only a tiny fraction of these individuals will go through the black rites required for the dangers are all too apparent. By allowing a demon to enter him both mind and body, the demonologist is confronting the greatest of evils within the most personal of battlefields.

The creature is by no means a passive observer and constantly twists and turns inside his darkest mental recesses, trying to assert its own control as it continually plagues him with the most horrific of nightmare visions and dreams.

Outwardly, the demonologist suffers all the torture and damage any other victim of possession does, as his body reshapes itself agonisingly to adopt the form of both man and demon. However, he also gains the demon's strength, power and knowledge, and it is these boons the demonologist seeks to the detriment of all else. A demonologist skilled in self-possession truly knows the ecstasy of being far more than a mere mortal. So long as he can keep the demon at bay through the sheer force of his personality, he will be the equal of almost anything he sets his imagination to. In doing so, though, the practitioner suffers permanent disfigurement and runs the risk of the demon overpowering his mental strength.

Those who pay little heed to the dangers of self-possession are often drawn inexorably to a far more perilous part of the Dark Road. Exchanging the practice of demonology to become one of the possessed, they slowly bargain away their souls by fractions through intimate and insidious pacts with infernal creatures. Down this route lies possibly the greatest power known but journey's end can only ever be damnation.

'To allow the possession of one's own body by a fiend as a means to power. Is there a concept that can be considered more mad? 'Tis bad enough to traffic with demons – but to cohabit your own form with such? The very best result is a corrupted, twisted being no longer human in mind, body or soul.'

'No – I said the very best result!'

Haras Ventrus – ibid.

Performing Self-Possession

A practitioner must have a rank of 8 or greater in Demon Lore before he may attempt any self-possession. Any demon successfully summoned and controlled may be compelled to possess the summoner himself in lieu of



any other instructions. The demonologist must specify the length of time the self-possession is to last, up to a period of one year and a day. He immediately suffers all the bonuses and penalties for possession as described on p27, with one exception – he retains free will and is not subject to the wishes of the demon. His physical appearance will permanently change, his ability and hit point scores averaged and he will receive all skills, saving throw bonuses and special qualities of the demon. However, he may still act as he pleases and does not become a Non-Player Character.

The demon will constantly strive to gain dominance of the demonologist's body though and this battle will rage until the self-possession ends. Every 24 hours after the self-possession begins, the demonologist must make a successful Will check at a DC equal to the demon's Challenge Rating as it natures and marshals its strength to assert its power over his body. Success will mean the demonologist has brought his mental forces to bear and defeats the demon's attempt. Failure will result in the demon flooding, unchecked, through his mind as it gains the upper hand. From this point, the demonologist is treated as having been accidentally possessed and so becomes a Non-Player Character. Furthermore, this will be considered a permanent possession as the demonologist allowed the demon to enter his body willingly. . .

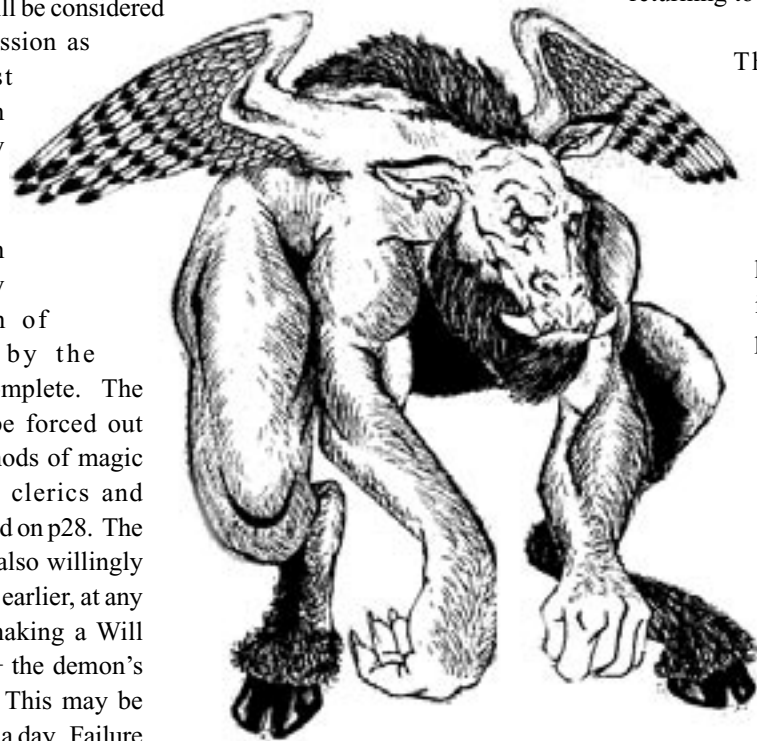
The self-possession ends automatically when the length of time specified by the demonologist is complete. The demon may also be forced out by the normal methods of magic and good-aligned clerics and paladins, as described on p28. The demonologist may also willingly drive the demon out earlier, at any point, simply by making a Will check at a DC 10 + the demon's Challenge Rating. This may be attempted only once a day. Failure will result in the demon immediately striking back, trying to take over the demonologist's body once more. Make a Will check at a DC equal to the demon's Challenge

Rating to avoid the possession attempt, as described in the previous paragraph.

A demonologist interested in pursuing the practice of self-possession may be naturally drawn towards the making of permanent pacts with the demons he summons. Players are directed to review the possessed prestige class on p12.

SOUL SACRIFICES

The single greatest advantage a demonologist can gain over any being of the infernal planes in the normal course of summoning is to have a soul to bargain with. It is this practice alone that has earned every demonologist the enmity of the forces of good, whether or not they perform the soul sacrifice. In offering the soul of another sentient being to a demon in return for service, the practitioner is doing far more than merely slaying his victim. He is condemning the immortal soul to an eternity of pain, torture and anguish as the plaything and pawn of demons. This repugnant practice is believed necessary by many of the more skilled demonologists, for a suitable sacrifice may convince even demonic lords to comply with instructions, such is the boon they receive upon returning to the infernal planes.



The actual process of performing a soul sacrifice is relatively simple and any demonologist can readily adapt summoning rituals he is familiar with to incorporate the extra power to be gained by this practice. The main requirement is a living sentient being – no beast or animal will be sufficient, for these only fulfil the requirements of a blood sacrifice. The victim must be alive and aware throughout the long summoning ritual. Additionally, they must be in the possession of

a soul, be they goblin, ogre, human or dragon. At the completion of the summoning ritual, just as the demon is about to appear and be made manifest, the demonologist

slays his victim, usually by the application of a knife through the heart. At this point, the victim's soul departs, to be immediately snatched by the arriving demon and is lost for eternity, whether or not the demonologist succeeds in controlling the demon.

The practitioner is likely to gain an immense advantage over the demon as he seeks to control it but the soul of the victim must suffer in return, for a price must always be paid somewhere in the black art of demonology. Forever will the soul wander the infernal planes, wreathed in flame and tormented by fell creatures as it is used as a bargaining tool between demons in trades it may never comprehend, or be mutated into lesser demonic entities and used as cannon fodder in the eternal wars of hell.

Using Soul Sacrifices

Any sentient being the Games Master rules has a soul (yes, orcs have souls too!) may be used as a victim of a soul sacrifice by a demonologist in a summoning ritual. The being must be kept alive, aware and immobile throughout the ritual. So long as this is accomplished, the slaying of the victim may be considered automatic, regardless of hit point considerations. The slaying of the victim takes place after the Summoning check, but before the Control check.

If the victim escapes or is rescued during the ritual, then the Summoning check automatically fails and all components are wasted, as normal. If the Summoning check is successful but the victim is able to gain freedom just as the demonologist prepares to make the sacrifice, the demon appears and the Control check automatically fails with the usual consequences.

A successful soul sacrifice, however, is likely to grant the demonologist a tremendous bonus to his Control check. This bonus is equal to the character level or Hit Dice of the victim, whichever is higher.

Demons especially favour the corruption of the good and pure and the soul of one who is particularly noble of heart can compel even the mighty balors and pit fiends to service. The bonus is doubled if the soul of a paladin or good-aligned cleric is offered as a sacrifice.

Victims of a soul sacrifice may never be resurrected by any means, even through the use of a *wish* spell. Their souls are far beyond the reach of such magic and imprisoned by the great demonic powers of the infernal planes.

A soul sacrifice may never be combined with a blood sacrifice. Only one victim may be used in any one summoning ritual.

SOUL SERVITUDE

Very few practitioners of demonology ever uncover the lore necessary to bind themselves to soul servitude and it is perhaps well they do not. In such a practice, they make a dangerous pact with a single demon, trading temporary but total control over the creature for their own soul. This is the path of utter damnation and, for those who reach this far, marks the end of the Dark Road as a mortal.

A demon's interest in the soul of a demonologist is two-fold. Firstly, and most pragmatically, all are keen to halt the spread of demonology. Each demon, high or low, has its own machinations and plans of ambition to fulfil upon the infernal planes but by some quirk of the universe, mortals may open gates between these hellish places and the material worlds. It may be amusing to consider a great demonic lord leading his hordes over the parapets of a hated rival's castle of skulls, only to disappear as he is drawn to mortal realms. The demon, however, is unlikely to see the humour itself. And yet such instances are occasionally heard.

Secondly, demons have a passion for corrupting and twisting mortals to their own designs. By offering their own soul, demonologists descend far below the point of decency any mortal may reach through their own simple and petty vices.

There are few demons able to resist the lure of the soul of even a relatively inexperienced demonologist and many will be prepared to endure the degradation of service to a mortal in order to obtain it. The demonologist who successfully performs soul servitude will gain the service of the demon for a year and a day. During this period, the demon will comply with any instruction at any time, potentially granting the practitioner tremendous power to fulfil his worldly concerns. After a year and a day has passed, the practitioner's soul becomes the property of the demon, to do with as it pleases.

Only the weakest of demons will seek to take the soul immediately in order to reap immediate benefits within the infernal planes, causing the instantaneous death of the demonologist as the body cannot exist without the





soul. More powerful demons will both toy with the practitioner and use him to further their own ends upon the material worlds. He will become an agent of evil, unable to resist the compulsions and whims of his demonic lord. Though retaining free will much of the time, the victim will become a mere tool of the demon, forced to perform the most heinous of acts and forever living in fear of the knowledge that, one day, the demon will come to collect.

And finally there is the appalling practice of soul servitude. The kind of aberration that would drive a sentient to even consider such a pact I, myself, cannot comprehend. For all intents and purposes the practitioner is sacrificing himself – what kind of lunacy is that?

The Morals and Ethics of the Arcane – Ypesliva

Attempting Soul Servitude

A demonologist may only perform soul servitude with a named demon and he must have a demon lore rank of ten or greater. Possessed may never attempt soul servitude for their souls have already been sold, piece by piece. In the same way, a practitioner who has performed soul servitude may never take the possessed prestige class. Their soul is no longer theirs to bargain with.

A demonologist who offers soul servitude to a demon he summons gains a bonus to his Control check equal to three times his character level. As can be readily seen, even the most powerful of demons are likely to be compelled by this.

Success in the Control check will result in the demon

lord being compelled to obey every instruction the demonologist issues for one year and a day from the time of summoning. These instructions do not have to be stated when the demon is summoned, as is usual, but instead any can be given at any time and they will automatically be obeyed. If the demon's physical form is slain whilst on the material world, it will return to the infernal planes but, unfortunately for the demonologist, the soul servitude is not nullified and after the year and a day, he will be beholden to the demon as described below.

Regardless of whether the Control check is successful or not, the demonologist's soul will pass to demonic hands. From this point on he will not be able to be resurrected by any means.

Once the year and a day has elapsed, the practitioner will immediately have his soul snatched by the demon if it is relatively weak (Challenge Rating 7 or 8). Due to the pact made with the demon, his soul will be ripped from his body and taken to the infernal planes, slaying him instantly.

In other cases, the demonologist will come under the complete domination of the demon he has made soul servitude with. This may be played out in one of two ways, as determined by the Games Master. The first choice is for the demon to compel the practitioner to become its agent in the material world, performing all manner of perverse and destructive acts in the name of pure evil before his soul is finally collected by the demon. The character becomes a Non-Player Character under the control of the Games Master and may well turn into the hated enemy of the rest of the party in future scenarios.

The second choice is for the demonologist to become the very hand of evil as described above, but under the control of the player. This is recommended only for veteran roleplayers but it can provide some of the most tense moments any gaming group may experience.

AN AGENT OF EVIL

It is strongly recommended that both player and Games Master consider the consequences of playing out soul servitude beyond the point where the practitioner falls under the sway of the demon, for it has the potential to alter the structure of an entire campaign. In most cases, groups will be far better off with the demonologist simply

becoming a non-player character. That said, there is always the possibility of high drama, particularly if the rest of the party is good-aligned and collectively work together to thwart the machinations of the demon that has their friend in its grip. An evil-aligned party, however, may welcome the entrance of a demonic patron. . .

Once a year and a day has passed of the practitioner being able to compel the demon with which he has made soul servitude, their positions reverse. The Games Master must, from this point, always keep in mind how twisted and malevolently evil demons really are. They delight in pain, torture and destruction, being perfectly willing to see thousands of innocents perish for their mere amusement. They will enjoy toying with the demonologist, forever reminding him his soul is theirs for the taking at any time, as they watch him further their plans and ambitions in the material world.

Once soul servitude has been made, a demon may always see and hear through the practitioner's own senses merely by concentrating, even whilst on the infernal planes, so close is this bond. The demonologist will always be able to sense the foreboding presence of the demon whenever it does this. In this way, they are forever able to watch and monitor the progress of their servant to ensure he

acts according to their dark plans.

The demonologist retains free will throughout the soul servitude and may act as he wishes at any time. There are, however, three methods by which the demon may compel him to do as it demands. First, the demon is able to speak directly to the practitioner at any time, whether whilst awake or within his dreams, again simply by concentrating. If threats and black promises fail to sufficiently motivate him, the demon is then able to either possess him or take his soul. Possession occurs automatically, with no chance of the demonologist resisting and the demon is able to leave at any time of its choosing, though its victim will suffer the usual side effects as described on p26. The taking of a soul is the ultimate threat for this is something the body cannot exist without. Such an action will automatically slay the demonologist, with no chance of reversal or resurrection as his soul descends to the infernal planes to be forever a plaything of his demonic master. This is the ultimate fate of all who make soul servitude, for the demon will inevitably come to collect one day. All the demonologist can do is follow the designs of his master, hoping that by proving himself capable, he staves off the cruel attentions of the demon for as long as possible.

It may be hard to imagine what a demon could possibly want from the material world, especially as it is likely to be up to its neck in the convoluted politics of the infernal planes. However, demons and other immortals have always had a peculiar interest in the affairs of those on the material world, taking great delight in influencing or destroying them with mighty, awesome power.

The initial tasks set before a demonologist under soul servitude are likely to be minor, petty even, as the demon weighs up its new tool. Simply visiting pain and destruction upon those nearby may be one course. Alternatively, a more practical approach may be taken, such as seeking the death of a noble knight who has too often thwarted the plans of evil, or another demonologist who has dominated many demonic allies for far too long. Beyond this, nobles may be corrupted, entire cities subverted and kingdoms toppled as the demonologist, aided by his demonic master, is compelled to build cults and followings dedicated to causing the greatest amount of destruction possible. A demon's vision of its own ambition is truly infinite and its plans will always reflect this. Just as the demonologist begins to think he can do no more for his master, the demon will start to relate a new set of demands, further propelling him into



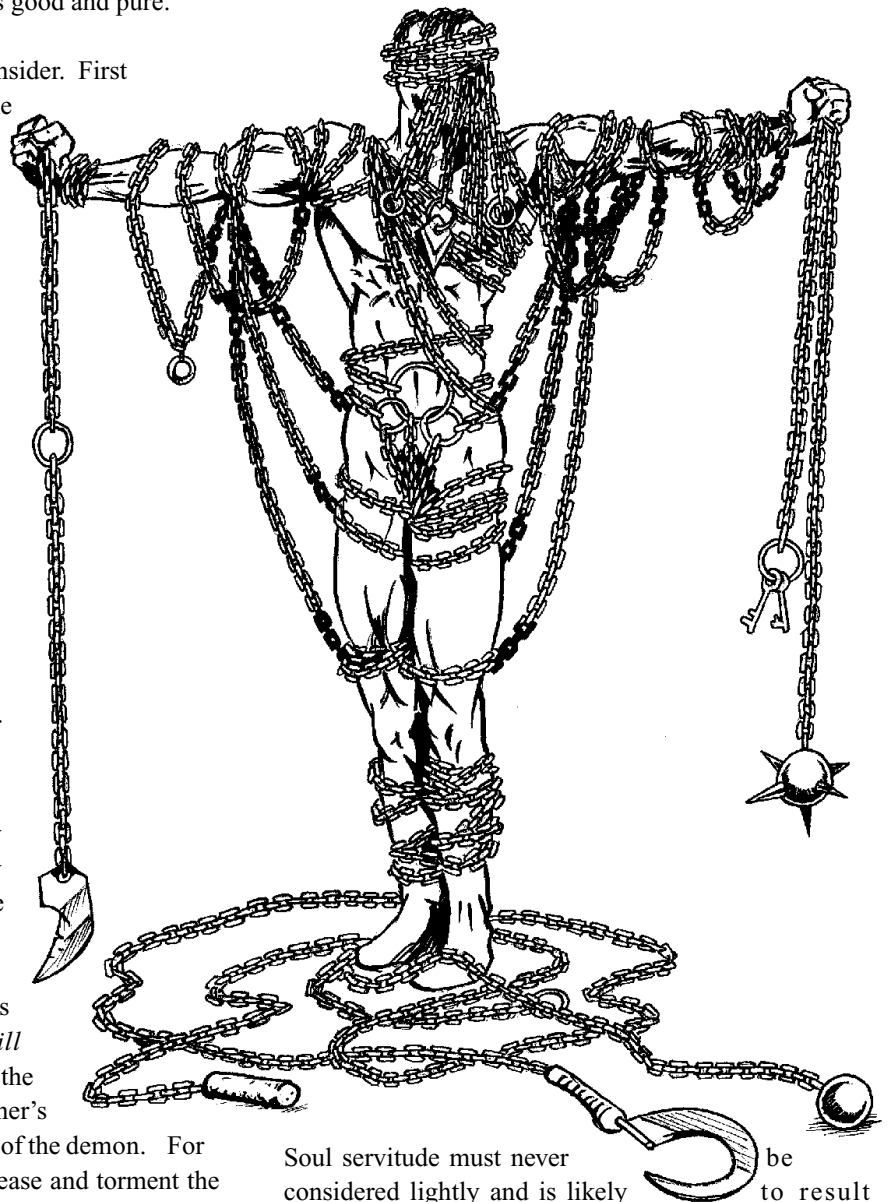
becoming an enemy of all that is good and pure.

There are two more things to consider. First of all, demons regularly use the souls in their possession as bargaining tokens to further their own ends upon the infernal planes, always the prime concern. Being immortal, demons do not view the passage of time in quite the same way as those on the material world and the passing of a mortal's lifetime is of little moment to such creatures. However, there remains the possibility of a demonologist suddenly finding himself beholden to a far more powerful demon than he originally bargained for as his soul gets passed on, perhaps even as far as one of the very lords of hell. If this unfortunate event ever occurs, he will suddenly be confronted with an increasingly domineering master who is likely to demand a lot more from the soul servitude.

Second, one day, whether it is sooner or later, the demon *will* come to collect its due. After the ritual of servitude, the practitioner's soul becomes the property entire of the demon. For weeks, months or years it will tease and torment the pitiful demonologist, always reminding him his time on the material world is at its sufferance and that one day, the debt must be paid in full. Some in the past have sought their own deaths rather than be made the playthings of demons, only to find their souls have already been claimed by the infernal planes. A practitioner may gain an incredible amount of power from soul servitude but, ultimately, damnation is the only end from which there can be no escape.

A FINAL THOUGHT

The one question to be asked is who would dare risk soul servitude, even for the power gained? The rules for soul servitude may seem unduly harsh, even considering the tone of the rest of this book and this is purely intentional.



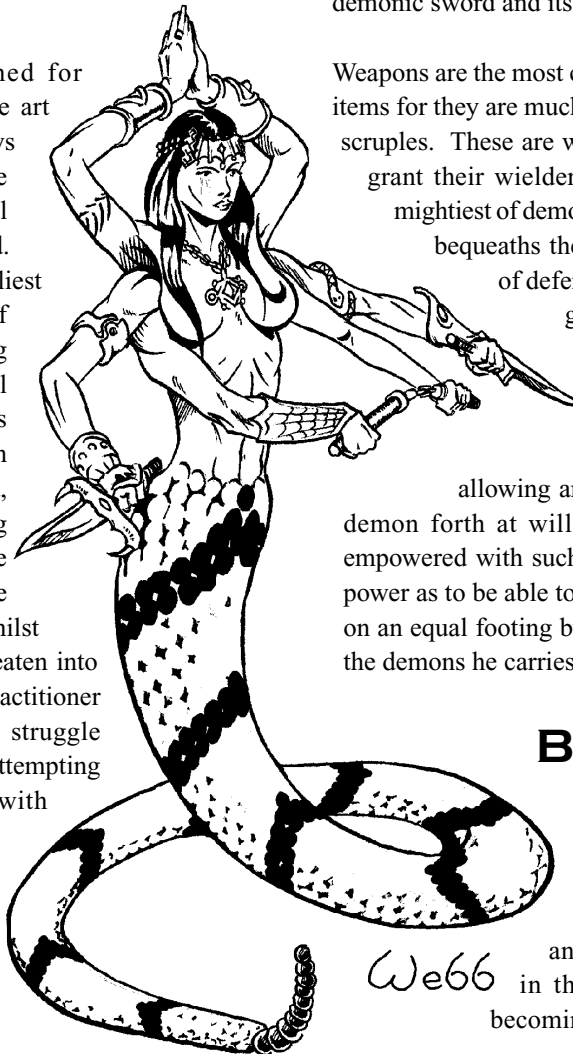
Soul servitude must never be considered lightly and is likely to result in, at least, the retirement of the character concerned. That said, during playtesting we uncovered a number of highly imaginative, not to say daring, methods of escaping soul servitude once it had been made. Most players tend to spend their time working out increasingly ingenious ways of breaking free of soul servitude, once it has been made. This process we will leave up to the individual Games Master as to whether he will allow players the chance to release themselves of what is effectively and literally a binding contract. All that can be said is that the price for doing so must be incredibly high, as is right and proper for the practice of demonology in general.

BOUND DEMONS

The binding of demons into inanimate objects is a highly specialised field within demonology, with its own set of risks and benefits. Those who practice these skills tend to be either demonologists seeking to gain more permanent boons from the creatures they summon or arcane wizards specialised in the crafting of powerful magical items, desperately hoping to find a greater source of strength for their constructions.

The process of binding a demon into any object is lengthy, costly and arduous but such items have the potential to be far more potent than those created through traditional magicks. They also have the additional benefit that the demon provides all the arcane energy required during the crafting, so the practitioner expends little or none of his own life force to fashion the most powerful of magical items.

Nothing, however, is gained for nothing in magic and for the art of demonology, there is always a heavy price waiting to be levied upon those who travel too fast down the Dark Road. For any demon, from the lowliest lemure to the greatest lords of the infernal, binding is nothing short of, potentially, eternal imprisonment. The process literally locks them within an inanimate object, be it sword, shield or trinket box, forcing them to prolonged servitude as they expend powers at the behest of a mortal bearer. Whilst almost any demon may be beaten into submission of service by a practitioner of incredible will, they will struggle and fight to avoid binding, attempting to strike at the summoner with all the power they possess. This makes the art of binding a truly dangerous one for the summoner, who must be able to contend with devastating assaults from the demons he intends to enslave.



Furthermore, whilst bound into its prison, the demon continues to struggle, to batter down the magical restraints that hold it thus. Even the weakest of demons may achieve this, given enough time. A demon breaking free of its bondage will be taken with a terrible rage, exacting its vengeance on the bearer of the item.

Those that dare to harness demonic energies in order to power the arcane items they fashion are known as binders. Though the field of binding is very specialised within demonology as a whole, its practitioners tend to be incredibly adept at both the summoning and controlling of a multitude of demons. They are a source of fantastically potent magical items, limited only by money, their own skill and how far they are prepared to travel down the Dark Road. Such items often become the very stuff of legends and most bards can relate a tale of a demonic sword and its ultimately doomed wielder.

Weapons are the most common of demonically charged items for they are much sought after by warriors of few scruples. These are weapons that can almost literally grant their wielder the speed and strength of the mightiest of demons. Demonic armour, for its part, bequeaths the wearer with the full multitude of defences demons themselves take for granted, whilst rods, staffs, wands and other far more exotic items provide an even greater range of abilities. Rings are potentially the most dangerous of all, allowing an adventurer to call a controlled demon forth at will to do his bidding. A mortal empowered with such items will have access to such power as to be able to battle the creatures of the abyss on an equal footing but always he should be aware of the demons he carries about on his very person.

BINDING DEMONS

The process of binding demons is, in many ways, very similar to that of crafting magical items and indeed, one must be skilled in the traditional methods before becoming a binder. In the same way,



any demonic item is considered to be magical in every respect – they can be located through the use of *detect magic* spells, demonic swords will wound creatures immune to mundane weaponry, etc...

The only prerequisite needed for the crafting of any demonic item is the applicable special feat. To bind a demon into a suit of armour, for example, requires the Craft Magic Arms and Armour feat. There is no experience point cost for any demonic item, however, as the demon to be bound provides all the magical energy required for the crafting. This factor alone makes the practice of binding very appealing to many practitioners who loathe donating their own life force to an item they themselves may never use.

The basic cost of creating a demonic item rests purely on the power of the demon being bound within. Mightier demons require greater magical bonds and so the cost of materials rises proportionally. The base cost is equal to the Challenge Rating of the demon times 2,500 gp. Added to this is the cost of the item, which must always be of the highest quality. Weapons and armour must therefore be masterwork items. Last of all is the component cost used to summon the demon concerned, as described on p55.

Binding a demon into an item requires a place where the practitioner will not be disturbed for possibly many days. It takes one day per 1,000 gp of the base cost of an item to create it, plus the time required to perform the summoning ritual for the demon. During this time, the binder may only work on one item and may not perform any strenuous activities such as fighting, casting spells or conducting research. If he is ever distracted from the work or takes a break of a day or more, the process is ruined and all materials used will be wasted.

Once the item has been successfully created, a demon must be summoned and controlled to bind it within, the binding taking place in lieu of any instructions being given to the demon. There is an additional –6 penalty to the Control check when a binding is attempted. Failure in this roll will result in the usual penalties of the demon turning upon the binder, slaying or possessing him. The materials used in creating the item will also be destroyed by this. Once a named demon has been bound into an item, it may not be summoned again until it breaks free of the bondage.

There are no market prices listed for demonic items for most recognising them as such will likely turn down any potential sale. If players attempt to pass off demonic items as those of more traditional magics, or if the buyer is happy to court danger with demons, the Games Master is encouraged to base prices on the values of near-equivalent magic items as listed in *Core Rulebook II*.

POWERS OF DEMONIC ITEMS

Once a demon has been successfully bound by the binder passing his Control check, the item will gain a number of the demon's abilities and qualities, depending on the level of the binder and the nature of the item concerned.

Every binder may choose a number of these abilities to endow the item with immediately after the demon has been bound within and once chosen they may never be changed or supplemented. How many is determined by the Demonic Ability Slots column within the table on p12. A 4th level binder, for example, may put two demonic abilities from the demon he summons into a shield he is crafting. A binder may always choose to put fewer slots in the item than he has available. A demon cannot be bound into an item with existing magical powers, nor one that already has a bound demon within.

In general, weapons may only be given offensive abilities, armour those defensive in nature, staffs and wands spell-like abilities,



whilst wondrous items a far wider range still. Rings can be forged to actually contain a demon and let it be summoned forth at will to do the bearer's bidding whilst rods grant the wielder direct power and strength from the demon within. The Games Master is always the final arbitrator of which abilities may be put into what items. Potions and scrolls may never have a demon bound into them – the infernal energy is just too great for their physical structures to contain.

THE BREAKING OF BONDAGE

Every year after the demon's imprisonment into an item, it will muster the energy to attempt to break the magical enslavement. This is a dangerous time for any mortal, for an enraged and uncontrolled demon will seek nothing but vengeance upon the bearer of the item that held it.

At this time, the player of the binder must make a Binding check at a DC equalling the demon's Challenge Rating. His binder class level *at the time the item was crafted* is used as a bonus modifier. Success will mean the demon stays imprisoned within the item for another year. Failure will result in the demon bursting forth, consumed by its wrath. The item will be immediately destroyed by this and the demon will seek the death of a single mortal – the bearer of the item, though it will also happily attack any comrades or any being within his vicinity, such is its anger.

DEMONIC ARMOUR

To create demonic armour, the binder will need a suitable heat source and metal-working tools. Only metal armour may be used to bind demons as leather and wood are simply too weak to contain the colossal energies involved and, furthermore, it must be masterworked. The binder will also need the Craft Magic Arms and Armour feat.

The binder may place a number of the demon's special qualities into the armour, equal to the number of Demonic Ability Slots listed on p12. The first of these must always be an enhancement bonus which is equal to the Challenge Rating of the demon, divided by three

and rounded down. The minimum the enhancement bonus will be is +1 and no armour may have a bonus greater than +5.

For the rest of the slots, the binder may choose any qualities or feats that are defensive in nature – the Dodge feat of a succubus, the Poison and Electrical Immunity of any Tanar, or the Fire Resistance of an imp, for example.

The only exception to this is Damage Reduction, which takes one slot for every 5 points, or part of, damage reduced. Damage Reduction must be taken in full or not at all. A practitioner binding a cornugon, for instance, and wishing to utilise its Damage Reduction of 10 must donate two slots for the ability and may not just use one slot to take Damage Reduction 5.

The Games Master is the final arbitrator of what constitutes a defensive quality or feat and thus what may be used in demonic armour.

DEMONIC WEAPONRY

To create demonic weaponry, the binder will need a suitable heat source and metal-working tools. Only predominantly metal weapons may be used to bind demons as wood is simply too weak to contain the colossal energies involved. Swords, warhammers and maces may thus be used, but crossbows may not. In all cases, the weapon must be masterworked. The binder will also need the Craft Magic Arms and Armour feat.

The binder may place a number of the demon's special qualities into the weapon, equal to the number of Demonic Ability Slots listed on p12. The first of these must always be an enhancement bonus which is equal to the Challenge Rating of the demon, divided by three and rounded down. The minimum the enhancement bonus will be is +1 and no weapon may have a bonus greater than +5.

For the rest of the slots, the binder may choose any qualities or feats that are offensive in nature – the poison of an imp, the dancing chains of a kyton, or the

Tonight. Yes, tonight. Her touch is like the gentlest kiss of a rose petal. Her lips are fire, ice, and a shiver of hell itself! NO! Not now. Concentrate. Never mind Serias. CONCENTRATE! Tonight I'll bring forth Lavarith. She'll take care of Chanteron and his moralizing buffoons! Time for my lovely succubus another night. Tonight has another purpose. Tonight is for revenge!



body flames of a balor, for example.

At the time of creation, the binder must also choose if the weapon glows or not as a side-effect of the bound demon within. This does not affect the cost of creating the item but the decision, once made, may not be reversed. The glow may take the form of the entire weapon shining, or just specified parts of it, such as blood-red runes down the blade of a black sword...

A binder may also opt to make the weapon intelligent, though when dealing with the twisted beings of the infernal planes, great care must be taken. Such a weapon will be malevolent in the extreme. It takes a single slot to make the weapon intelligent, though the base cost will be doubled. The Intelligence, Wisdom and Charisma of the weapon will be that of the bound demon's and its Ego will be equal to the number of slots within the weapon, plus the ability score bonuses.

Intelligent demonic weapons are unlikely to be of value to any but the most evil of mortals, for they will constantly seek to subvert any good intentions and greatly enjoy dominating their wielder. The more powerful demons will be more than capable of overcoming the wishes of most – a sword with five slots and a bound balor (Intelligence 20, Wisdom 20, Charisma 16), for example, will have an Ego of 18! Needless to say, this is not an option often taken, with binders preferring to suppress the personalities of the



demons they bind, lest the weapon turn upon its wielder to bring about their utter ruin.

The Games Master is the final arbitrator of what constitutes an offensive quality or feat and thus what may be used in a demonic weapon.

DEMONIC RINGS

Demonic rings are a little different from other items listed here in that they do not empower the wearer with demonic energies but rather allow him to summon the

demon forth, under his complete control. Such rings require the Forge Ring feat for their construction.

This may be done a number of times a day equal to the amount of slots available to the binder during the ring's forging. A 6th level binder forging a ring with a bound barbazu, for example, will permit the wearer to summon the demon three times a day.

Once summoned from the ring, the demon will perform any one nine-word instruction from the wearer for a period of one hour. After the hour has elapsed or the instruction has been completed, whichever comes first, the demon will automatically return to the ring.

Use of such rings is fraught with peril, however. Every time the demon is summoned in this way, it gains a very real chance to break free of its magical bonds. A Binding check must be made every time the demon is summoned from the ring or the demon will break free, completely uncontrolled, with the disastrous results described on p39.

DEMONIC RODS

Demons bound into rods give the bearer the opportunity to call upon the demon's power directly, literally gaining its strength and endurance. Such rods require the Craft Rod feat for their construction.



Upon the rod's construction, the binder may choose to use slots for the demon's ability scores, hit points and Armour Class. A 5th level binder creating a demonic rod, for example, may choose to take the Strength, Wisdom and hit points of the glabrezu he has bound for the three slots he is permitted.

The bearer of such a rod may call upon the demon's power as a standard action at any time, potentially replacing all his ability, hit points and Armour Class scores with those of the demon, for a period of ten rounds. During this time, he will take on the likeness of the demon as if he had been possessed (see p26) though he will return to normal after the ten rounds.

Meddling in such energies can be fatal, however. Every time the demon is called upon in this way, the bearer must pass a Possession check (see p27) as the demon floods its power into his body. Failure will result in the demon being free and uncontrolled, possessing the bearer, with all the normal consequences.

DEMONIC STAFFS

To create demonic staffs, the binder will need suitable materials and tools. The binder will also need the Craft Staff feat.

The binder may place a number of the demon's spell-like abilities into the staff, equal to the number of Demonic Ability Slots listed on p12. Each of these spells can then be cast from the staff in the usual manner. If a staff ever reaches zero charges, the demon bound within automatically returns to the infernal planes. In this way, staffs are one of the safer items a binder may create for they hold little inherent danger for the user unless the staff is kept for a long period of time.

Every demonic staff will begin with 50 charges and can be recharged in the same way as magical staffs. The Games Master is the final arbitrator of what constitutes a spell-like ability and thus what may be used in demonic staffs.

DEMONIC WANDS

To create demonic wands, the binder will need suitable materials and tools. The binder will also need the Craft Wand feat.



The binder may place only one of the demon's spell-like abilities into the staff, regardless of the number of Demonic Ability Slots listed on p12. This spell can then be cast from the wand in the usual manner. If a wand ever reaches zero charges, the demon bound within automatically returns to the infernal planes. In this way, wands are also one of the safer items a binder may create for they hold little inherent danger for the user unless the wand is kept for a long period of time.

Every demonic wand will begin with 50 charges and can be recharged in the same way as a magical wand. The Games Master is the final arbitrator of what constitutes a spell-like ability and thus what may be used in demonic wands.

DEMONIC WONDROUS ITEMS

To create demonic wondrous items, the binder will need suitable materials and tools. The binder will also need the Craft Wondrous Item feat.

Demonic wondrous items are the most flexible of all bound items, though they are also the most difficult and time-consuming to craft and thus the base cost for them is doubled. The binder may place a number of the demon's spell-like abilities, special qualities, feats or skills into the wondrous item, equal to half the number of Demonic Ability Slots listed on p12, rounding down. These may then be used by anyone carrying the demonic wondrous item at any time as a standard action. The effects will last a single round.

The Games Master is the final arbitrator of what spell-like abilities, special qualities, skills and feats may be used in demonic wondrous items.

OTHER USES FOR BOUND DEMONS

There are many great tales in the worlds of fantasy depicting truly incredible constructs of awesome might that can challenge the

power of the very gods themselves. Huge battleships, with demonically charged rams and weaponry, crewed entirely by lesser demonic entities, or towering castles, with the fabric of demonic energies bound directly into their walls, making them virtually impregnable form the foundations of tales told in many taverns. Such constructions are beyond the scope of *Demonology – The Dark Road*, but in future supplements we shall return to such ideas, building on the rules presented within this book and allowing players access to truly world-shattering powers.



DEMONOLOGICAL FEATS

Those who dabble in the demonological arts often gain incredible abilities in the field, being capable of performing actions defying ordinary explanation. Some concentrate on conducting summoning rituals with incredible speed, yet without error. Others build a tremendous capability for unleashing raw willpower at a moment's notice and are able to literally cow demons into submission.

Such feats come through hard work, methodical study and being constantly exposed to the evil and twisted creatures of the infernal planes. All the feats covered here are considered special feats, available only to binders, demonologists and the possessed.

Change Instruction (Special)

You can change and modify the instructions of a demon in your service after the summoning ritual.

Prerequisites: None

Benefit: A controlled demon may be given new instructions at any point in its service. This is a full-round action and may only be attempted upon a demon that you have personally summoned and controlled yourself. To succeed, an Instruction check must be made at DC 10 + the demon's Challenge Rating. Your Charisma bonus is used as a modifier to this roll.

If successful, you may give the demon a new instruction following the usual rules. Note that once any instruction is complete, the demon will immediately return to the infernal planes. This feat may not be used to extend the time the demon remains in the material world.

Dismiss Demon (Special)

You may instantly dismiss any demon you encounter, sending it back to the infernal planes.

Prerequisites: Cha 13+, Knowledge (demon lore) 10 ranks

Benefit: Any creature of the infernal planes may be banished by the use of this feat. A Dismiss check at DC 10 + the demon's Challenge Rating is made, using your Charisma bonus as a modifier. This is a full-round action and if successful will result in the demon being instantly dismissed to the infernal planes. Only one demon at a time may be targeted in this way and this feat will not work against demons who have possessed a host.

Permanent Control (Special)

You are able to establish such overriding magical bonds over weaker demons that they remain permanently under your control.

Prerequisites: Cha 15+

Benefit: After successfully controlling a demon with a Challenge Rating of 5 or less, you may choose to permanently bring it under your will. From this point on, the demon will be trapped in the material world and will be compelled to follow any of your instructions at any time. On the completion of any instruction, it will return to your side rather than disappearing back to the infernal planes. Only one demon may be under permanent control at any one time.

Special: A character may take this feat multiple times, allowing him to have more than one demon under permanent control.

Quicken Summoning (Special)

You demonstrate an incredible ability to perform summoning rituals faster than normal whilst maintaining a very low margin of error.

Prerequisites: Knowledge (demon lore) 8 ranks

Benefit: The time required to perform summoning rituals is halved with no penalty. A slow ritual will thus take the normal amount of time, whilst a hurried ritual will quarter it.

Strength of Personality (Special)

You have an incredibly strong will and are able to dominate many demons with your words.

Prerequisite: Iron Will

Benefit: You have a permanent +2 bonus to all Control checks you are required to make.

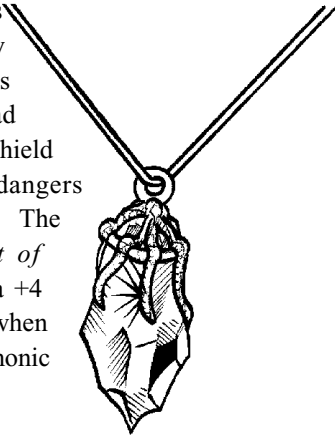


MAGICAL ITEMS

As with any study into arcane magic, it is inevitable that demonologists will begin to craft items and artefacts to aid them in their pursuit of power. Dangers are ever present in every field of demonology and thus practitioners have a very real driving need to gain every advantage they possibly can, as well as mitigate the side-effects of the art when events go awry. Many work long and hard to craft such items and here the binder has the advantage, though any following the Dark Road may construct these items if they manage to obtain the components and skills required to do so. Other practitioners, consumed by their studies, are unable to dedicate the time and resources required to create such things and so are reliant upon others, or forced to locate them within the darker places of the world.

Amulet of Mental Fortitude

This silvered amulet is much sought after by demonologists and others who walk the Dark Road as it has the power to shield their minds from the dangers of demonic possession. The wearer of the *amulet of mental fortitude* gains a +4 bonus to his Will check when attempting to resist a demonic possession.



Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, must have successfully resisted a possession attempt in the past; *Market Price:* 25,000 gp.

Demon's Bane

This dagger is inscribed with words of power written in the infernal and other, far more base, tongues. It is crafted specifically to be the nemesis of any evil outsider and is

often kept by demonologists who fear the power of uncontrolled demons. Against any evil outsider, the *demon's bane* functions as a +5 dagger.

In addition, upon a successful hit, the outsider must make a Will save of DC 20 or be instantly dismissed back to its home plane. Against any other creature, the *demon's bane* has no magical properties and is treated as a normal dagger.



Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, Knowledge (demon lore) 6 ranks; *Market Price:* 25,000 gp.

Mask of Disguise

This soft black leather mask is completely plain and featureless, fully covering the face of any who wear it. Once donned the *mask of disguise* obscures any disfigurement previously suffered by the wearer, whatever the source, returning him to his original form. It will not, however, obscure any disfigurement inflicted after the mask has been donned and spells such as *true seeing* will reveal the wearer in his disfigured form.

Whilst worn, the mask is completely invisible though its user will always be able to sense its presence. It cannot be removed by any means short of a

wish until the death of the user, whereupon it becomes visible once more and the disfigurement is revealed. No other magical mask may be worn at the same time as a *mask of disguise*.



I can feel it now. The channels of Hell, the understanding of the aether running through my mind like the cosmic milk of the creator. The universe is mine for the touch. Touch. Much. Yes! Much touching. Hah. I looked into the looking glass this morning. What did I see? I'm different. Narrower. More slender. More powerful. The power burns in my eyes. It burns in my veins!

When was the last time I ate?

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *polymorph any object*; *Market Price:* 30,000 gp.

Ring of Demonic Control

This is a plain iron ring adorned with but a single gem, the type of which defines the demonic family this item has power over. The *ring of demonic control Tanar*, for example, has a sapphire whilst those that are forged to control the Baate have a ruby. Others exist for the lesser demonic families, though they are far less common. When worn, this ring adds a +1 bonus to all Control checks used against any demon of the respective family.



Caster Level: 12th; *Prerequisites:* Forge Ring, Knowledge (demon lore) 4 ranks; *Market Price:* 10,000 gp.

Ring of Demonic Obedience

This ring of cold silver with a single mounted gem is very similar to the *ring of demonic control* but is far more potent. Whilst worn, this ring grants a +2 bonus to all Control checks taken against demons of the family specified by the gem. This effect may not be combined with any *ring of demonic control*.

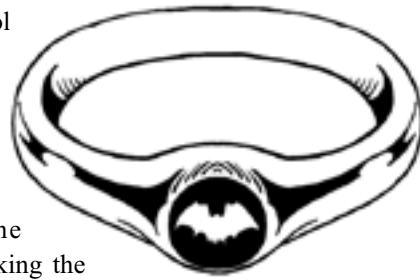
Caster Level: 12th; *Prerequisites:* Forge Ring, Knowledge (demon lore) 8 ranks; *Market Price:* 25,000 gp.

Ring of the Balor

The secrets of the construction of these six insanely powerful rings were lost when their creator, Alcador the Mad, attempted to bind both a balor and a pit fiend into the same ring and was savagely torn apart in the ensuing carnage. Once per week, the wearer may use this ring to summon a balor as a standard action. The summoning works automatically but the balor will be uncontrolled. A demonologist may attempt to control the balor as normal and may even perform a summoning ritual beforehand if he has the required knowledge, in order to get as many

bonuses as he can to the Control check.

Failure or inability to control the balor will result in the demon attacking the user, destroying the ring and then returning to the infernal planes. Unlike similar rings created by binders, the balor bound inside this artefact has no chance of breaking free and thus no Binding check is ever required.



Minor Artefact

Rod of Summoning

This ornate and finely crafted rod has the power to sharpen a summoner's concentration and magically alter preparations during a summoning ritual to correct mistakes. The user gains a +1 bonus to all Summoning checks whilst the rod is in his possession.

Caster Level: 9th; *Prerequisites:* Craft Rod; *Market Price:* 15,000 gp.

Soul Gem

This magically charged yellow diamond, glowing with its own inner light, will automatically activate if it is placed on the chest of a living creature which is unconscious and has been reduced to negative hit points. The creature's soul (if present) will be trapped within the gem. A demonologist may use such gems with trapped souls as a soul sacrifice as described on p32. The *soul gem* may only hold one soul at any one time and will shatter when the soul has been sacrificed in this way. A *wish* spell may be used to free the soul before this occurs.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *magic jar*, yellow diamond (5,000 gp); *Market Price:* 50,000 gp.



HELP FOR GAMES MASTERS

So, you have read through *Demonology – The Dark Road* and no doubt have vivid images of your players running around your wonderfully crafted campaign world, summoning balors and raising all kinds of hell. Literally. There are two phrases you should keep in mind.

Do not panic!

You are in complete control!

The entire practice of demonology has been based on two limiting factors. First of all, you will soon find that players rapidly catch on to how dangerous this form of magic can be to their characters and will thus moderate their own behaviour somewhat. Secondly, they are utterly dependent on you sprinkling demonic texts and tomes throughout the campaign in order to summon anything – there is absolutely no way they can call upon a demon you consider unbalancing to your games. As far as non-player characters are concerned, the sky is the limit and you can craft demonological villains to severely test the mettle of the strongest of parties. There are, however, many other factors to consider when introducing demonology into a campaign in order to make it a fuller and richer experience for all concerned, especially if one or more of your players is intent on walking the Dark Road.

CHARACTERS IN DEMONOLOGY

The first thing to look at is the process of a player character becoming a demonologist in the first place. Note here that no one can simply become a binder or possessed as they have stringent requirements that depend on the demonologist class being taken first – in effect they are both prestige classes of a prestige class. Any wizard, however, can become a demonologist after reaching 2nd level.

To start any prestige class requires a trigger, be it a mentor or seminal event in a character's life. Prestige classes are something many players aspire for their characters to become and it should never be an easy goal to achieve. In its own way, the gaining of a prestige class is a reward perhaps as great as the acquisition of

gold and magical items. Becoming a demonologist can be a little problematic as we would *never* recommend providing a mentor to advise and guide a character. Demonology should be both mysterious and a little frightening, two things that all but disappear if an older and wiser demonologist is present. Allow a character to find ancient books of forbidden teachings within the lair of an evil wizard or permit him to find such knowledge in the darker recesses of some far off library – make the player work for a chance to become a demonologist, as this is something he will have to get used to when uncovering all the resources he needs for summoning rituals. You can rule that such writings contain all the basic knowledge a wizard needs to actually become a demonologist, as well as including a summoning ritual or two for weaker demons. Kick the player off with summoning the likes of lemures, dretches and imps, something of that ilk. All that will remain is for you to hide your knowing smile when the player suddenly realises that summoning a demon is one thing but controlling it quite another.

CONSIDERATIONS OF ALIGNMENT

More than one of our playtesters showed surprise that any alignment was permitted for demonologists. Surely all demonologists are evil or, at least, not good? Well, maybe not. We believe it is perfectly reasonable for a wizard to be good when he starts studying demonology. After all, being good does not stop someone from believing that the ends can justify the means. However, all the mechanics of demonology are skewed in that to reach the very highest levels of ability, it is almost inevitable that evil acts must be performed. This is a critical factor in demonology and is something that you, as the Games Master, must keep a very close eye on. Watch your players carefully and keep their alignment in mind at all times. You may find yourself amazed at what a previously noble and good character is prepared to do in order to summon more powerful demons. Never actually stop a character from doing any of these things. Instead, instruct him to change his alignment whenever you feel he crosses the line too far – this represents the slow slide into corruption that marks demonology for the insidious craft that it is. No rule could be written to represent this without making it an unwieldy sledgehammer and so we

firmly believe it is best left in your capable hands. A group of dedicated roleplayers may well enjoy the slow path into tragedy and we recommend you play this for all it is worth. Approached from the right direction, demonologists can be amongst the most memorable characters of all, however they finally end.

There are two things that mark this shift from good alignments to neutral and then to evil, and it is worth exploring the reasons why players so often fall into the demonological trap. First off, summoning demons is relatively easy and has few consequences, but controlling them is that much harder and has potentially lethal results. Players will want to succeed in the latter in order to accomplish tasks set before them. The most powerful demons we have deliberately made virtually impossible to control unless players start taking advantage of some of the bonuses on offer to them. And the greatest bonus potentially available? Soul sacrifices. It may take a little while before players reach that stage with their characters but if they truly wish to summon and control the likes of a balor or pit fiend, then they will have to at least consider it.

Secondly, there are ever present dangers in demonology. An uncontrolled demon will either attempt to slay or possess the foolish mortal who summoned it. Players will also want to succeed in the rituals on the basis of sheer survival, as few demonologists are able to go toe-to-toe with the demons they are apt to summon, once again leading to them taking the most extraordinary means.

There is one last point to look at here – players performing blood sacrifices, as described on p25. Many players of good or neutral alignment often seem to consider this an easy route to a bonus in their Control checks. After all, it is easy to imagine a wizard, consumed with his research, paying little heed to the plight of some rat or stray dog and, of course, it is all for the greater good. But let us think about this for a moment. This wizard is going to take a living creature, put a knife through its heart and use its life energy to summon a vile and twisted creature from the infernal planes. From here it may only

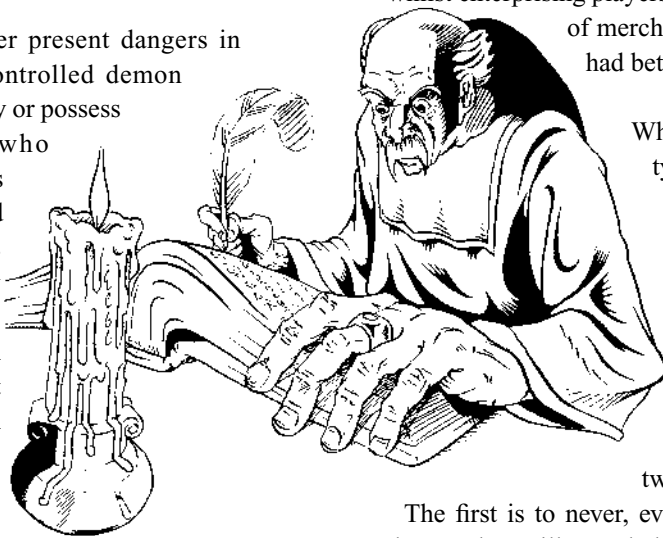
be a short step to using the likes of orcs and kobolds for soul sacrifices. This *is* an evil act, surely? Players may protest, offering up examples of modern day scientists in their laboratories and you may have a tendency to agree with them. We are not here to judge any other gamers and it is, ultimately, up to the individual conscience of the Games Master. For my own part, such an action may well suit a character of neutral alignment, but is it truly an act of good? Hmm. . .

RESEARCH AND STUDY

As far as being a Games Master goes, this is one of the most important parts of demonology. In order to summon any demon, players must first uncover the required texts detailing the appropriate ritual – it is not an automatic gift as they rise in level. How they come about such resources of information is completely up to you, though we hardly need mention the opportunity of complete scenarios based around rumours of an ancient tome of forbidden lore buried in some lost dungeon at the edge of the world. You may find characters begin to visit every library in the towns and cities they journey to, whilst enterprising players may enlist the continued aid of merchants and traders, though they had better be trustworthy!

What is of import to you is the types of demon they are able to summon and this is governed purely by your placing such information within your campaign. Because there is no strict progression of what a demonologist may summon determined by his class level (only his ability to control), two schools of thought arise.

The first is to never, ever let a character summon a demon that will over-balance the scenarios you have planned – this has the potential to ruin the game for everyone. However, it will place more responsibility on the player if you allow him the chance to summon a demon that is just a little out of his reach. A major facet of demonology (and a great source of fun for yourself) is that a player is constantly confronted by the pressure of power versus risk. By giving a character the knowledge to summon a demon that the player knows he can barely control and will likely slay him if he fails, you are forcing him to *think* and consider his actions very carefully. And that, surely, is what the game is all about. At the end of



Angry? How can they be angry? Angry? Manqy? Manqy damned dogs! STUPID CHILDREN! They started it. They threw rocks at me. And mud. At ME! One hit my robe with a rotten egg (I didn't notice the smell over my own - odd how such things change when you aren't paying attention). As if they had the right to insult one who routinely touches the face of the cosmos and bends beings more ancient than mankind to his will.

They started it. And they're angry at me? The little rodents got exactly what they deserved!

Come for me? Come if you DARE!

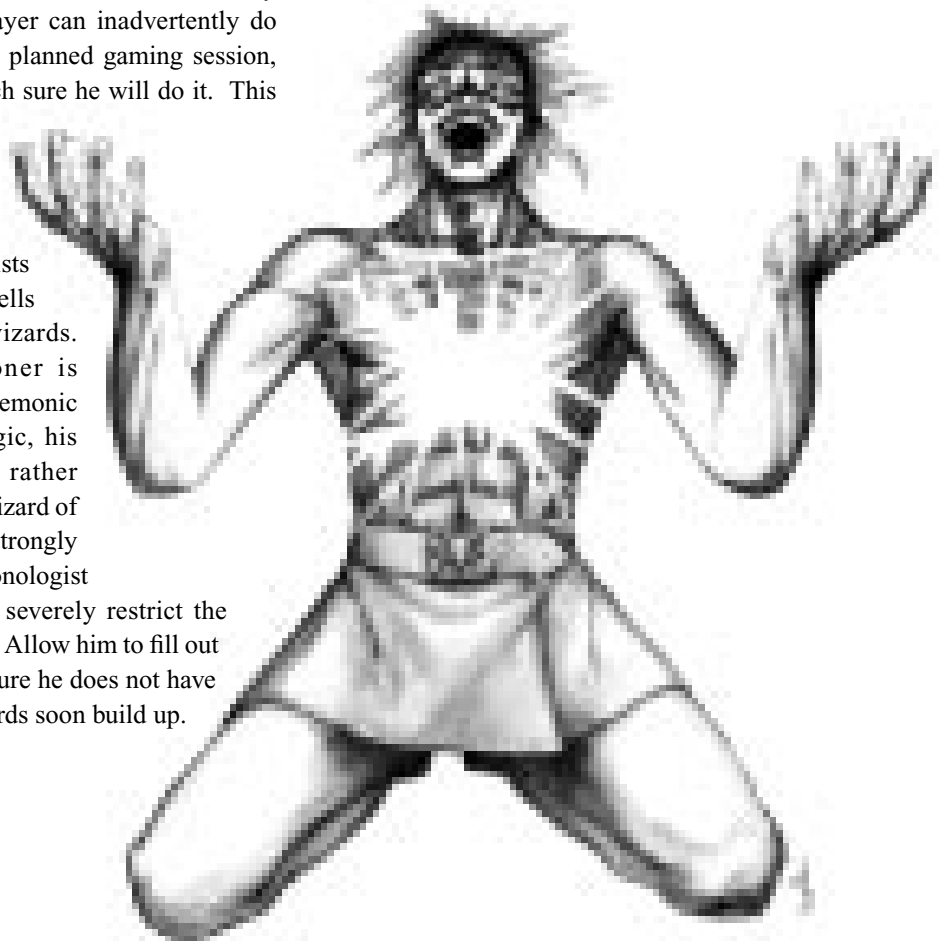
the day, he is only going to be able to control a powerful demon for a single hour at best. With the summoning time required, players are going to have to come up with viable plans on how to actually use the demon once it has been summoned. On a practical level, demonology rarely alters scenarios in a radical way.

As a rough rule of thumb, the line of balance runs at around the demonologist's character level being equal to the Challenge Rating of the demons he is able to summon on a regular basis. However, at least consider what a demon is capable of and what it can do to finely crafted scenarios. If a player can inadvertently do something to stuff up your planned gaming session, then you can be pretty much sure he will do it. This has nothing to do with demonology itself. It is a fact of roleplaying.

As a last word, demonologists still progress with their spells as if they were normal wizards. However, if a practitioner is concentrating on locating demonic texts rather than new magic, his spellbook is going to be rather more empty than another wizard of the same level. We would strongly suggest that once the demonologist class has been taken, you severely restrict the character's access to spells. Allow him to fill out available spell slots but ensure he does not have the huge range arcane wizards soon build up.

SUMMONING AND CONTROLLING

Though the mechanics governing the summoning and control of demons are of paramount importance to a player, there is actually little a Games Master should worry about here. Wise players will pace themselves over which demons they summon whilst foolish ones will be re-rolling wizard characters every couple of gaming sessions. This is simple, and it is fair.



Failed Control Checks

Once a Control check has been failed, the demonologist is likely to be in a great deal of trouble. He is probably not too good in close combat whilst many demons are able to give even high level fighters a serious challenge.

The demon, starting within the pentagram, is considered to be within five feet of the summoning demonologist. Initiative is rolled for normally and combat begins.

It is important to consider the Intelligence of the demon when it becomes uncontrolled. A demon with a low score is likely to simply wade in, trying to destroy the demonologist in the shortest time possible. More wily creatures will search for weaknesses as they fight, not attempting ploys they believe the demonologist is immune to, instead using the special qualities or attacks that will cause the maximum amount of damage. Possession will only be used if the demon has a better than even chance of overpowering the summoner – after all, he has exerted his will in trying to control the demon and so it will know just how strong his mental forces are. If the battle goes against the demon, it will flee back to the infernal planes to nurture its hatred. The penalties a demon suffers from the loss of its physical form in the material world are too severe for it to ignore.

Last, if other characters are present, attacks will be distributed to those that pose the greatest physical threat. The goal, however, is the destruction of the demonologist and so the demon will seek to accomplish this before being forced back to the infernal planes, either by fleeing or having its physical form slain.

We would always recommend a Games Master gives his players as much information as possible regarding modifiers and their actual chances to succeed in any given summoning ritual. Don't be shy about telling players the Challenge Ratings of demons they call, or their special abilities. After all, the character will have spent a great deal of time in research before attempting the summoning and you can bet your bottom gold piece they will be concentrating on this information. It will also serve to let a player know just what risks he is taking, a vital factor in demonology. That is not to say you can't keep a player off-guard, of course. There is absolutely no reason in the world to tell him that the greater name he is relying upon for success is actually wrong until after the Control check has been made...

One concern to many Games Masters will be an uncontrolled demon. Demonologist characters are unlikely to be good fighters, whereas many demons excel in close combat and having other members of the party present is only going to make matters worse because of the distraction rule. Our advice is to beat the character to within an inch of his life. Possess him, energy drain him if the demon has the ability or allow him to escape with his hit points in single figures. No one likes to see a favoured character slain but it is vital that you get across just how dangerous demonology is when things go wrong. On the other hand, if a character is constantly summoning a demon that is a little beyond his league, don't feel any remorse in finishing him off.

Foolishness should always be punished in roleplaying. At the instant a Control check is failed, roll the initiative dice and let battle commence.

On this note, you may soon become *amazed* at what players will try in order to mitigate the consequences of an uncontrolled demon or simply to escape its reach. Being all too aware that players will also read this section, we won't be covering the more imaginative ideas we have come across as it is much more fun to find them out for yourself. Such cleverness, though, should always be rewarded. If they manage to escape the wrath of a demon one day, it will no doubt get a chance of revenge later on in the campaign. At higher levels, you may well discover your players gain the power to completely nullify the effects of some weaker demons becoming uncontrolled to the point where they are harmless. Now, whilst demonology should be unpredictable and always cause a player some trepidation when he picks up the dice for a Control check, there really is no reason to worry about, say, a 7th level character being all but immune to the attacks of a dretch or imp. He has probably earned the concession by that time anyway.

OF INSTRUCTION AND WILL

The first draft of this book had all sorts of rules based around what a character could and could not instruct a demon to do and how they were to phrase their orders.



These were soon whittled down to the base nine-word instruction now in place. There was simply no need to over-complicate what is, at its core, a very simple and flowing set of rules. However, there are three caveats.

First of all is the notion that a demon will pervert and twist any instruction to its own evil ends. If a player makes a very foolish or open request, twist away to punish his complacency but, in the main, we suggest giving the player the benefit of the doubt. The practice of demonology carries enough risk and danger without all of a player's efforts coming to nothing because of one poorly thought word. If you need any sort of rational explanation, you can assume the powerful magical bonds a demonologist places on the creature are sufficient to carry his actual intent. Some Games Masters may prefer to push the literal line for instructions and this is cool with us. It is, after all, your game!

The second concerns the word 'and'. Now, we consider the word 'and' to mark the end of one instruction and the beginning of another. 'Kill those orcs and goblins,' for example. That is one instruction to kill the orcs and another to kill the goblins. Unless the player has specified he is taking checks for additional instructions, the demon will simply obey the first, killing the orcs and leaving the goblins in peace. You may rule that such interpretations are unnecessary in your campaign but we find it keeps players on their toes without going overboard.

Last of all, a demon can never, ever be compelled by a summoner to use its ability to summon other demons or reveal its own true name, for the reasons described on p54. Even if a practitioner can exert suitable mental force and threat, the other demons will simply not respond to a call for aid issued at the behest of a mere mortal and revealing its own true name is the demonic equivalent of committing suicide.

NAMED DEMONS

All named demons are individuals and this is something you must stress. If a character learns the summoning ritual for Talla'rona the erinyes, then he may summon her and her alone. It simply will not work for Nana'tta the erinyes (or whomever).

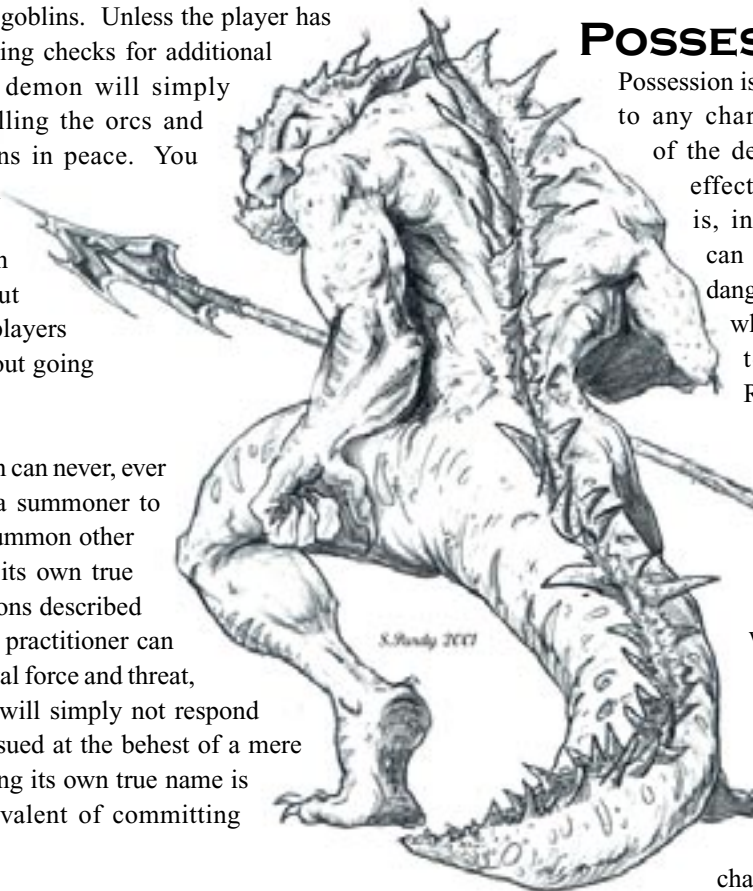
You can vary named demons of the same species in two principal ways. First, change the summoning components listed on pages 55-62, making each named demon require something a little different from the last. The second is to use the advancement rules in the *Core Rulebook III*, making them even more powerful and difficult to control. As a rule of thumb, increase the Challenge Rating of the demon by one for every Hit Dice added.

It is also possible to vary the personality and mannerisms of named demons but this is far more difficult. Demonologists rarely start relationships with the demons they summon beyond issuing simple nine-word instructions!

POSSESSION

Possession is a hideous thing to happen to any character primarily because of the debilitating and permanent effects it leaves behind. This is, incidentally, one way you can remind a player just how dangerous demonology can be when they attempt to move too fast down the Dark Road.

One effect that can often be overlooked is that of the physical effects possession leaves. The mortal will actually become part demon during the possession and his body will warp and change in response. You may take great delight in describing every little change that takes place.



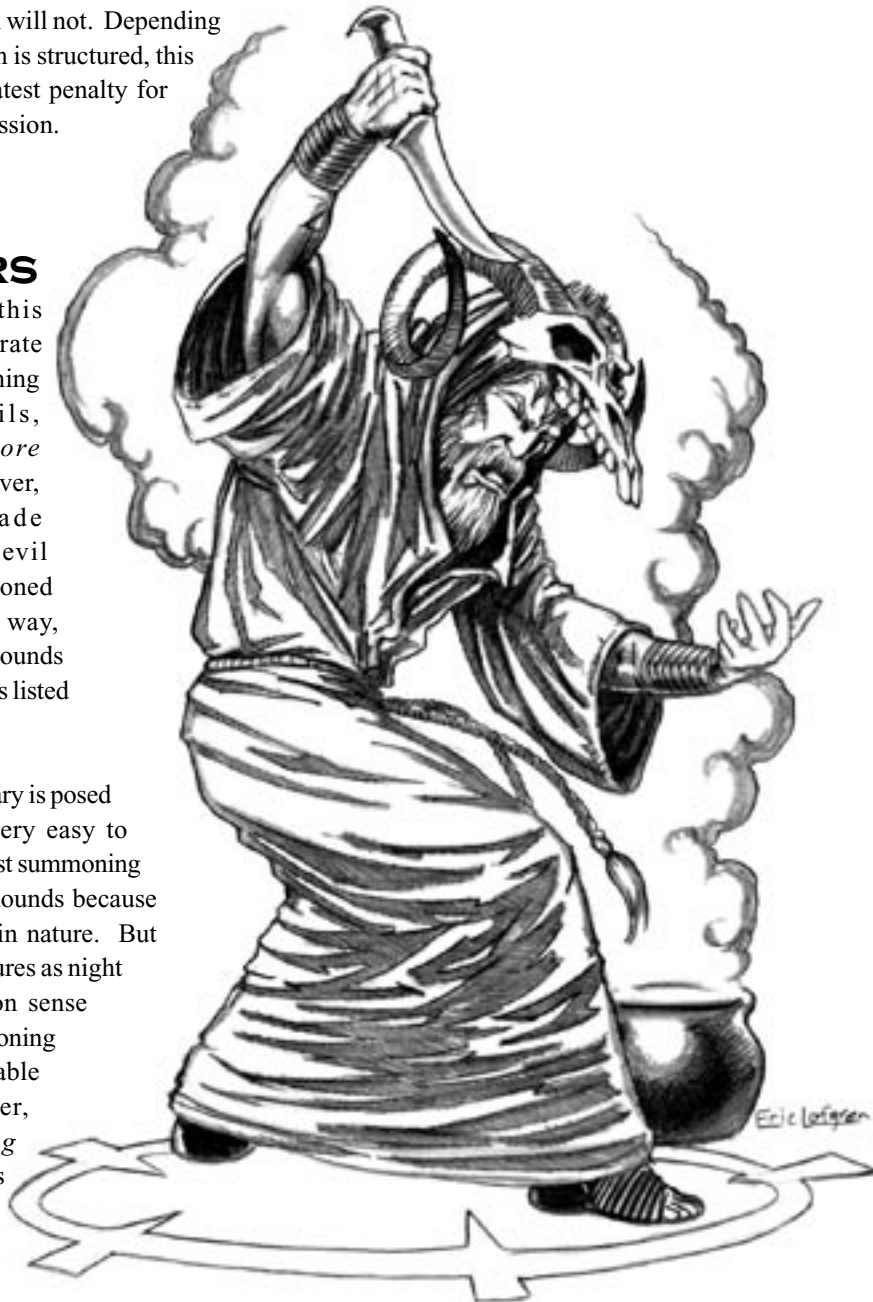
As a rough guide, assume a fifty-fifty mixture of mortal and demon in outward appearance. A human possessed by a balor, gods help him, will grow to perhaps nine feet tall, develop wings and horns, his muscles will bulge and his skin take on a distinctive reddish tinge. Remember, this change is permanent and is likely to alter a character's perception of the world even after he regains full control of his body. Simply walking into a town or city may no longer be an option. Once possessed by a succubus or an erinyes, one may be able to pass oneself off as planetouched. One who has suffered the attentions of a bebilith will not. Depending on how your campaign is structured, this is potentially the greatest penalty for having suffered possession.

EVIL OUTSIDERS

The rules within this supplement concentrate primarily on summoning demons and devils, as described in *Core Rulebook III*. However, we have also made provision for any evil outsider to be summoned in exactly the same way, nightmares and hell hounds being the two examples listed on pages 56 and 57.

Something of a quandary is posed here though. It is very easy to imagine a demonologist summoning nightmares and hell hounds because they are so demonic in nature. But what about such creatures as night hags? Whilst common sense may say that by summoning one, you should be able to summon the other, it just feels *wrong* to us. However, as Games Master, it is your own personal mandate what to include and what to ignore when seeding

your campaign world with the demonic texts your players require for summoning rituals and thus we leave it in your hands to decide. Allowing the summoning of any evil outsider will certainly give your players a vast range of creatures to call upon, though some may seem a little strange when used in conjunction with these rules. . .



OTHER RACES

The practice of demonology is by no means limited to those some might arrogantly call the civilised races. Whilst it is true humans do tend to show the greatest aptitude for walking the Dark Road, there are always others, hidden in the loneliest parts of the world, for whom the lure of promised power is too great to ignore. Demonology requires patience, research, a talent for arcane wizardry and access to many exotic materials which, perversely, makes its practice far easier to accomplish when performed in civilised realms. At the same time, however, the terrible effects and perceived evil of the art often forces the practitioner far away from town and city. The demonologists of other races may face less opposition to their following of the Dark Road but are likely to find the necessary component and intellectual materials far more difficult to locate, thus limiting their overall skill in the art. As always, however, there are exceptions.

DROW

Perhaps the most renowned practitioners of all are the dreaded drow and many in lay communities often incorrectly assume that every spellcaster amongst the dark elves adopts demonology as a course of ultimate power. The society of drow though, does lend itself greatly to the practice and propagation of demonology for those who stumble upon tomes of lore forbidden by the surface-dwelling races. Their immense underground cities can be just as sophisticated as any that exist under the sun and due to the constant rivalry between house, family and every individual drow, darker arts are not only more common but also widely accepted for the greater power they can grant a practitioner. To a drow, power is everything.

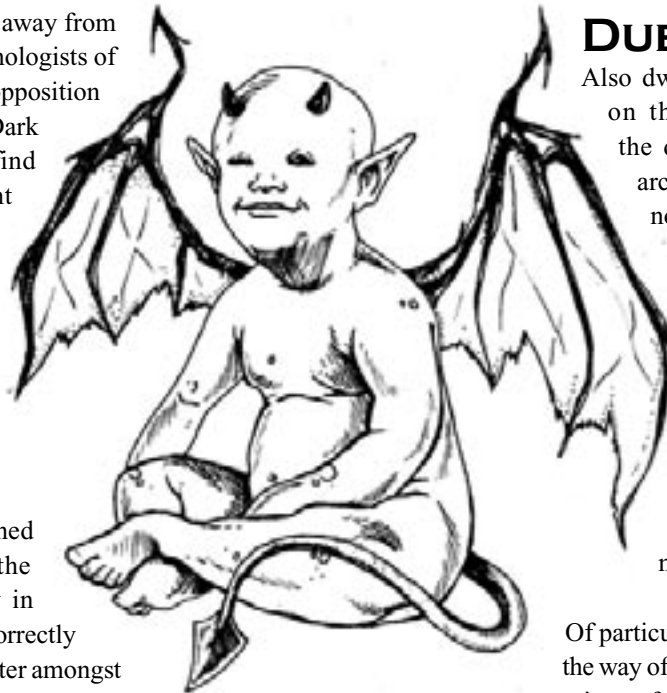
In the matriarchal society of the drow, few females adopt the learning of arcane magic, instead tending to concentrate on the path of the cleric, for the priesthood dominates all within their cities. A small number of

the male drow, however, are permitted to study arcane magic by the ruling females of their houses, particularly if they show little aptitude for the sword and bow. In any event, a house always looks to swing the odds in its favour when it wars upon another and arcane wizardry is but one tool it may employ. For the male concerned, demonology, for all its inherent risks, contains the possibility of allowing him to compete directly, on a political level, with any female of his house. In a society that values power beyond all else, the Dark Road can be an irresistible lure.

DUERGAR

Also dwelling far below the races on the surface of the world, the duergar produce very few arcane wizards at all for it is not a field in which any show a great amount of aptitude. With many being black and evil to the core though, those that do make a study of the arcane magicks tend to naturally gravitate towards the darker arts of demonology and necromancy.

Of particular interest to the duergar is the way of the binder, for they share the passion of fashioning the mighty weapons and armour of their lighter dwarven kindred but have few laws on the source of power used. The binder of duergar society, on first appearance, can easily be mistaken for a simple smith as he works and toils upon metals to be imbued with awesome might. Many adventuring parties value the weaponry and armour they claim in battle against this evil race of dwarves, though few truly understand the origins of such magical tools. Their folly is all too often fatally exposed as demons that have been bound for dozens of years are finally released into the material world.



HAGS

Few hags demonstrate the will or the talent to advance into arcane wizardry, instead preferring to rely on their own innate spell-like abilities. Most, however, possess at least the wit required for study, particularly those of the annis or green hag species. Whilst most exist purely to survive and to inflict pain and suffering upon others, some are motivated by greater ambition and purpose. Such hags may draw together with others of their kind to form a covey.

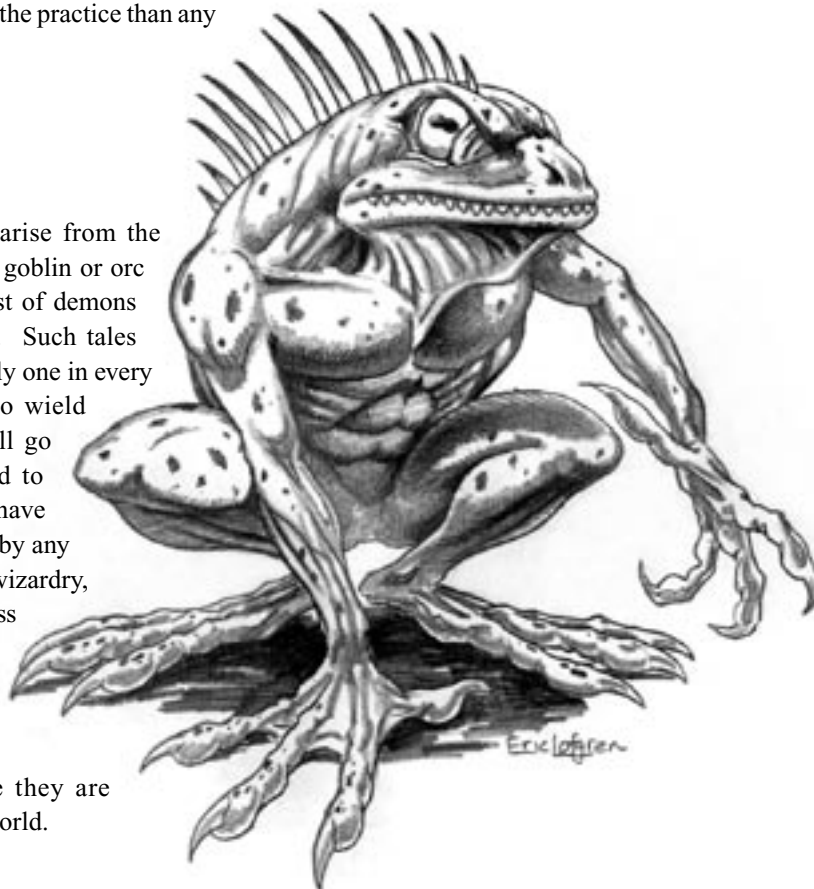
Hags within a covey gain far greater powers as each magnifies and strengthens the others. When such a gathering is capable of arcane wizardry, it takes only exposure to a single tome of demonic lore to set them upon the Dark Road. Their ogre and giant servants are sent forth into the world to gather lore and capture ever greater numbers of unwitting sentients to be used in the soul sacrifices such hags regularly employ to boost their control capabilities, as well as for their own sadistic enjoyment. Coveys of this nature can be especially dangerous to the unwary, for as well as using soul sacrifices as an almost standard practice, they will also join their powers to form group summonings, potentially making the hags far more potent in the practice than any demonologist of similar skill.

ORCS AND GOBLINOIDS

On occasion, stories and myths arise from the wildlands, telling of some mighty goblin or orc who is able to summon the foulest of demons with which to smite his enemies. Such tales are easy to dismiss, for perhaps only one in every ten thousand shows the ability to wield arcane magic and even fewer will go on to study demonology. Added to this, goblinoids and orcs rarely have the patience or discipline required by any arcane art. In the case of simple wizardry, this tends to mean they never progress very far, being easily overtaken in skill by mere adepts. In the case of demonology, such inattention to detail will usually cause their downfall and death long before they are capable of menacing the outside world.

TIEFLINGS

The planetouched tieflings, those who can trace their bloodline back to a mating between mortal and demon, are noted for being callous, evil and twisted by their very nature. Though few have the same opportunities to study arcane wizardry as those of other races, they can display a strange affinity for wielding magic in general and demonology in particular. It is easy to draw conclusions from a tiefling's origins and the ease with which they can summon and control the demons they call upon but they are also able to adapt to the practice on a far more pragmatic level. Being outcasts from the very start, they adjust well into the solitary lifestyle of the typical demonologist and from there are eminently willing to bring their full power to bear against a world that has always rejected them for no other reason than who they are.



DEMONIC ENTITIES

Throughout this book we have studied, in some depth, those who summon demons and the methods they employ to increase their chances of success in what is, ultimately, an extremely dangerous field of arcane magic. In this chapter, we take a look at the creatures of the infernal planes themselves. Demons are truly the most evil and malevolent beings any mortal will discover, able and willing to crush hope and innocence with no more thought than a man may swat a fly. They are structured into immense families, though there is little loyalty within them. Always, demons of all types are driven by the need to acquire both souls and power, either through battle, subterfuge or the patronage of a yet greater demon. This is the nature of the beings demonologists regularly come into contact with.

OF SOULS AND BURNING

Demons of all families and creeds watch carefully for souls they may harvest from the mortals of the material worlds. Some are given freely to them, others must be stolen or outwitted whilst yet more are condemned to be sent to the infernal planes by the greater gods of other, more distant planes of existence. A soul trapped in the infernal planes is one subjected to eternal agony by the cruellest intentions of the demons that hold it.

The practice of soul harvesting goes far beyond a wish to cause an immense amount of pain for absolute eternity, however. Souls are used as bargaining chips between demons, for one with more souls in his possession is literally more powerful than any other. Powerful beings can transform tortured souls into lesser demons, such as the lemure or dretch. A lesser demon who succeeds in gathering a great many souls for his lord may gain sufficient notice to be granted a more powerful form and favours between demons of similar rank are almost always paid for with slaves as few are willing to cede actual territory within the infernal planes to a potential rival.

To a mortal, this can often appear to be a crude form of currency, or even barter, but the possession of souls drives deep into the heart of what it is to actually be a demon. One with an excess amount of souls can accomplish almost anything within the infernal planes, through having a greater source of power and being able to buy

the services of any other demon. One with few souls is ripe for destruction by its enemies.

The one possibility a demonologist may care to keep in mind is that souls are often traded between demons, as shown above. A practitioner may feel himself fairly comfortable in gaining soul servitude to a succubus, but if his soul starts being traded between the higher ranks of demons, he may unwittingly find himself bound to a balor, the cruellest and mightiest of the Tanar.

DEMONIC FAMILIES

The infernal planes are divided into many separate regions, each ruled by a member of the great demonic royalty. Each member of this powerful ruling elite will also be at the head of one or more demonic families, with each family having potentially millions or even billions of demons in its service. The greatest of these families, the Tanar and the Baate are spread throughout the infernal planes, dominating hellish locales and forming immense power blocs that few can challenge directly. However, demonic families are rarely united themselves and rivalries between the greater demons of each can paralyse entire regions at times as they fight one another. Such wars rarely last long, in demonic terms at least, but they are relatively common. This allows the more minor families, such as the Tzarch, detailed on our web site, to exist without being instantly crushed by the huge numbers of Tanar that oppose them. In practice, families such as the Tzarch often collude and conspire with differing factions of the Tanar and gain power, souls and standing through the patronage of the greater family.

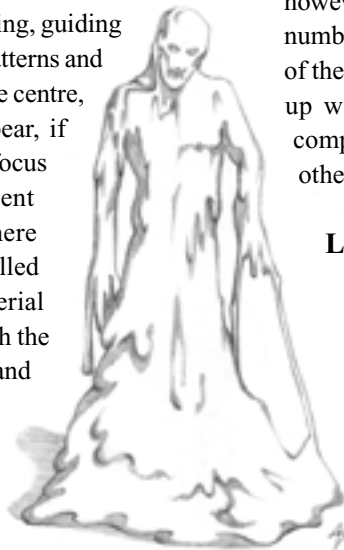
This complex interweaving of politics, threats, promises and subversions characterises the infernal planes perfectly. Every demon, high and low, is trapped in a web of promises, debts and war. When confronted with danger, most demons can call upon others they have aided in the past for protection but in doing so immediately invite a promise that must be repaid – this is why demons can never be compelled to summon demonic allies at the behest of a mortal summoner. In doing so they alter the very fabric of their network of alliances and would likely prefer to be slain on the material world and suffer weakness in the infernal planes than comply. In any

case, other demons would be highly unlikely to respond to such a call made at the whim of a mortal.

Wars amongst demons and families are to be feared by the inhabitants of the infernal planes. Many mortals make the mistake of assuming that once slain on the material world, a demon is no more. This is, unfortunately, completely untrue for a demon may only be permanently slain when in its home region of the infernal planes – thus wars between demonic factions hold the highest consequences for the participants, much as they do for mortals. To beings immortal in nature, though, the thought of an absolute death can be terrifying. Demons tend to be more complacent in the material world, though death and banishment to the infernal planes still carries a penalty that must be addressed. A demon sent back to its home region in this way is greatly weakened and may fall to the non-existent mercy of its enemies. If it was sent back whilst in the service of a more powerful demon, it may also be directly punished, stripped of power and possibly even transformed into a lesser demonic form.

RITUAL COMPONENTS

Every summoning ritual, from the basic rite required to call a lemure, to the mighty powers that must be harnessed to force a pit fiend into submission, necessitates the use of two main components. First is the material the pentagram itself is constructed of. Contrary to the opinions of the layperson, pentagrams are not simply scratched into the ground but rather are made of fine powders of varying materials, carefully placed by the demonologist into ancient patterns of great power. The sole purpose of the pentagram is to provide a channel for the energies the demonologist is invoking, guiding them through the structure of the patterns and runes to the summoning focus in the centre, where the demon will finally appear, if all goes well. This summoning focus is the second necessary component of the ritual and is the point where all the arcane energies are channelled to open a door between the material world and the infernal planes. Both the materials used in the pentagram and in the summoning focus are utterly consumed by each summoning attempt, whether or not it is successful. If either the pentagram



or summoning focus components are not present, then the summoning ritual may not be attempted.

In addition, there are sometimes other conditions that must be fulfilled when summoning a demon, particularly when named demons are concerned. One might be forced to perform the summoning ritual within a graveyard, for instance, or during a full moon. Not all demons require such conditions be fulfilled but the demonologist is well advised to do his research well and discover such facts before attempting an expensive and potentially dangerous summoning ritual.

A list is given below of all the demons found within *Core Rulebook III*, along with what they are capable of and the components required for their summoning rituals. However, the Games Master need not assume this list is complete – substitute materials may be possible for certain demons in some campaign worlds and named demons are likely to have wildly different components from others of the same demonic species. In these cases, the Games Master is welcome to use the components listed here as a guide only to his own, very different, named demons. Also, several components are not listed as having a gold piece value – these are items generally too rare to buy, even in major towns and cities and the demonologist may well be forced to locate them for himself. The Games Master is encouraged to set his own market price if he deems it fit that his players should be able to buy them in his own campaign world.

The demons below are organised into their level of Challenge Rating with the weakest, and easiest to summon, first. This is by no means a complete listing, however, for all the different species of demon are as numberless as all the grains of sand on all the beaches of the world. The Games Master is encouraged to come up with his own pentagram and summoning focus components for the demons he creates and those in other published supplements.

Lemure

These creatures are quite insane and it is often said this is the form the dead take when they travel to the infernal planes. Lemures are misshapen piles of flesh, vaguely humanoid in form. They are incapable of speech but can easily be compelled to obey most instructions from a dedicated demonologist, who tend to use them as guards, albeit fairly weak ones.



Demonology - The Dark Road

Demonic Family: Baate

Pentagram Component: Lead powder (50 gp)

Summoning Focus: Small gem (200 gp)

Imp

Imps are fairly common creatures on the infernal planes and it is often said they were created simply to spread evil throughout the material worlds by working through malevolent wizards and sorcerers. It is indeed true that many demonologists able to bind demons on a permanent basis often choose imps as permanent companions, using them as spies and advisors. Though able to assume the form of several different creatures, an imp normally appears as a two-foot-tall devilish-looking humanoid with leathery batwings, barbed tail and wickedly sharp teeth and horns.



Demonic Family: None

Pentagram Component: Iron powder (100 gp)

Summoning Focus: Silver bound scroll (300 gp)

Dretch

These are the wicked rank and file troops of the Tanar demons. Only semi-intelligent, they rend their opponents with tooth and claw. For the demonologist, they are often considered to be very similar in application and use as the lemure, though a little more capable. Whereas a single

lemure may be defeated by a

warrior of mediocre

skill, a dretch

has the potential

to take on

several warriors

at a time without

being slain and

sent back to the

infernal planes.



**D e m o n i c
F a m i l y :
T a n a r**

Pentagram Component: Iron powder (100 gp)

Summoning Focus: Small gem (300 gp)

Quasit

Also often found in the company of demonologists as permanently bound demons, the primary goal of any quasit is to extol his master to greater acts of evil. Thus, whilst they may be a useful source of information on matters demonological, a practitioner must always be aware of how far his quasit is propelling him down the Dark Road. Quasits detest imps and the two will always attempt to attack each other if they are able, though they are most likely to employ subtle but lethal tricks, rather than direct physical assaults.



Demonic Family: None

Pentagram Component: Steel powder (150 gp)

Summoning Focus: Skin scroll

Hell Hound

As large, aggressive, fire-breathing dogs come straight from the infernal planes, hell hounds are terrifying to behold and many demonologists summon them either as guards or hunters. In either role they are likely to strike fear into those they are instructed to attack.

Demonic Family: None

Pentagram Component: Copper powder (200 gp)

Summoning Focus: Silver collar (300 gp)



Nightmare

These creatures are much renowned in both legend and wild adventurer tale and they certainly have an evocative appearance. Nightmares take the appearance of giant black horses, wreathed in flame and eminently willing to slay and destroy any near them. Demonologists may, on occasion, use such creatures as beats of burden, but are more typically interested in summoning nightmares to use as demonic steeds able to carry them huge distances far faster than any mundane horse.



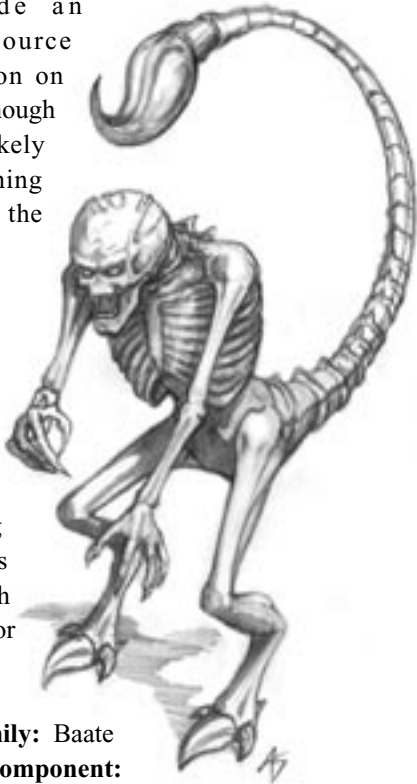
Demonic Family: None

Pentagram Component: Copper powder (200 gp)

Summoning Focus: Silver horseshoe (800 gp)

Osyluth

Osyluths are feared even by other demons, particularly those of the Baate family. They serve the lords of the infernal planes, watching other Baate and reporting on their activities. For the demonologist, osyluths can provide an invaluable source of information on other Baate, though they are unlikely to have anything as notable as the true name of a demon. On the other hand, they can readily provide the practitioner with details on summoning rituals, if his own research is incomplete or suspect.



Demonic Family: Baate

Pentagram Component:

Silver powder (500 gp)

Summoning Focus: Large quartz overlaid with fine silver wire (1,000 gp)

Kyton

The chain-shrouded kytons are powerful combatants and it is for this reason many demonologists are interested in gaining their service. By preparing an area for them to guard with many lengths of chain, the practitioner is effectively able to stall or halt any advancing enemy with a single kyton as it utilises its ability to control the chains and attack intruders.

Demonic Family: Baate

Pentagram Component: Powdered masterwork chains (650 gp)

Summoning Focus: Masterwork spiked chain inlaid with silver (1,000 gp)

Special: Summoning ritual must be conducted underground



Hellcat

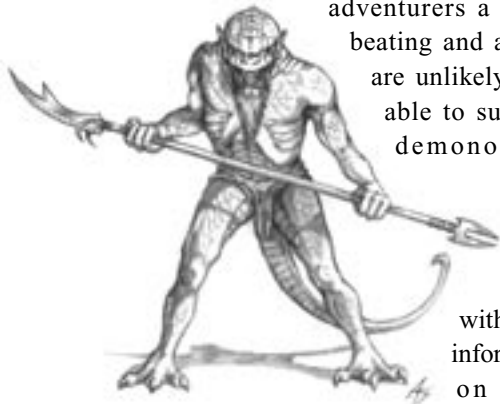
Hellcats are often employed by demonologists wishing to track down an enemy who may be too powerful for the lesser hell hounds to effectively deal with. They are superior in many respects and intelligent enough to approach a target through tactically-adept ambush rather than merely making a costly direct assault.



Demonic Family: None
Pentagram Component: Powdered lion bones
Summoning Focus: Complete lion mane

Barbazu

Where powerful demons may raise hordes of lemures to destroy their enemies within the infernal planes, it is the barbazu that are given the task of leading them, spearheading attacks as vicious shock troops. A single barbazu is capable of giving even a party of accomplished adventurers a severe beating and as they are unlikely to be able to supply a demonologist



with much information on other Baate, they are typically used purely for their combat abilities, which are considerable. A barbazu unleashed upon an enemy is usually enough to guarantee his destruction.

Demonic Family: Baate
Pentagram Component: Silver powder (500 gp)
Summoning Focus: Masterwork silver-tipped glaive (1,000 gp)

Erinyes

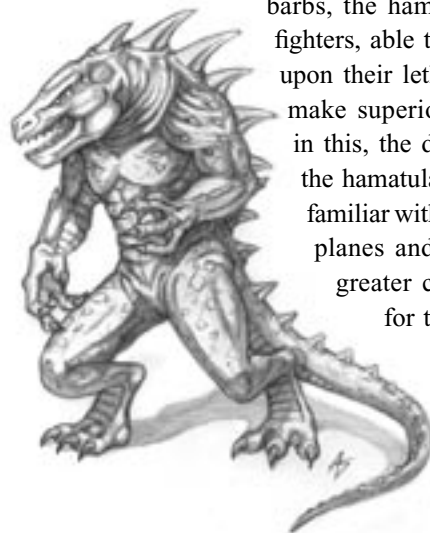
Like her Tanar counterpart, the succubus, an erinyes is one of the demonic entities all demonologists strive to uncover summoning rituals to. The reasons for this are varied but it is often said that no practitioner can consider himself a true demonologist until he has called upon either an erinyes or a succubus. Most are used either as information sources on demonological matters or to cause the temptation and downfall of an enemy, which they excel at. Less dedicated practitioners may well summon such creatures simply as tools of comfort to distract from lonely nights of intense research.



Demonic Family: Baate
Pentagram Component: Powdered female elven hair
Summoning Focus: 50' silken rope, threaded with gold (1,000 gp)

Hamatula

Seven feet tall and covered from head to tail with sharp barbs, the hamatula are vicious fighters, able to impale enemies upon their lethal bodies. They make superior guardians and, in this, the demonologist uses the hamatula in a service it is familiar with upon the infernal planes and can guarantee a greater chance of success for the instructions he issues.



Demonic Family: Baate

Pentagram Component: Silver powder (500 gp)

Summoning Focus: Undamaged feather of a roc

Succubus

These are, perhaps, the most famous of all demons and are certainly the ones of which most stories are told. Taking the appearance of stunningly beautiful human women, they seem utterly flawless. Only in their natural form is any hint of demonic power revealed, with their large bat-like wings and eyes that actually glow with an evil and twisted light.



Their uses, as far as the practitioner is concerned, are much the same as those for an erinyes though greater stature is given to a demonologist able to summon a succubus as the summoning rituals tend to be somewhat more complicated.

Demonic Family:

Tanar

Pentagram

Component:

Powdered female human hair

Summoning Focus:

Pure silver brush and mirror (1,500 gp)

Special: Summoning ritual must commence at twilight



so are sometimes called upon to destroy another demon a practitioner knows has been set upon him.

Demonic Family: None

Pentagram Component: Silver powder (500 gp)

Summoning Focus: Silver capped skull (2,500 gp)

Special: Summoning ritual must take place in a place of burial

Cornugon

Standing at nine feet tall, a demonologist confronting one of the cornugons for the first time is likely to experience no little trepidation and this has led to the downfall of more than one practitioner. They are covered with scales and their huge wings and tail, combined with the aura of fear they almost constantly radiate, can quake the heart of the mightiest warrior. Excelling in battle, they are most often used by demonologists who require the death of an especially strong enemy.



Bebilith

The bebiliths are some of the most terrifying demons to behold, a factor that many demonologists considered when summoning them to use as hunters. Looking like huge and demonic spiders, bebiliths are capable of rending an enemy apart and their fangs constantly drip a lethal and viscous poison. They are particularly skilled at destroying Tanar, a duty any bebilith will relish, and



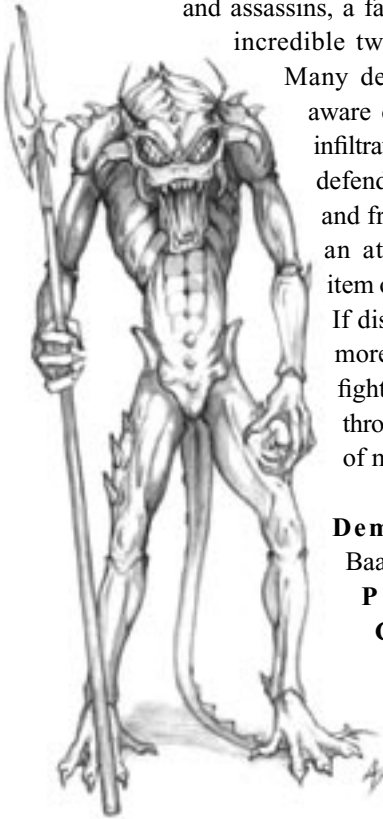
Demonic Family: Baate

Pentagram Component: Powdered bones

Summoning Focus: Powdered mantichore wings mixed with powdered gold (2,500 gp for the gold only)

Gelugon

Armed with huge spears to match their wickedly sharp claws and spikes, gelugons are deceptively adept spies and assassins, a fact belied by their incredible twelve-foot height.



Many demonologists are aware of their ability to infiltrate the most heavily defended of strongholds and from within launch an attack or steal an item of immense value. If discovered, they are more than capable of fighting their way free through great numbers of mortals.

Demonic Family: Baate

Pentagram Component: Gold powder (1,000 gp)

Summoning Focus: Large egg-shaped ruby (5,000 gp)

Vrock

At eight feet tall with huge wings and vicious vulture-like heads, the vrock are, for many, the archetypal demon. Amongst practitioners of the black art, they are seen as something of a watershed. A demonologist able to summon and control a vrock has survived many challenges in his work without pushing himself too fast and is clearly capable of proceeding further down the Dark Road through the summoning of the greatest demons of all. Vrocks are typically used as pure battle demons, capable of slaying hordes of lesser attackers, be they mortal or demonic. This demon is the reason many demonologists are called upon by armies led by men of few morals, in order to guarantee a victory.



Demonic

Family:

Tanar

Pentagram

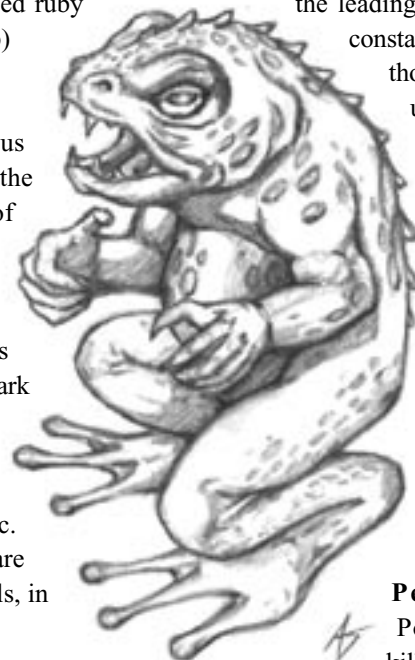
Component: Elven blood

Summoning Focus: Golden weapon of medium size or greater (5,000 gp)

Special: Summoning ritual must take place at the site of a battle, recent or ancient.

Hezrou

Even more powerful than the mighty vrocks are the hezrou and in the infernal planes they are often used in the leading of lesser demons during the constant wars and strife that consume those dark places. Eschewing the use of weaponry, their huge toad-like mouths are lined with incredibly powerful teeth that can bite through the toughest armour. They are also one of the more intelligent of the Tanar and devote their intellect to the prosecution of war and the destruction of anything that stands before their masters' ambitions.



Demonic Family: Tanar

Pentagram Component: Powdered skulls of warriors killed in battle

Summoning Focus: A war banner at least one hundred years old

Glabrezu

Despite being incredible opponents in battle, the main strength of the glabrezu lies in subtlety. Just as the succubus tempts mortals with passion, the glabrezu beguiles them with dreams and promises of power in the material worlds. It takes a wily demonologist to fully realise this capability rather than merely sending the demon to destroy all around it. The glabrezu is to

be considered for any practitioner who wants to ruin his enemies utterly, rather than destroy them outright, though this is likely to take a great many summoning rituals to accomplish as the demon is constantly called back to carry out the next part of a long, tortuous and twisted plan of ruination.

Demonic Family:
Tanar

Pentagram Component:
Gold powder (1,000 gp)

Summoning Focus: Large diamond (6,000 gp)

Special: Summoning ritual must begin at the rise of a full moon

Nalfeshnee

Looking like a huge twenty-foot-tall cross between bear and boar, the nalfeshnee is amongst the strongest of all the Tanar and even a balor might reconsider attacking one without suitable advantages. They are incredibly bloodthirsty and yet prefer to outwit opponents over protracted periods of time rather than merely tearing them apart. Few can stand up to the fury of a nalfeshnee enraged but a demonologist may encounter additional problems in compelling this being into direct battle, such is its reluctance at times.

Demonic Family: Tanar

Pentagram Component: Powdered rope used to hang an instigator of genocide



Summoning Focus: Golden mirror at least four feet high (7,000 gp)

Pit Fiend

Pit fiends are amongst the most notorious of all demons, being the undisputed heads of the Baate family, though it is not known how many actually exist. They are immensely powerful beings and a demonologist is well advised to exercise a great amount of care when summoning and attempting to control such might. They are capable of succeeding at virtually any task the demonologist may set before them but their incredible wills have the potential to destroy the very minds of any foolish enough to make a mistake in a summoning ritual.



Demonology - The Dark Road

Demonic Family: Baate

Pentagram Component: Platinum powder (5,000 gp)

Summoning Focus: Magical weapon of medium size or greater, with minimum +1 enhancement bonus

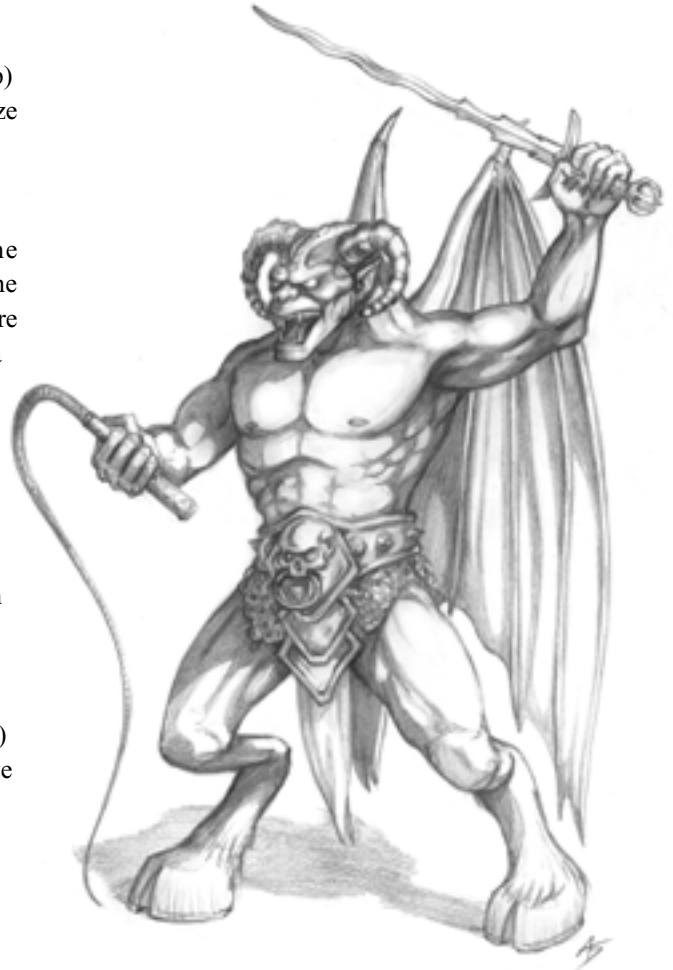
Marilith

Mariliths represent almost the pinnacle of the demonological arts, being nearly as powerful as the notorious balors. They are superb tacticians and are often employed by practitioners wanting to gain a strategic edge on a military enemy, though they are also well-versed in politics of low cunning. Within the infernal planes they are often to be found in the service of the highest demonic royalty and thus they do not take to being summoned by mortals with any degree of complacency. A practitioner calling up a marilith is one who must be utterly certain of his own abilities.

Demonic Family: Tanar

Pentagram Component: Emerald powder (5,000 gp)

Summoning Focus: Magical weapon of medium size or greater, with minimum +2 enhancement bonus



Balor

For those demonologists ignorant of the higher demonic powers, the absolute rulers of the infernal planes, the balors represent the only worthy goal of their art. To summon and control a balor, to dominate it by sheer force of will is the dream of most practitioners. It requires an incredible attention to detail and few scruples to mass the knowledge and tools necessary to stand any chance of success in the control of the mighty balor, with even the most accomplished demonologists gambling their chances as no better than fifty-fifty. The mere presence of a balor towering over a summoner, wreathed in flames as it glowers down is sufficient to break the concentration of any lesser practitioner and thus few survive their first encounter with the leaders of the Tanar.

Demonic Family: Tanar

Pentagram Component: Diamond powder (6,000 gp)

Summoning Focus: Magical weapon of large size or greater, with minimum +3 enhancement bonus



Santado forced his excitement to the back of his mind as he began the final quatrains of his incantation. He had finally found all of the information and items he required to attempt this summoning. It had taken him a full seven hours to draw the pentagram and elaborate runes that now glowed slightly before him. Prior to that, there had been six months of collecting components and scouting a suitable location. These were but blinks of the eye compared to the seven years of painstaking investigation and research that had allowed Santado to set his feet on the Dark Road.

He felt the hairs on his arms and the back of his neck rise as the power he controlled began to course through the carefully scribed pentagram, causing it to glow brighter. The large gold mirror in the centre of the summoning area began to glow as well. His breath fogged slightly in the pallid light, making his ancient words nearly visible as he chanted. Santado felt the Power tear at his will, trying to force itself free of the restrictions he had put on it. The luminosity of the pentagram and runes throbbed in time with his chant casting eerie shadows that brought to mind the silhouettes of hanged men on the walls of the chamber.

As Santado finished his incantation a loud thunderclap echoed through the summoning chamber accompanied by a noxious cloud of thick yellow smoke. The demonologist clapped his hands bringing forth a breeze that tattered the bilious fog, clearing the air and revealing the demon he had laboured so diligently to summon.

Hunched in the centre of the casting circle squatted a huge, misshapen figure. Large cloven hooves glinted dully in the waning light of the pentagram. Its powerful ursine body was matted in thick fur bristling into a shaggy ruff that covered the massive shoulders and neck. The head of the demon was that of a gargantuan boar with three sets of gleaming, razor-sharp tusks. Santado had never imagined the demon would be so huge though he had read hundreds of descriptions of the bloodthirsty nalfeshnee. The demon rested its sharp taloned paws on its knees as it looked around the chamber.

‘What soul-bearer calls me?’ The creature’s voice grated against Santado’s ear sounding like a combination of crumbling rock and tearing metal.

The demonologist swallowed past the growing lump of fear in his throat and forced strength into his voice. Any sign of weakness now would lead to his swift demise. ‘I do.’

The demon’s lip curled with disgust. ‘You, little man? Who are you to summon me?’

Santado smiled, ‘You’ll not get my name so easily. You may call me Master.’

The nalfeshnee’s hackles bristled as it rose to a crouch. ‘Think you that this puny barrier will hold me? Watch your words, human.’

Santado allowed himself a smug smile. ‘True. The circle cannot hold you, but my knowledge of your *true* name will, Epok.’

The demon cringed and scowled, ‘What did you call me?’

‘Your true name – Epok.’

The demon’s muzzle split in an unholy grin. ‘That is not my name, little braggart.’

Santado’s eyes went wide. His stomach lurched as he felt the Power surge unchecked around him as the nalfeshnee stood to its full height. ‘B - but the texts . . .’

‘That is not my problem.’



DESIGNER'S NOTES

Well, *Demonology – The Dark Road* is finally complete and I can take a well earned break. Until it is time to start writing *Necromancy – Beyond the Grave*, the next in line for the *Encyclopaedia Arcane* series, of course.

When the idea of doing a supplement based purely around the process of summoning and controlling demons was first dreamt up, I knew the whole feel had to be dark and insidious, as befitted the practice. Looking back through the chapters, I believe we have knocked the nail right on the head.

From the very start, I wanted demonology to actually feel different from other forms of magic. After all, we were looking at summoning and controlling insanely powerful creatures from the lowest regions of the infernal planes. We had to get that across to players. We also had to give a reason for players to try their hand in the practice rather than relying on *magic circle* and *planar binding* spells at higher levels. The idea of risk versus reward started to form.

With the system presented here, there is no strict level progression as with other character classes. On achieving 6th level, you don't automatically gain the ability to summon and control, say, an erinyes. Instead, we have left it to the discretion of the individual player as to what they believe they can attempt and the Games Master retains absolute control as to what demons may appear in his campaign. As the rules slowly began to take shape, we started to lay more and more traps for demonologist characters – there is always the temptation to go a little too far and pay a heavy price as a result. The *mask of disguise* is a perfect, though minor, example of this. Imagine, if you will, a demonologist who has suffered possession by two or three demons and is terribly disfigured, forced to live as a recluse whilst the rest of the party enjoy themselves in the comforts of civilisation. One day, he finds the *mask of disguise* in some ruined keep and, behold, his problems are over as he finally returns to normal. The question then is, does he risk possession one more time to summon a powerful demon, knowing the mask will not serve to hide further disfigurement? The practice is loaded with such traps – have fun finding them!

So, who in the nine hells will actually risk their character in demonology? Well, risk is always balanced with gain – a demonologist will gain power through the demons he summons more rapidly than an ordinary wizard

will with his own arcane skills, though the former is unlikely to survive completely unscathed. The successful demonologist player will be good at calculating odds and will *always* have a plan in case things do not go as they should during a summoning. It does not matter how good a demonologist you are – there is forever the possibility of failure.

With all this in mind, it became impossible for us to recommend demonologists as purely non-player characters. They were just too much fun and that is, after all, the point of the game. I promise you, you will see other players begin to run when the demonologist announces he is going to attempt yet another summoning!

There are three potential areas I can foresee some players having a problem with regarding these rules, so let me try to pre-empt you:

1. The use of the word demon. Yes, we know devils are not demons and that collectively they are called fiends. But fiendology just does not have the same ring to it. Thus, for the purposes of this book alone, all are called demons.
2. We have used Challenge Ratings rather than Hit Dice to grade demons throughout, particularly in the summoning and controlling rules. Challenge Ratings, by their very nature, tend to be a bit woolly but they do provide a reasonable ballpark and also allow demons from other publishers' supplements to be integrated with the least amount of work on the part of the Games Master. At the end of the day, a Games Master is free to alter the Challenge Ratings of demons in his own campaign as he sees fit.
3. Finally, yes, we are aware there is no such word as summonation. But this is fantasy and the word fits – deal with it!

I sincerely hope you enjoy these rules as much as I have. Try not to run too fast in the art and perhaps I'll see you at the end of the Dark Road.

Matthew Sprange

RULES SUMMARY

Research Summary

Identify demonic text: *Demon Lore check DC 15*

Comprehend demonic text: *1d3 days + CR of demon, Demon Lore check, base DC 20*

Summoning Check

DC 10 + Demon's CR

Modifiers

Expertise + Demonology Class Levels
Study and Preparation + Demonologist's Intelligence Bonus
High Quality Components +1-3
Slow Ritual +2
Previously Summoned Demon +1
Distraction -1 per Other Creature Present
Hurried Ritual -4

Control Check

DC 10 + Twice Demon's CR

Modifiers

Expertise + Demonologist's Level
Force of Will + Demonologist's Charisma Bonus
Greater Name Known +5
True Name Known +10
Blood Sacrifice +1
Soul Sacrifice + Character Level of Sacrifice
Soul Sacrifice of Paladin or Good Cleric + Twice Character Level of Sacrifice
Soul Servitude + Three Times Summoner's Character Level
Slow Ritual +2
Previously Controlled Demon +1
Distraction -1 per Other Creature Present
Hurried Ritual -4
Additional Instructions -2 Cumulative
Repeated Summoning -1 per Attempt Cumulative Within 30 Days
Possessing Another -4
Group Ritual + total class levels, divided by 3
Multiple Summonations -1 per demon
Strength of Personality Feat +2
Binding -6

Falun cursed as he heard the bell over the door ring. He was sure that he had locked the door before retiring. He cursed again and slowly eased his old bones off his cot. 'The sign says 'closed,' can't you read?'

The old sage pushed the curtain aside and blinked into the dim twilight of his shop. He made out a vague robed shape standing just inside the door. 'Who are you?' When the figure stepped forward Falun recognised him as the young upstart Santado, but twisted as if some much larger creature had donned his skin.

'You don't look so well, old man. Cut it a bit close this time, didn't you?'

Falun's face split in a toothless grin. 'Ep'kD', how good to see you.'

The figure's eyes flashed luminous green as it snarled, 'One of these days, you will make a mistake, human.'

Falun shook his head. 'You've been saying that for two hundred years now, old friend. If and when I make a mistake, you will be long gone. Be content with the souls I send you. Now about our arrangement.'

'I tire of this game, old man.'

Falun smiled, stretching his limbs as they revitalised with the demonic energy flooding into them, marvelling at his new-found strength of youth.

'That is not *my* problem.'





Imp

Balor

Glabrezu

Pit Fiend

Glabrezu



NECROMANCY - BEYOND THE GRAVE

Throughout the civilised lands of man, dwarf and elf, the practice of necromancy is universally shunned, its knowledge suppressed and its practitioners persecuted. Only now, with the advent of *Necromancy – Beyond the Grave*, are the darkest secrets of this terrible and frightening magic finally revealed. One skilled in wizardry or sorcery may use this tome, for good or ill, and tap the powers inherent beyond death for their own direct benefit. For those willing to risk the wrath of a society opposed to the art, mastery of necromancy may bring the most potent of magical energies to command.

As with any of the black arts, the practitioner runs the very real risk of succumbing to the same forces he is seeking to harness. Continued exposure to the powers of death can inflict a terrible toll upon both body and sanity, causing the necromancer to gradually become more like the undead under his control. The physical dangers are all too real, the slow corruption usually going unnoticed for a great amount of time as the practitioner, consumed by his studies, ignores the first effects. Few true masters of necromancy continue completely unscathed, their magicks constantly draining their humanity with each casting until their bodies become little more than dry husks, mere vessels for the incredible mind and will that drives them to fulfil unearthly ambitions. Others choose merely to dabble in the art but the corrupting influence of necromancy may begin at any time and its effects are permanent. So too is the lure of power the practice can offer and many practitioners are propelled by their research, pursuing such promises even as their own body and mind begin to break under the strains imposed.

The fact necromancy, that is, the study and control of the forces that arise from death itself, is reviled throughout the world is easy to comprehend. Whilst many dark arts and forbidden lores exist within the realms of magic, necromancy is often deemed the lowest, the tool of the irrevocably evil. Whatever his true intentions, any necromancer manipulates the streams of magic around him to alter the effects of death and what passes beyond. Corpses may be raised from the earth to walk once more, spirits can be recalled to speak with the living and, as a practitioner's power grows, the very forces of life and

death may be touched upon and made manifest within the material world. Such actions are repugnant to most for they are the very perversion of all that is natural – necromancers play with powers that mortals were simply never meant to touch, that once only the gods themselves were able to bring into effect. Necromancers are people who can prove there is indeed life, of a sort, beyond the grave.

NECROMANCY – BEYOND THE GRAVE

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to greatly expand the use of necromancy within their campaign. You will find chapters dedicated to those who practice the art, as well as a plethora of new spells that, finally, fully flesh out the necromantic school of magic. Necromantic feats are also featured, allowing characters to tap directly into the powers of undeath, channelling the negative energies through their own bodies, though rarely without cost.

Necromancy will always be a magical art vilified by civilised societies and this alone is enough to push many potential practitioners away to far safer pursuits. The few who choose to master this magic, however, may suffer terrible afflictions caused by the forces they wield but may just possibly learn the true nature of the boundaries between life and death. Ultimately, what greater knowledge and power is there?

Arathriell looked up from her book and smiled slightly at her companions as they sparred. Gudge had just soundly boxed the ears of the young human who still sat blinking in the rumpled grass of the clearing. It never ceased to amaze her that the pair seemed always to be fighting, whether each other or actual foes. It was a facet of the warrior mind-set Arathriell could not fathom. Peron rubbed the side of his head as the dwarf helped him to his feet. She returned her attention to the book once more. It truly was a rare find. Arathriell had recognised it almost immediately as a copy of one of the ‘tomes of the dead’ discussed only in whispers at the college where she had received her training. She had thought never to find such lore in her lifetime let alone actually possess it. She quickly found her place again and resumed her reading. *There are entire planes of existence, far from the material world, comprised entirely of negative energy. These are dark places, filled with matter and energies that are the pure antithesis of any unprotected life, annihilating it utterly upon contact.*

Peron’s loud grunt as he again went sprawling in the bruised grass of the improvised arena, followed by the dwarf’s throaty laughter, made Arathriell look up again. ‘Maybe you should take to reading with Ara over there— it might suit you better than a warrior’s life,’ Gudge managed to gasp between chuckles.

Peron smiled and plunked down next to the interrupted mage. ‘Mayhap I will. What’s she reading? Perhaps I’ll turn in my sword for a quill.’

Arathriell closed the tome around her finger. ‘Nothing you would be interested in, I am quite sure.’ She could just imagine the pair’s reaction should they learn that she was reading about the creation of the creatures that had nearly killed them all. The young man arched his brows mischievously. ‘How can you be so sure? I might just surprise you.’ He deftly snatched the book from the woman’s hands and rolled to his feet before she could react. ‘Let’s see what we have here,’ Peron began to read aloud, ‘*There are certain places in the world that seem to naturally funnel and concentrate negative energy, thus giving a greater chance of undead being created when any creature dies.*’ The young fighter frowned, his good humour dashed.

Gudge spat and made the sign against evil. ‘For the love of the gods, woman, why would you want to read something as awful as this?’

Arathriell glowered as she grabbed her book from Peron. ‘I just found it a few days ago. This was the first chance I had to read it.’ This was not entirely true, she was nearly finished reading the portions she could understand, and had already tried some of the lesser magicks it contained, with no small amount of success.

‘Found it! More like barely survived to drag it along. Sell it to pay the priests for healing, *that* is what you should do.’ Gudge crossed his arms and glared at the young woman. ‘I’ll not travel with a would-be mistress of the dead.’

Arathriell sighed, ‘The whole book may not be about the undead... I’ll know more when I’ve finished reading. If it contains nothing of use to me, I will sell the book.’ *Or at least make sure that you never see me read it again,* she added to herself.

‘Ara, promise us that you’ll get rid of it.’ Peron’s face was uncharacteristically sombre.

Her affection for the young fighter nearly made Arathriell speak before thinking. After a moment, she said, ‘If there is nothing of interest in the book, I promise I will sell it.’ *That’s not really a lie, there is much of interest in it, so I’ll not have to sell it,* she rationalised.

The dwarf shook his head. ‘If ever I meet a mage or a woman with good sense, I’ll shave my beard. If I ever meet another female mage, I’ll run.’

The mage tucked the book in her pack and watched her companions with itching boredom as they continued their seemingly endless sparring. *You do your training, I’ll do mine.*



NECROMANCY - AN OVERVIEW

The art of necromancy covers far more than the raising or, more correctly, the animating of corpses and the speaking with spirits of those long since dead. Instead, it comprises a multitude of disciplines, each distinct and yet related. The accomplished necromancer is at least familiar with all and will strive to seek mastery of several. Such wizards are renowned for considering all matters dead as their domain. This inevitably leads to a desire to manipulate the forces of death and undeath, thus placing practitioners at odds with societies as a whole, their art seen as a perversion of the natural order of the world. Death is considered the final end of all things by most civilisations, at least in the material world, and so for a necromancer to meddle with such powers, to bring the appearance of life to a corpse or to recall a spirit of the deceased is a hideous aberration at best. Whatever their true motivations and ambitions, necromancers will always face a degree of mistrust and suspicion amongst their arcane peers and be viewed as downright evil by the common man. After all, if a man buries his wife today, what will he make of a wizard who has the ability to call her corpse from the grave tomorrow and cause it to walk in a grotesque parody of her former life?

The scope of necromancy is far broader than the nightmares of civilised folk, though if the full truth were to be made known to all, it is possible that practitioners would not be tolerated even in sorcerous circles. Many wizards dabble in necromantic magicks, pursuing spells and prestidigitations they merely consider useful, even whilst remaining ignorant of their true source of power. Others might actively pursue necromancy in their spellcasting but shy away from the greater secrets, whether through ignorance of their existence or moralistic reasoning. Very few embrace necromancy completely, to the exclusion of all else, and so the practice is much shrouded in mystery, with very few secrets of the lore passing from one necromancer to another. The loss and subsequent rediscovery of this knowledge can be a long and painful process, and without the dedicated research

Negative and positive energies are two direct opposites any mage may tap. But nothing good or wholesome ever came from negative powers.

Old adage from the School of Magic

of mainstream wizardry, can sometimes pose great danger. Whilst such blithe ignorance persists in the art, so too will the notion that necromancy is inherently evil, as are those who pursue the black knowledge.

NEGATIVE ENERGY

To assume that necromancy is the full and complete study of death and what lies beyond is something of a misconception, though the lay reader may fail to see the truth. Principally, the art teaches the manipulation of negative energies, a term that, understandably, has certain connotations of evil and ill will.

Negative energy is but a basic part of the structure of the universe, as natural as the sun rising by day and the moon by night, though many are those who choose to ignore this. There are entire planes of existence, far from the material world, comprised entirely of negative energy. These are dark places, filled with matter and energies that are the pure antithesis of any unprotected life, annihilating it utterly upon contact. It is important to draw a distinction between such places, however, and the infernal planes of demons, devils and fiends which are truly the seat of all that is dire and evil.

This negative energy is also to be found in the material world, though it exists in equilibrium with all elements and forces and, in its way, is as necessary as any of the others for the continuation of the world. This is the source of power all necromancers seek to harness and control during their research and spellcasting. That negative energy is bound closely with death is beyond dispute and this is the reason a necromancer of any great power is often seen as a master of the dead. Such energies are not often the actual cause of death in any mortal creature, be it sentient or otherwise, but they are intrinsic to the transformation between life and death. When any creature dies, the negative energy present in all things accumulates and concentrates in a massive release felt keenly by those with a sensitivity for such things. Everything the creature ever was in life, all its thoughts, feelings and experiences shape the negative energy that flows through its very spirit at the moment of death, possibly causing great ramifications elsewhere in the world. The energy released by the death of, say, a mere squirrel may be of little note to mankind, but the final end of a great hero witnessed by the greater gods themselves may reverberate throughout the natural

world, carried by the convoluted streams of negative energy to cause great and terrible natural disasters on the other side of the globe.

Such great events are rare and virtually impossible for any mortal to predict precisely. The art of necromancy instead concentrates on more local sources of negative energy for its power. A small proportion of necromancers are adept at utilising the great rush of negative energy caused at the moment of death in another but most seek to call the power to themselves from their immediate surroundings and from there, manipulate it to their own ends. Negative energy is present everywhere, bound into the very fabric of the material world and thus every rock, tree, even creature will always have a tiny amount flowing through them that a necromancer may draw upon. This is the principle cause of entropy and is the reason why nothing lives forever, for every living creature dies a little each day as it is touched and caressed by this life-destroying force. In the very greatest magicks of the art, a necromancer will become a potent conduit for these energies, causing them to rush towards him where they will be concentrated before being unleashed, much the same as takes place in actual death.

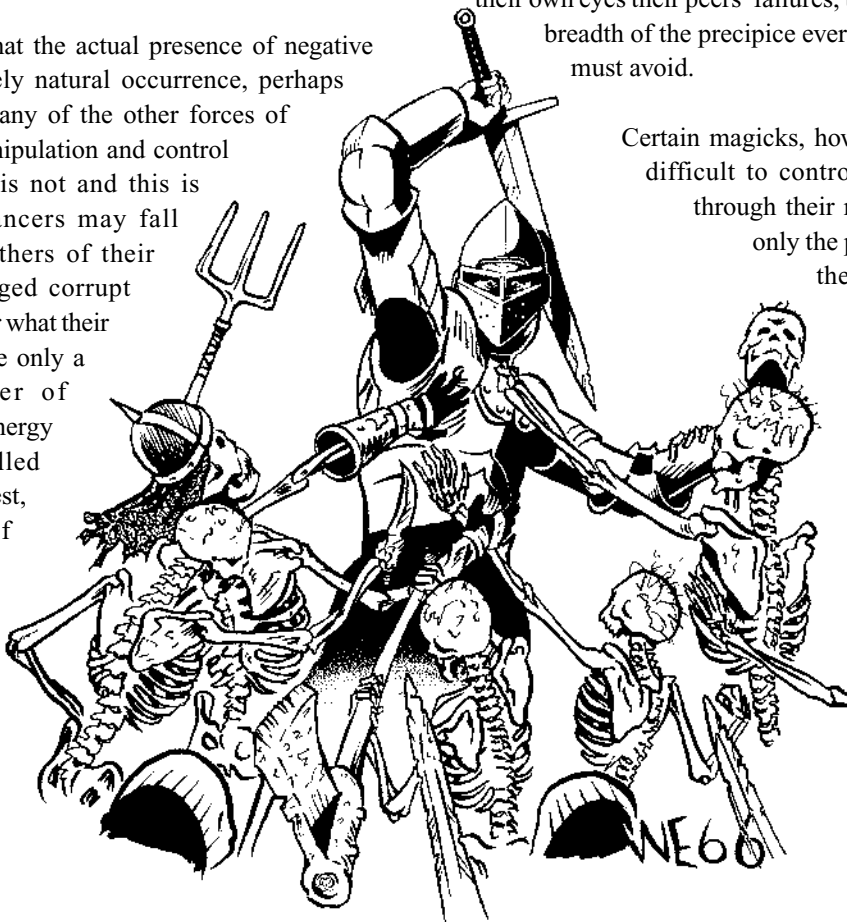
It can be seen that the actual presence of negative energy is a purely natural occurrence, perhaps as necessary as any of the other forces of nature. The manipulation and control of it, however, is not and this is where necromancers may fall foul amongst others of their kind, being judged corrupt and evil no matter what their intent. There are only a certain number of ways negative energy may be channelled and made manifest, and very few of these may be considered acts of good,

or even decent by the standards of civilised societies. When unleashed, this magic may grant a practitioner tremendous power. He will be able to cause unreasoning, gut-wrenching fear in his enemies, drain the very life essence from them or raise an ancient ship from the bottom of the sea to wage his wars. But he will be utterly unable to stimulate the growth of a single flower or feed the hungry with his art. In controlling negative energy, a necromancer is courting dark and dangerous powers.

THE PRICE TO PAY

All magic, to one extent or another, poses inherent dangers to those who would tame the wildly fluctuating powers and so the practice has evolved many methods throughout the ages to reduce such risks. The first lessons any apprentice is forced to endure are designed to both illustrate the potential harm misused magic can do, thus granting a deep-rooted respect for the art early on, and to teach common wards and bindings necessary to cast low level spells without uncontrollable feedback consuming the novice utterly. Very few fully appreciate the damage poorly wielded magicks can do and only the oldest and wisest practitioners, who have seen with their own eyes their peers' failures, truly understand the breadth of the precipice every arcane spellcaster must avoid.

Certain magicks, however, are far more difficult to control than others and, through their misuse, destroy not only the practitioner but also the land and peoples surrounding him. Such disciplines quickly gain reputations as being dark or black arts. The two most notable examples are, of course, demonology and necromancy, though less powerful fields, such as witchcraft, are also addressed in the same way by the lay person.





Necromancy - Beyond the Grave

The vast majority of known necromantic castings are safe in use by any accomplished wizard or sorcerer. Spells that tapped the negative energies of the world were discovered long ago and so are relatively well known in modern times. Any wizard can call upon the power of *chill touch* or *contagion*, as the wards and safeguards that protect him from the ravages of the negative energy harnessed are written into the fabric of the spells themselves and are automatically enacted whenever a casting is performed. Most so-called necromancers limit themselves purely to these spells, though any wizard may employ them, given access to the required knowledge. Such a necromancer will progress faster than his more cosmopolitan contemporaries as he concentrates purely in the necromantic field but he may spend his entire career developing his skills and never guess far greater powers reside within the realms of negative energy. A few may just see the potential in their studies but be warded off by the seemingly inevitable dangers further progress will bring. A tiny number, however, will fully embrace all knowledge concerning their chosen field of magic whatever the cost. These are the true masters of necromancy.

In channelling negative energy, in calling it forth, concentrating the power within him to be used in magical works, a wizard is quite literally gathering the same energies a dying man does. To any with the sight of such things it will look very much as if he is dying, the negative energies being brought together to take his spirit away from the material world. Whilst the better known necromantic practices possess the safeguards that protect a wizard from the ravages of negative energy, further progress into the understanding of necromancy as a whole proceeds without these wards and barriers.

When negative energies are called upon to be used in the deepest and blackest of necromantic practices, the practitioner must face the life-sucking wind passing through his very body, feel it begin to chip away and erode his magical defences as it begins to annihilate his spirit. Negative energy and living matter cannot exist together for they are essential opposites. This is the chasm every necromancer must bridge every time he uses his arcane talents.

Prolonged exposure to raw negative energies without the appropriate safeguards place a necromancer directly in harm's way. The effect these energies have on a living creature can be both marked and painful to endure. A body can be literally drained of its living force, becoming no more than a husk, twisting in the most hideous of ways, so that claws or talons grow in the place of hands, or that the face sinks into itself so only a dry skin-covered skull remains. Such energies also have the strength to shatter minds by exposing the practitioner to the most dreadful of nightmares. Ultimately, the continued practice of manipulating negative energy directly will all but kill the wielder, with only his powerful mind and knowledge of necromancy keeping him from the grave. He will gradually become a terrible undead creature himself though, it has to be said, this kind of immortality is exactly what some practitioners seek in their study of necromancy.

Few necromancers ever reach this end. Most flee the practice when they see just what effect exposure to negative energy has upon them. Others blindly follow the art, heedless of the costs, only to have their minds broken or their bodies so weakened they can no longer continue the magic that has consumed their lives. A

‘For the love of the gods, what is that smell?’ Gudge covered his nose and mouth with a gauntleted hand as his eyes began to water.

Arathriell sniffed then shrugged. ‘I don’t smell anything.’

Peron blinked and turned his head. ‘I think it’s coming from your pack, Ara.’

The mage arched a brow and opened her pack. She inhaled deeply, rather enjoying the putrid miasma of her spell components. ‘Ah, here’s the culprit. These rations must have been improperly dried.’ She tossed a small packet of dried meat to the side of the road.

As her companions watched the parcel arc into the grass, Arathriell quietly cast the odour-masking glamour she had created for just this purpose. She closed her pack and smiled at her companions. ‘That should take care of it.’

smaller fraction master the practice though, and these are truly mages of awesome might. They trade their bodies, minds and spirits to become an undead thing, capable of controlling the forces of negative energy at will and with little further risk. As to whether such a trade is worthwhile and fair, who can say?

CREATURES OF UNDEATH

When thinking of necromancy, even a learned wizard of another school of magic may be forgiven for immediately conjuring images of a legion of zombies and skeletons, raised from the grave and under the total domination of their evil master. As with many of the black arts though, misconceptions persist and few realise that a necromancer may go through his entire career without having animated a single corpse or given unlife to the most dire of creatures such as mummies, vampires and spectres. The practice of necromancy revolves around the manipulation of negative energy, *not* the creation of undead. The two are closely related, however, and given that animating the dead is relatively easy for one who has mastered the control of negative energy, there are few necromancers who do not rightfully earn the title Lord of Death.

All undead creatures are, in one way or another, created through the application of negative energy. However, it does not follow that all are intentionally created by necromancers. Negative energy, as we have seen, is a natural force when concentrated into a being upon its death. In unusual circumstances, strange things may happen.

In the normal course of events, a creature dies, negative energy is drawn in and then dissipates as the body grows cold and the spirit departs. Such energy is a potent force though and if any lingers or is trapped by any means, then the corpse may indeed walk once more or the spirit remain in the material world. Charged with negative energy and driven mad by the nightmares they continually witness, if they remain sentient at all, these creatures pursue the living with a vengeance. Whether it is through a conscious jealousy of those who still possess life or the power of negative energy naturally driving them to destroy, the newly created undead usually becomes twisted and evil, seeking to bring an end to all living creatures. This is why the world is plagued with such undead as ghosts, ghouls, wraiths and many more, creatures created through natural means to wage

an unending war against the living. In their own way, these undead creatures are not aberrations at all, not the perversion of nature many presume. They are however, utterly twisted and the very nemesis of life.

As to when a creature of the undead may actually arise naturally is extremely difficult to predict, even for those with a greater understanding of negative energy. There are certain places in the world that seem to naturally funnel and concentrate negative energy, thus giving a greater chance of an undead being created when a creature dies. Events can also gather larger amounts of these energies, with huge battles, the scenes of great slaughter, being an obvious example though the side effects of powerful magicks have been known to give much the same effect. Finally, a spirit itself may possess the inherent will to remain upon the material world to fulfil some great purpose that drove it on in life. It is easy to see that undead would continue to exist upon the material world whether or not necromancers remained to create them intentionally.

THE ARCANE AND THE DIVINE

It is relatively common knowledge that the priests and clerics of the more malevolent deities often gain the ability to create and control the undead. What is not generally known is that the powers of a religious body, fuelled by dark but divine power, can easily exceed those of even the most experienced necromancer. For clerics to have such capabilities can sometimes pose a problem for some necromancers, particularly if they are competitively engaged against religious bodies. Few faiths are able to duplicate arcane wizardry to any great extent and necromancy is alone in being exceeded in certain areas, especially when it comes to the creation of undead.

The necromancer, however, has many weapons at his disposal and several advantages above the use of divine magic in his field of expertise. First, he is not beholden to the wishes of any greater deity and may always act as he chooses without running the risk of losing his powers if he fails to obey every tenet of a faith. A necromancer's skills are his alone. Second, as well as being a master of negative energy, necromancers also tend to be accomplished wizards in their own right and there are few who cannot supplement their animating of zombies with a well-placed *magic missile* or *fireball*. Finally, the direct manipulation of negative energy, going far beyond mere spellcasting, can produce powerful effects



that may duplicate the divinely-granted forces of a cleric, though admittedly at some cost to the practitioner. A master of necromancy, one who has devoted his life to the study of the art, has little to fear from the religions of the world who look to the creation of undead to further their schemes. The full range of his powers will be far beyond their limited understanding.

BEYOND THE GRAVE

In this chapter, we have covered the basic practices of necromancy in the briefest of detail. Far greater knowledge lies further into these pages.

Throughout this book, we will cover many new abilities a character following the path of necromancy may enjoy, such as a far wider range of spells, necromantic feats and potent magical items. Primarily, these rules are intended for necromancers – those wizards who have

specialised in the necromantic school of magic and the various prestige classes that utilise necromancy, either detailed in the next chapter or within other rulebooks. However, the art of necromancy is a broad one and many use its powers, sometimes without even knowing it. Thus, so long as the listed prerequisites are met, any arcane spellcaster, including sorcerers and bards, may use the rules in this book. If they discover one of the new spells presented here and are of sufficient level to use it, they may include it within their repertoire. Necromantic feats may also be used by any arcane spellcaster who is not strictly a necromancer but they will, of course, also suffer exactly the same penalties. The practice of necromancy is not something to be played with in an irreverent fashion and so any practitioner is advised to either embrace the art completely or leave well alone. No doubt such a character will have been warned many times by his mentors. . .



TO PASS BEYOND THE GRAVE

Despite all the dark tales of black-cloaked mages armed with bone wands hiding in the depths of ruined castles, surrounded by hordes of ghouls and zombies, there really is no such thing as a typical necromancer. The water is muddied further by the fact that, as one of the schools of magic, wizards from all fields may dip into the practice to seek the tools they require in their own studies. A great many use necromantic magic in some way, though they tend to keep such secrets to themselves. On the other hand, a master necromancer, corrupted by the negative energy in which he almost permanently enshrouds himself, may be easy to spot but the unnerving thought is that virtually any wizard may be a necromancer choosing to portray himself as otherwise, with no one being any the wiser.

It is a truism that only a mage greatly skilled in the necromantic arts can truly judge whether the practice itself may or may not be inherently evil in nature and yet who could accept such a biased view? What tends to be more important are the reasons why a wizard has chosen to adopt necromancy as his specialised pursuit, rather than the nature of the magic itself. As with any other school though, you will find practitioners who merely dabble, others who make it their life's work and a tiny fraction who become so obsessed with their pursuit of knowledge that they become entirely ignorant of the possible dangers they pose to others.

THE BLACK SCHOOL

A mage may have many reasons to pursue the necromantic arts, beyond that of simply utilising the potent spells he uncovers that harness the negative energies central to this practice. There are evil men, of course, who seek power at any cost, willing to sacrifice body and mind in order to create legions of the dead that no army may stand against. Such practitioners are, thankfully, few and far between, though they may cause tremendous harm and are ultimately those who cause the entire vista of necromantic arts to be dismissed as nothing more than the work of pure evil.

Others believe the art holds the key to immortality, to what is truly life beyond the grave. These individuals may be motivated by nothing more than an intense fear of death itself, the end of all their dreams, hopes

and passions. A few, more selfless, may work hard to restore life to the still corpse of a long-lost lover or friend. Perhaps because of their relatively short lives, humans form, by far, the greatest part of such practitioners.

It is easy for others to mock such work. Priests especially will pronounce the gift of immortality to be granted only by the eternal gods, at their own whim to reward the service of their most faithful followers. There may be no little truth in these proclamations for whilst it is just possible to extend and prolong life through the harnessing of negative energy, there are scarce answers to the question of true immortality that do not involve becoming undead, quite literally a creature of the night. It is a tragedy of necromancy that those studying with the purest of hearts succeed in doing little more than creating nightmarish undead, creatures that only parody life rather than assume a natural form.

Whatever their goals, the practitioners who delve into the deeper secrets of necromancy are set to unlock powers that have the potential to rival any school of magic. Far from being a poor cousin to the likes of evocation and transmutation, necromancy has the ability to grant a wizard understanding of the greatest mysteries, to comprehend the fine boundaries between life and death. So long as he is willing to stake both body and mind on the realisation of his goals, his arcane powers will increase exponentially. As to whether such strength is equal to the weakening of the body and the shattering of the mind, this is a question for the individual necromancer. Some would no doubt argue though, that to achieve undeath, to leave behind the petty weaknesses of the living for immortality, at least of a kind, is the greatest power of all.

THE PRACTITIONERS

There are many different paths into the study of necromancy and many practitioners tend to concentrate their efforts in one specific field of the art. The archetypal necromancer is the specialist wizard who focuses on this school of magic to the detriment, though not the exclusion, of all others. Such a mage can be a powerful enemy to those who gain his ire for not only will he have access to spells that manipulate negative energy, he will also likely have a vast repertoire of magicks from





Necromancy - Beyond the Grave

a variety of disciplines. These specialist necromancers rarely go far into the practice of the art though, contenting themselves with the safe magicks, sanctioned by wizards and colleges of great power. The door is always nearby, however, and ultimately *any* wizard, specialist or no, may uncover arcane lore that reveals necromancy to be far greater in breadth than they ever dreamed before.

Other necromancers, sensing the power they unlock through study and research, are drawn irresistibly to certain fields of the art. Such prestige classes are detailed throughout this chapter. The spectral loremaster, for example, is a mage who values knowledge and learning beyond all else and is not bound by the normal conventions of society as to where he may find it. Recognising that what is contained in the written word

is but a fraction of the wisdom of the ages, he communes directly with spirits long since dead to uncover lore that might otherwise be lost forever to the living.

Deathseekers are perfect examples of those practitioners so often reviled by civilised societies and it is easy to see why. Their powerful magic is fuelled by the negative energies gathered upon the death of the living and so deathseekers quickly gain the reputation for being vultures who prey upon the weak and helpless in order to work their art.

Last we come to the dread necrophage. If the deathseeker is openly reviled by decent peoples, the necrophage is hounded and persecuted for the aberration of nature he is. Utterly twisted in his desire to pursue the greater

Skills of the Art

In dealing with matters of life, death and negative energy, the practitioner is exposed to, and expected to learn, whole new vistas of knowledge. Any field of the arcane is one of study and research so that no wizard or sorcerer may proceed far without becoming an extremely learned individual. The following are all Knowledge based skills, each representing a body of lore within the necromantic art.

Knowledge (Anatomy)

Though usually the province of accomplished healers, knowledge of the anatomy of all sentient races is a passion for many necromancers, not least because so many of their spell components require the harvesting of bones and organs. Knowing a liver from a kidney is often essential to a practitioner. Having 5 or more ranks in Knowledge (Anatomy) grants a +2 synergy bonus on Heal checks.

DC 10: Knowing where major organs lie in the corpse of the same race.

DC 15: Recognising the effects of disease or poison upon healthy bodies (though not necessarily the exact nature of such).

DC 30: Remembering how minor organs function in creatures completely different from own race.

Knowledge (Necrology)

This skill represents a character's entire knowledge of the realms of undeath and the utilisation of negative energy. It may be used to identify specific undead or manifestations of negative energy and predict their possible threat or abilities, as well as in more regular studies. Presented below are some examples of what may be attempted with this skill, along with suggested DCs.

DC 10: Telling the difference between a zombie and a ghoul.

DC 15: Recognising a vampire as it manifests its powers.

DC 30: Recalling the history and lore of a famed but ancient lich.

Knowledge (Spirit Lore)

The realm of the spirits, those who have quite literally gone beyond the grave, is a unique and convoluted area of knowledge, full of misconceptions and falsehoods. A sage well-versed in spirit lore is able to separate fact from fable and cut to the truth of any spirit-related dilemma he is confronted with.

DC 10: Telling the difference between good and evil spirits after conversing with them.

DC 15: Recognising the manifestation of a spirit in the material world.

DC 30: Recognising a spirit is lying.

depths of the necromantic art, he becomes a robber of graves, a merchant of flesh that he seeks to pervert and bring back to a most unnatural form of life. Combining a great knowledge of both the twisting courses of negative energy and detailed anatomy, he becomes able to physically graft body parts from other beings onto his own person to create a grotesque monster that hungers only for more flesh. Those attempting to step beyond the grave are amongst the lowest and most debased of all society but it is the necrophage that is truly a deviant beyond all redemption.

THE SPECTRAL LOREMASTER

Spectral loremasters are spellcasters who concentrate on knowledge gleaned from the spirits of those long gone and value secret lore above treasure and title. Such studies allow the practitioner to enhance himself in all areas, to quite literally become a greater person though ultimately, the aim is simply to know and understand all they come into contact with. It is not uncommon

for other loremasters to shun the practice of raising and communing with dead spirits for it certainly carries its own dangers but many are the spectral loremasters who operate within normal society, gaining only a reputation for being knowledgeable in all fields.

The spectral loremaster understands that the great libraries of the world only represent the tiniest repositories of information and learning and that for every secret of lore uncovered in some lost tome, a thousand more have been lost through death. This knowledge is still available to the living, however, if one dares investigate the dark realms others instinctively avoid. This path requires extreme dedication but the adherent will be rewarded with forgotten secrets his peers will never discover. The true spectral loremaster will exchange anything, even his humanity, for this knowledge.

Some pursue knowledge purely to gain power over others but most simply seek learning for learning's sake, determined to reveal the wisdom of ages past to the benefit of all. All are insatiably curious. A spectral loremaster rarely concerns himself with the raising or animating of the dead and indeed may actively avoid doing so in order to avoid angering the spirits with which he regularly communes. Many practitioners regard this as the most sanitised field of necromancy.

It must never be assumed, however, that such mages are merely timid sages or studious bookworms. The lore they discover often holds enormous innate power and it is likely that should a spectral loremaster ever be forced to battle, he will know a great deal more about his enemy than his enemy knows of him. Knowledge is always equal to power.

Hit Die: d4

Requirements

To qualify to become a spectral loremaster, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast arcane spells and may not have divination as an opposing school to one in which you are specialised.

Feats: Spell Focus (necromancy)

Knowledge Skills: Arcane 7+, Necrology 7+



The Spectral Loremaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Speak with Dead	+1 level of existing class
2	+1	+0	+0	+3	Spectral Investigation	+1 level of existing class
3	+1	+1	+1	+3	Divination	+1 level of existing class
4	+2	+1	+1	+4	Lost Arcane Lore	+1 level of existing class
5	+2	+1	+1	+4	Commune	+1 level of existing class
6	+3	+2	+2	+5	Contact Other Plane	+1 level of existing class
7	+3	+2	+2	+5	Lessons from the Grave	+1 level of existing class
8	+4	+2	+2	+6	Spectral Lore	+1 level of existing class
9	+4	+3	+3	+6	Lost Arcane Lore	+1 level of existing class
10	+5	+3	+3	+7	The Veil Parted	+1 level of existing class

Class Skills

The spectral loremaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier

Class Features

All of the following are class features of the spectral loremaster prestige class.

Weapon and Armour Proficiency: Spectral Loremasters gain no proficiency in any weapon or armour.

Spells per Day: A spectral loremaster continues training in magic as well as his own field of research. Thus, when a new spectral loremaster level is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional

benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of spectral loremaster to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a spectral loremaster, he must decide to which class he adds each level of spectral loremaster for the purposes of determining spells per day when he adds the new level.

Speak with Dead: Once per day, the spectral loremaster may cast the *Speak with Dead* spell.

Spectral Investigation: This class feature confers an unusual use of the Gather Information skill at 2nd level – the spectral loremaster may converse with the spirits of those who died in the local area. The actual information available may vary greatly. The dead may not know exactly what happened yesterday but they will recall



events their living counterparts may have forgotten or never seen. It usually takes between ten minutes and an hour for a spectral loremaster to commune with the spirits of those who died in his immediate area.

This class feature lacks the compulsion that makes spells so potent and spirits may flat out lie, just as the living do. Normal reactions to the spectral loremaster's race, nation and attitude will affect the information he gathers as well – obviously, the spirits of slain orcs will have little interest in aiding a human.

Divination: At 3rd level the spectral loremaster is able to obtain information from dead spirits as if he could cast the *divination* spell at his existing caster level. This class feature may be used once per day.

Lost Arcane Lore: On achieving 4th and 9th level the spectral loremaster is able to piece together ancient knowledge and find entirely new ways of doing things as he communes with the dead. The spectral loremaster gains a single Metamagic, Item Creation or Necromantic feat.

Commune: At 5th level the spectral loremaster's growing power permits him to force even more information from long gone spirits. He may now, in effect, cast the *commune* spell once per day at his existing caster level.

Contact Other Plane: The spectral loremaster now ranges far further than he has ever before, pushing deeper into the realms of the dead. At 6th level he may use the *contact other plane* spell once per day at his existing caster level but may only contact the negative material plane. His extreme focus in the field of necromancy, however, grants the spectral loremaster far greater control than most other arcane spellcasters can muster. All results on the answer table are shifted one column to the left. This means that on a roll of 0-65, he will get a truthful answer.

Lessons from the Grave: The spectral loremaster, by 7th level, is able to communicate with the past masters of nearly every field imaginable on a regular basis. From this point, all skills count as class skills.

Spectral Lore: From 8th level, once per day, the spectral loremaster may consult with the dead for ancient legends and information from distant times. This works in the same way as the *legend lore* spell cast at his existing

caster level but the spectral loremaster has the advantage of possibly conferring directly with the spirits of the very legends in question. If the spectral loremaster has only vague rumours regarding the subject, he is counted as actually having detailed information. Having detailed information allows him to cast *legend lore* as if the subject was present and at hand.

The Veil Parted: At the pinnacle of his powers, the spectral loremaster can now see through the eyes of the dead. No magical trickery may ever fool him from this point forward. The spectral loremaster may invoke *true seeing* as a standard action and maintain it for as long as he wishes. He gains the ability of divine spellcasters to know the alignments of the subjects he views. Whilst this ability is in effect, his eyes reflect the dark realm he so often immerses himself within and turn pure black.

THE DEATHSEEKER

All necromancers are aware of the rush of negative energy that is concentrated by the death of any living creature, flooding into a dying body in the final annihilation of the essence of life. A very small number become adept at tapping into this flow of energy, harnessing it to power potent spells, even as the living fall around them.

Known as deathseekers, these practitioners are often reviled by all others yet willingly accept the stigma in exchange for arcane power far in excess of other wizards and sorcerers. They are rarely welcomed once recognised for who they are, as deathseekers, in perpetual search for the dying, take callous advantage of others' misfortune for only through the flow of negative energy may their most powerful spells be worked.

Many deathseekers therefore choose to practice their art in secret, either far away from civilisation, or through disguise as any other arcane wizard. Only when their spells become manifest might another spellcaster determine the true nature of their source of magical power. Deathseekers are most often found at scenes of great death, whether through battle, famine or plague, sometimes posing as healers in order to be close to the great flow of negative energy they crave for the art.

Hit Die: d4

Requirements

To qualify to become a deathseeker, a character must fulfil all of the following criteria.



Necromancy - Beyond the Grave

Alignment: Any non-good

Spellcasting: Must be able to cast arcane spells of 3rd level or higher.

Knowledge Skills: Necrology 10+

Class Skills

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

Skill points at each level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency:

Deathseekers gain no proficiency in any weapon or armour.

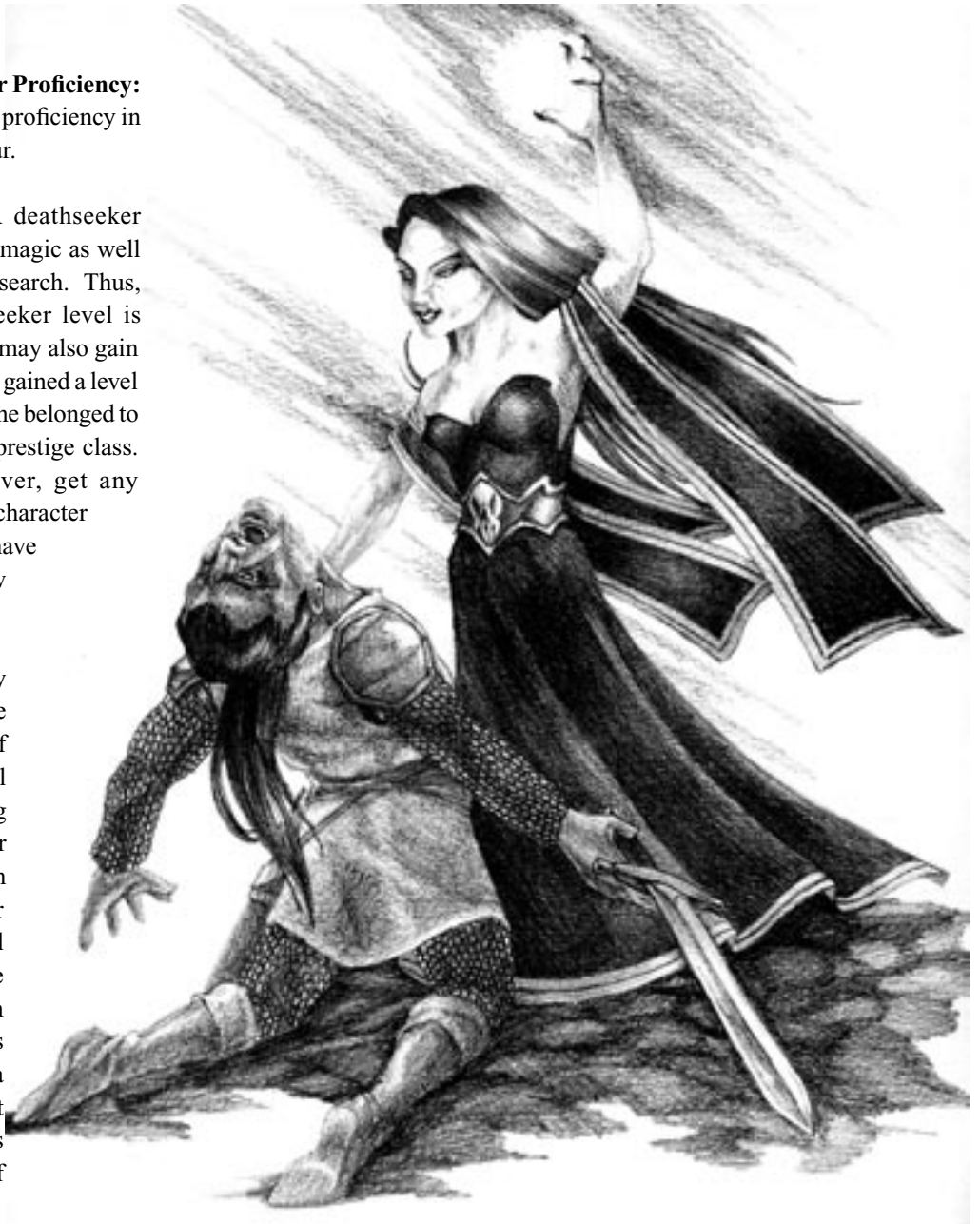
Spells per Day: A deathseeker continues training in magic as well as his own field of research. Thus, when a new deathseeker level is gained, the character may also gain spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the appropriate levels of deathseeker to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a deathseeker, he must decide to which class he adds levels of

deathseeker for the purposes of determining spells per day when he adds the new level.

Deathseeker Casting: A deathseeker is able to draw upon the vast amounts of negative energy that flood into a living creature as it dies, using this force to fuel his spells far beyond what he is ordinarily capable of.

When any living creatures within the listed Proximity of Death to the deathseeker are slain by any means, he may call the resulting negative energy to him as a standard action. He will gain a number of spell levels equal to the character level or Hit Dice of the creatures,



The Deathseeker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Deathseeker Casting Proximity to Death 10 ft.	
2	+1	+0	+0	+3	Unleashed Negativity 1/day	+1 level of existing class
3	+1	+1	+1	+3		
4	+2	+1	+1	+4	Proximity to Death 20 ft.	+1 level of existing class
5	+2	+1	+1	+4	Unleashed Negativity 2/day	
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	Proximity to Death 30 ft.	
8	+4	+2	+2	+6	Unleashed Negativity 3/day	+1 level of existing class
9	+4	+3	+3	+6		
10	+5	+3	+3	+7	Proximity to Death 60 ft.	+1 level of existing class

to a maximum of his deathseeker class level. Negative energy may not be drawn from the death or destruction of undead, constructs or outsiders. These spell levels may be used to increase the effective caster level of any spell he subsequently casts, potentially increasing his spellcasting ability by a great amount.

For example, a character with levels Wizard 7 and Deathseeker 1 would ordinarily cause 8d6 points of damage when casting a memorised *fireball* spell. If he draws upon the negative energy of a slain 1 HD creature, he would be able to subsequently cast the same spell at an effective caster level of 9, causing 9d6 damage.

Once these bonus spell levels are used in this fashion, they are expended and the deathseeker must draw additional negative energy to him from other slain creatures in order to empower further spells. Creatures of less than 1 HD may not be used to boost spells in any way – the negative energy brought about by their deaths is insufficient to fuel anything but the most minor of spells. A deathseeker may store these bonus spell levels for an amount of minutes equal to his class level before they dissipate and he may not store more than twice his character level in bonus spell levels at any one time.

The deathseeker must draw the negative energy to him within one minute of a creature's death or it will dissipate beyond his reach. Once a creature has yielded negative energy in this way, further amounts may not be drawn from it and the deathseeker will be forced to locate another fresh corpse. At the Games Master's discretion, certain areas and locations may generate a continuous amount of negative energy that the deathseeker may draw upon. Ancient burial grounds and nodes that touch upon the negative energy plane are two such possible examples.

Proximity to Death: Deathseekers start at 1st level by being able to draw upon the negative energy of any creature that dies within 10 feet and in line of sight to them. This subsequently rises to 20, 30 and 60 feet at 3rd, 6th and 10th levels respectively. Furthermore at 10th level, the deathseeker becomes so in tune with the realms of the dead that he no longer needs to draw a direct line of sight to recently slain corpses in order to draw negative energy from them.

Unleashed Negativity: At 2nd level, the deathseeker gains the spell-like ability to utilise the negative energy he draws from the dying to directly power his darkest spells. Instead of using the bonus spell levels gained to increase the caster level of existing prepared spells, the deathseeker may use them to create an additional spell slot. The spell level of the slot created is equal to the character level or Hit Dice of the creatures he draws negative energy from and may not exceed the maximum spell level he may normally cast.

As with the Deathseeker Casting rules, he may only store these bonus spell levels for an amount of minutes equal to his class level and he may not store more than his caster level in bonus spell levels at any one time. Any necromantic spell the deathseeker knows may be cast using this spell slot though he need not specify the exact spell until he is ready to cast it. In addition, no material components will be required by the spell as it is powered directly by the pure stream of negative energy the deathseeker is manipulating.

Extra spells may be cast in this way equal to the number of times listed on the table above.



THE NECROPHAGE

Many are the necromancers who were first drawn into the art through a fascination of both the power of negative energy and its effect upon the anatomies of the living. Indeed many necromancers, despite the prejudice of civilisation, are often adept healers. However, a fine boundary always exists in the darker arts and the necrophage crosses this line through an obsession that borders on insanity. He is a scholar of the physical attributes of living creatures and is drawn forward by the idea of creating the perfect being through the combination of vital organs and limbs. This foul and debased practice is made possible only through the direct and hazardous manipulation of negative energy, encouraging its flow through his own body and that of others as he strives to attain a physical perfection through his own methodical crafting.

The accomplished necrophage is also able to perform a reverse practice, grafting organs and limbs of the once living to the nightmarish undead he creates and raises. Though the acts of the necrophage are repugnant to most, all too often he is able to find willing subjects, those who agree to be worked upon by his careful but maddened touch, in order to gain greater power themselves. It is not until later they find they have become indebted to the necrophage as few masters of this art are able to keep grafted organs from naturally rotting and decaying. Once the necrophage begins his work upon a living creature, he must constantly maintain his creation or risk its premature disability or death.

Some may call the necrophage a simple grave robber but such a term can never encompass this practitioner's ideals. Through the intense research of both the physical and the arcane, he seeks to attain complete mastery over the boundaries that separate life and death. This is both his goal and his bane.

Hit Die: d4

Requirements

To qualify to become a necrophage, a character must fulfil all the following criteria.

Alignment: Any non-good

Spellcasting: Must be able to cast arcane spells.

Knowledge Skills: Anatomy 7+, Arcane 7+ and Necrology 10+

Class Skills

The necrophage's class skills (and the key ability for each skill) are Craft (Int), Knowledge (all skills, taken individually) (Int), Heal (Wis) and Spellcraft (Int).

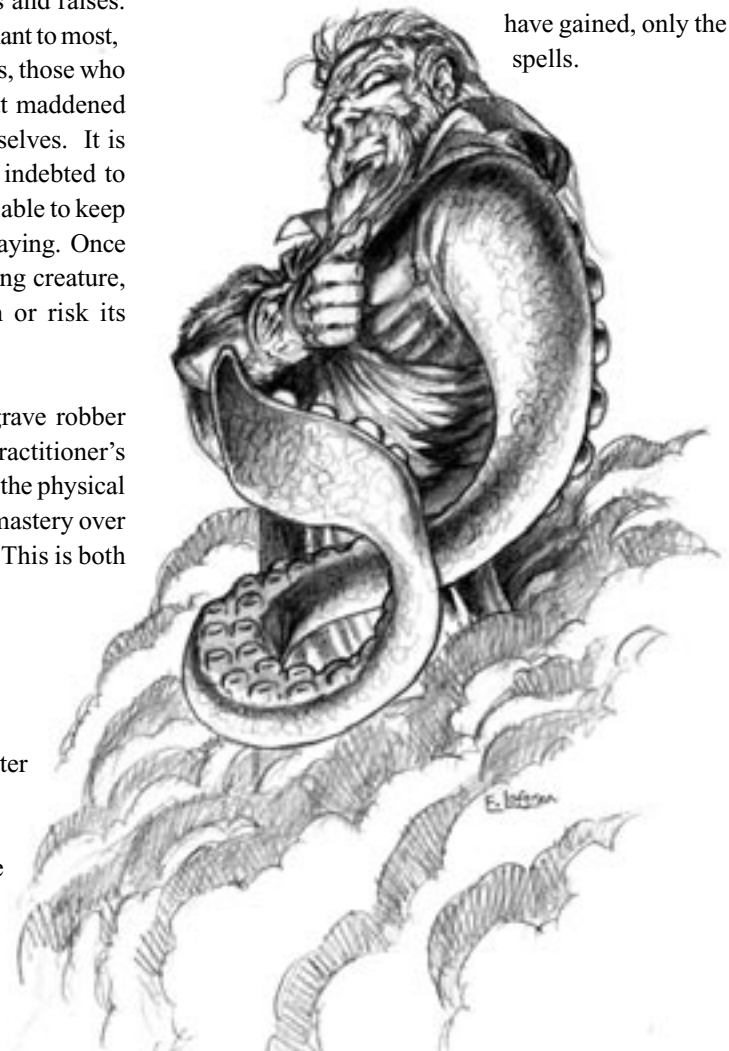
Skill points at each level: 2 + Int modifier

Class Features

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

Weapon and Armour Proficiency: Necrophages gain no proficiency in any weapon or armour.

Spells per Day: A necrophage continues training in magic as well as his own field of research. Thus, when a new necrophage level is gained, the character may also gain spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.



The Necrophage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Grafting	+1 level of existing class
2	+1	+0	+0	+3	Body Enhancement I	
3	+1	+1	+1	+3	Enhanced Grafting	+1 level of existing class
4	+2	+1	+1	+4	Augmentation	
5	+2	+1	+1	+4	Body Enhancement II	+1 level of existing class
6	+3	+2	+2	+5	Advanced Grafting	+1 level of existing class
7	+3	+2	+2	+5	Enhanced Augmentation	
8	+4	+2	+2	+6	Body Enhancement III	+1 level of existing class
9	+4	+3	+3	+6	Master Grafting	
10	+5	+3	+3	+7	Body Transformation	+1 level of existing class

This essentially means he adds the appropriate levels of necrophage to the level of another spellcasting class he already has, as listed on the table above, and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a necrophage, he must decide to which class he adds each level of necrophage for the purposes of determining spells per day when he adds the new level.

Basic Grafting: This allows the necrophage to modify the subject (be it himself or another living creature) and increase one innate physical ability, based on the type of creature the necrophage uses as a donor. The donor creature must be relatively intact, not heavily decomposed and of the same size class as the subject for grafting. Donor creatures may not be undead, fey, outsiders, constructs or incorporeal. The necrophage can endow his subject with one attack form, speed, ability score, natural Armour Class or one special ability related to a specific body part from a donor creature with a CR of less than the necrophage's class level, rounding up.

For example, arms may be removed from a donor and placed upon the subject to increase their Strength score, whilst legs may be used to transfer either speed or Strength, but not both. A heart may be transferred to confer a Constitution score, whilst manipulative feet and hands confer the Dexterity score of the donor creature to the subject.

Skills or innate knowledge may never be transferred between donor and subject, nor may Intelligence, Wisdom or Charisma scores be modified through this process. In addition, special qualities not based around a specific body part may not be transferred. A troll's regeneration ability could not be passed to a subject, for

example, though a necrophage could take the tentacle of a carrion crawler and pass the paralysis quality to his subject. The Games Master is the final arbitrator over what abilities may be gained from each graft the necrophage performs.

Not all of a necrophage's experiments are deemed successful, even by his standards. Each grafting of a subject must be made with a successful Anatomy check, DC 15. This DC is modified by the following:

CR of donor creature

Subject receiving graft is necrophage himself -5

Grafting taking place outside of necrophage's laboratory +10

Replacement of prior graft -5

Failure in this check will mean the donor body part is destroyed and the subject must make a Fortitude save at DC 15 or die. Every time the necrophage attempts a graft, he must make a Negative Energy check as described on p100. Failure will result in him rolling upon the Negative Energy Side Effects table as normal, though the grafting itself will still be successful, so long as the Anatomy check was passed.

Once grafted, a body part will continue its natural decomposition, a process only partially slowed by the subject's own body. For one week, the grafted body part will remain fully effective. For a further one week after this, it will visibly begin to decay and the subject will lose all benefit he gained from it, though the body part will still continue to function as if it were the subject's own original organ or limb. After this period of time, a rotting limb will simply fall off, whilst an organ will completely cease to function. Use of healing spells such as *restoration* will result in the grafted organ or



Necromancy - Beyond the Grave

limb being physically rejected by the subject's body and replaced with one more natural.

Only one graft may be performed on each subject.

The Games Master should be aware that subjects of freakish or outlandish appearance are likely to be openly reviled in civilised societies whilst those sporting rotting flesh met with outright hostility. In many ways, this is the major drawback to the necrophage's art and should always be borne in mind. The Games Master is advised to read the notes concerning undead characters for ideas on how to handle such situations.

Body Enhancement I, II and III: Body Enhancements reflect a growing mastery of the necrophage's main concentration of study. Each time a body enhancement is gained, the necrophage may graft one body part upon himself and avoid all decomposition effects described above. It becomes a permanent part of him, though he may replace it with a new graft at any time and again avoid all decomposition effects.

Enhanced Grafting: At 3rd level, the necrophage may perform up to two grafts on a subject.

Augmentation: From 4th level onwards, the necrophage may perform Basic Grafting on any corporeal undead he creates or animates. Grafts performed upon undead creatures are never subject to decomposition effects.

Advanced Grafting: At 6th level, the necrophage may perform up to three grafts on a subject.

Enhanced Augmentation: Gained at 7th level, the necrophage may now perform Enhanced Grafting on greater undead and Advanced Grafting upon lesser undead. He is also able to construct flesh golems as detailed in *Core Rulebook III*, even if he does not possess the Craft Magic Arms and Armour or Craft Wondrous Item feats. The construction of a flesh golem in this manner requires the necrophage to make a Negative Energy check as detailed on p100. Failure will result in him rolling on the Negative Energy Side Effects table.

Master Grafting: At 9th level, the necrophage may perform any number of grafts upon a subject.

Body Transformation: By 10th level, none of the grafts a necrophage performs are subject to decomposition, whether they are upon himself or another subject. In addition, any special quality possessed by the donor creature may now be grafted on to a subject, regardless of earlier restrictions. The Games Master is the final arbitrator of what body parts are required to gain specific special qualities.



NECROMANTIC SPELLS

A necromancer's true power lies both in his knowledge of undeath and his extensive repertoire of spells, carefully studied and collated throughout his career. The magic of the necromantic school governs the harnessing of negative energies and their application to the living, the dead and the unliving. Through his manipulation of these forces, a necromancer is able to animate corpses to do his bidding, drain the vitality from living creatures and perform acts that are far beyond the scope of any other school of magic. An accomplished practitioner is truly a wizard or sorcerer of awesome powers, straddling the boundaries of life and death as he calls forth and controls the negative energies that define the art.

Legions of skeletons. Cities of the dead. Ancient hulks kept afloat by magic and crewed by the unliving. These are the things necromancy promises. Great power may well lie therein. But it is only power to destroy, never to create. And is such power truly worth becoming a creature of the night oneself?

The Morals and Ethics of the Arcane

NECROMANTIC MAGIC

What follows is a multitude of new spells that will greatly magnify and enhance the powers of any necromancer in the game. With the appropriate study and research, a practitioner may now uncover spells that will allow him to animate the dead, from tiny rodents to great fleets of death hulks that can terrorise the seas of any civilised nation. He will be able to prolong his own life far beyond that of any other wizard, or greatly enhance the abilities of the dead he brings into his service. The necromancer's art is one that has been veiled by mystery and misinformation ever since the practice of magic appeared in the world, with practitioners hideously limited by the few spells that are taught by tutors who fear and abhor the greater subtleties necromancy may grant to the courageous. Now, for the first time, the true scope of the necromancer is revealed. As never before, a necromancer now has the strength and power to stand alongside a practitioner of any other school

of magic and not be found wanting. A full list of all the necromantic spells an arcane spellcaster may use is provided on p127.

Animate Animal

Necromancy

Level: Sor/Wiz 0

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One animal corpse touched

Duration: Instantaneous

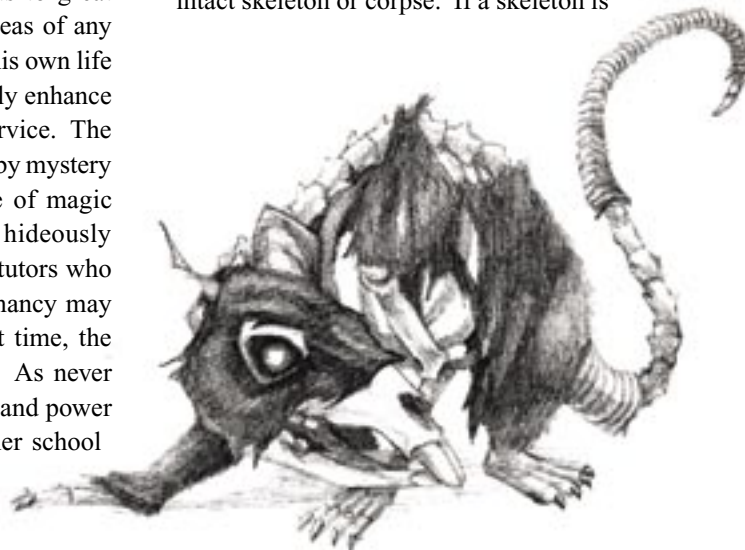
Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead animal into an undead skeleton or zombie that follows your spoken commands. This spell will only animate dead animals of Tiny size. The skeleton or zombie can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton or zombie remains animated until it is destroyed. A destroyed skeleton or zombie cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single undead animal may be controlled at any one time by a single caster. If an undead animal is animated using this spell whilst another is already under your control, the original animal becomes uncontrolled.

An undead animal can be created only from a mostly intact skeleton or corpse. If a skeleton is



Necromancy - Beyond the Grave

made from a corpse, the flesh falls off the bones. The statistics for a tiny-sized skeleton or zombie may be found in *Core Rulebook III*.

Material Component: A small black onyx gem worth at least 10 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Animate Skeleton

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

Range: Touch

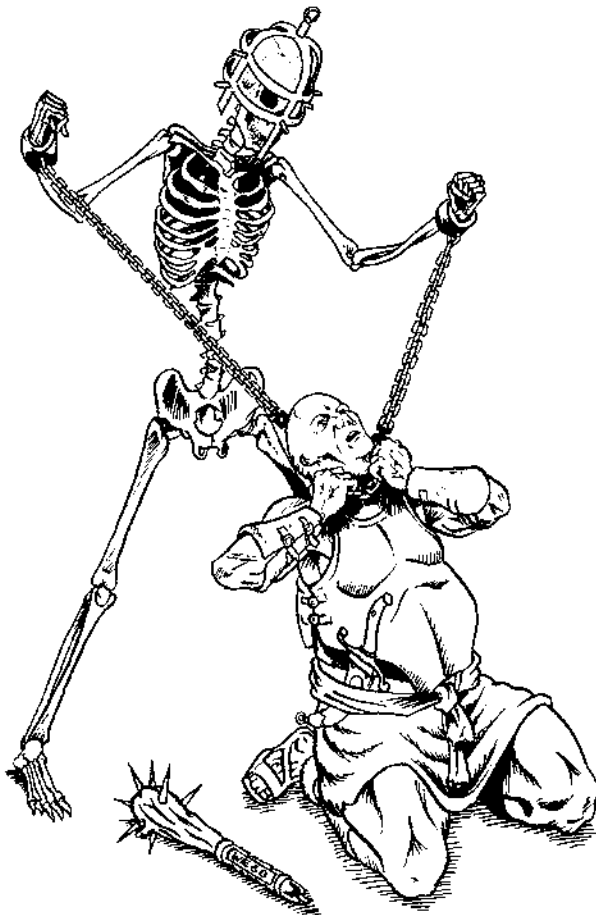
Targets: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead creature into an undead skeleton that follows your spoken commands. This spell will only animate skeletons of Medium size or smaller. The skeleton can follow



you or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton remains animated until it is destroyed. A destroyed skeleton cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single skeleton may be controlled at any one time by a single caster. If a skeleton is animated using this spell whilst another is already under your control, the original skeleton becomes uncontrolled.

An undead skeleton can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had whilst alive. See *Core Rulebook III* for details.

Material Component: A small black onyx gem worth at least 50 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Animate Zombie

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead creature into an undead zombie that follows your spoken commands. This spell will only animate zombies of Medium size or smaller. The zombie can follow you or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The zombie remains animated until it is destroyed. A destroyed zombie cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single zombie may be controlled at any one time by a single caster. If a zombie is animated using this spell whilst another is already under your control, the original zombie becomes uncontrolled.

An undead zombie can be created only from a mostly intact corpse. The statistics for a zombie depend on its



size; they do not depend on what abilities the creature may have had whilst alive. See *Core Rulebook III* for details.

Material Component: A small black onyx gem worth at least 50 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Annihilation

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

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

Area: 30 ft. radius

Duration: Instantaneous

Saving Throw: Will (negates)

Spell Resistance: Yes

Through the use of this spell, you harness the very essence of negative energy present in your surroundings, calling it to you, magnifying its power and then sending great waves of destructive power radiating away from

you. The natural world itself recoils from the use of such magic, with plant life wilting under the wave of negative energy and small animals fleeing desperately before being drained into lifeless husks.

Use of this spell will automatically destroy all plant life and tiny animals of under 1 HD within the area of effect. In addition, roll 1d6 per caster level and total the result. Any creature with hit points below this score must make a Will save or be automatically slain. This spell does not affect undead creatures, nor the caster.

Material Component: A small segment from the brain of a mass murderer.

Bleeding Wound

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

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

Targets: One creature

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

This is a more powerful necromantic spell than *wound*, it too accelerating injuries to living tissue and making wounds more serious. With this spell, even a small pin prick can cause a subject to bleed to death, as the wound resists all attempts to halt the flow of blood.

A ranged touch attack must be made against the subject. If successful, the subject will lose one extra hit point every time it takes damage from any source, each round, for the duration of the spell. This effect does not apply to subdual damage. Stopping this bleeding requires the application of any magical healing or a Heal check at DC 15. This spell has no effect on undead, constructs, animated objects or outsiders.

Material Component: Bladed weapon buried with a corpse for at least one year.

Bones of Steel

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: One or more skeletons touched



Necromancy - Beyond the Grave

Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell greatly strengthens the bones of animated skeletons, literally making them as hard as steel and able to resist far greater amounts of damage. Regardless of the amount of times this spell is cast, you may only strengthen the bones in 2 HD of skeletons per caster level.

Casting bones of steel on a skeleton will grant a +2 enchantment bonus to its Armour Class. The spell will stay in effect until the skeleton is destroyed.

Material Component: Any portion of metal armour that has been buried with its deceased wearer.

Chill Blood

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

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

Targets: One creature

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

A coruscating black ray of negative energy is created by this spell. It twists towards its target, almost caressing the subject's body as it seeps in. The effect is immediate and all too apparent to the victim, as a small amount of their blood suddenly freezes within their veins, causing immense pain and discomfort.

A subject affected by this spell will lose an amount of hit points equal to 1d4 + 1 per caster level (maximum +10) and is stunned for one round. If the subject succeeds in a Reflex save, the ray only glances it. The subject will suffer half the normal damage and not be stunned.



Only living, warm-blooded creatures are affected by this spell.

Material Component: Three drops of blood from a corpse that died of cold.

Death's Shadow

Necromancy

Level: Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Touch

Targets: One living creature

Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

By touch, you transfer a small amount of negative energy directly to a creature that attacks and disrupts their vital organs before dissipating. If a Fortitude save is made, no damage is caused. Failure, however, will result in 1d12 hit points of temporary damage. This damage is regained at the rate of one point per round, even if the subject is taken into negative hit points. If hit points are taken down to -10 or less, then the subject is indeed dead.

Detect Dead

Necromancy

Level: Sor/Wiz 0
Components: V,S
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect the aura that surrounds the dead, allowing you to locate hidden corpses by magical means. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of corpses.

2nd Round: Number of corpses in area.

3rd Round: The location of each corpse detected. If a corpse is outside your line of sight, then you only discern its direction but not its exact location.

Flesh Made Foul

Necromancy

Level: Sor/Wiz 8
Components: V,S,M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell channels great amounts of negative energy in a very short space of time. Unleashed against one

creature its life force will be annihilated by the black bolt of twisting negative energy and it may very well become one of the walking dead. Flesh decays or even becomes insubstantial as the black energy floods through the victim's body, to be held under the permanent thrall of the necromancer.

The caster must make a ranged touch attack against any living creature within range. If the attack succeeds, the subject gains negative levels equal to 1d4 + 1 per four caster levels.

If the subject survives this attack, they will regain all lost levels after a number of hours equal to your caster level. If the subject gains as many or more negative levels than it has Hit Dice, then it is automatically slain and within one round, transformed into one of the undead. The type of undead is chosen by you but cannot have more Hit Dice than the subject originally had in life. The undead creature is under your permanent control until destroyed, though no more than one undead creature may be controlled through the use of this spell at any one time.

Undead creatures targeted by this spell will have any lost hit points restored, damaged or severed limbs replaced and become immune to turning attempts for 1 hour per level of the caster.



Necromancy - Beyond the Grave

Material Component: Heart of sentient creature that died of disease, famine, violence or magic.

Ghoulish Curse

Necromancy

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One living creature

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

Ghouls may be created from those slain by many different means but the process of their creation directly from the living is a dark secret few ever truly understand. Through the use of this spell, you may bring a terrible curse to your enemies, for by your touch alone you may set into

motion a dread transformation that will ultimately result in both their death and subsequent rising as a ghoul.

A subject may only be affected by this spell through touch, though such contact may be light enough that they fail to recognise the action for what it is. At this point, they will transform into a ghoul in a number of days equal to their character level. During these days, they will physically change, becoming ever more ghoulish as their skin sinks and begins to rot, their eyes pull back and glow, and their demeanour becomes more feral and bestial. At the end of this time, they will die and immediately rise as a ghoul of chaotic evil alignment.

At the moment of touch and at the beginning of every day during the transformation, the subject may make a Fortitude save. Success will result in the breaking and nullification of this spell, returning the subject to normal within one day. *Remove Curse* will have the same effect.

Material Component: Dirt from an ancient grave.

Graft Weapons

Necromancy

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: One or more skeletons or zombies touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell, you can graft all manner of melee weapons directly onto the forearms of the skeletons and zombies you have animated, fusing metal and bone to become one. This, in effect, replaces the hand and forearm of the skeleton or zombie with the weapon used as the material component, thus greatly enhancing the creature's combat capabilities. It now fights with the weapon being an extension of its own body, granting a +1 competence bonus to all rolls to hit in close combat. The skeleton or zombie also, naturally, now



does the damage of the weapon rather than its own claw or slam attacks. Weapons grafted onto undead creatures in this way are considered natural weaponry. Regardless of the amount of times this spell is cast, you may only graft weapons onto 2 HD of skeletons or zombies per caster level.

Only weapons of the same size class or smaller may be grafted onto skeletons or zombies by the use of this spell. However, you may choose to graft two weapons onto each skeleton or zombie, simply by providing two weapons for each as a material component. When this is done, the undead creatures so affected will no longer be able to pick up or manipulate objects, as their hands are now replaced by weapons. However, they will be able to make two attacks per round, once with each weapon, though they lose the competence bonus described above.

Material Component: At least one melee weapon per skeleton or zombie that is touched. The fusion of metal and bone is a permanent process and so the weapon will be expended during the casting, even if the skeleton or zombie is later destroyed.

Identify Undead

Necromancy

Level: Sor/Wiz 0

Components: V,S

Casting Time: 1 action

Range: 60 ft. quarter circle emanating from the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Through the use of this spell, you may divine the nature of any undead creature you face. This spell immediately informs you of the type of all undead within the area of effect with Hit Dice no greater than your caster level.

Invigoration of Undeath

Necromancy

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: 30 ft.

Area: Zombies in a 30 ft.-radius centred on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

‘Why do you weep? Every day these tears flow, unstaunched by my best efforts of comfort. Such is the fortitude of children. But what a small price is paid. For nearly four hundred years have I lived, breathed and *learnt*. The secrets of the arcane are mine to control, from the accelerated growth of the tiniest flower to the total domination of the greatest demonic nobility from the abyss. I recall lessons taught by the greatest loremasters centuries before your grandparents ever walked this paltry world. What are your achievements? Frolicking in the fields and playing truant to your father’s wishes? What small knowledge lies in your tiny head. All I ask is but a pint of blood each day and all you do is weep. Do you not know what prized lore you preserve in my longevity? If you were to die tomorrow, what would be the loss? If I were not to receive this vital sustenance the disappearance of my vast accumulated knowledge would be disastrous. What a waste. Why do you weep?’

This spell increases the flow of negative energy through zombies, causing them to move with far greater speed and fluidity than normal. Zombies within the area of effect automatically gain the Improved Initiative feat. In addition, they may also ignore their *partial actions only* special quality.

The *invigoration of undeath* lasts indefinitely, until the zombies are destroyed. No matter how many times you use this spell, however, only 2 HD per caster level worth of zombies may benefit from its effects. Further castings will simply have no effect.

Material Component: The heart of a fighter or warrior.

Longevity

Necromancy

Level: Sor/Wiz 6

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell negates the effects of natural ageing on the recipient of the spell for a period of one day. It had no effect on ageing caused by magical or divine means. Multiple *longevity* spells cast within the same day have





Necromancy - Beyond the Grave

no additional effect upon the recipient. Cast each day, this spell does, of course, grant the recipient immortality of a type – they will no longer age whilst the spell is in effect, though they will still be vulnerable to death from other sources, such as disease, poison and injury.

Material Component: One pint of blood from a creature of the same race but at least half the age of the recipient of this spell.

Protection from Undead

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell wards a creature from attacks by undead. It creates a magical barrier around the subject at a distance of one foot. The barrier moves with the subject and has two major effects:

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both of these bonuses apply to attacks made by undead. Second, the barrier blocks any attempt by undead to possess the warded creature or to exercise mental control over it, as with the *protection from evil* spell.

Material Component: One bone from a creature who had the ability to turn undead.

Raise City

Necromancy

Level: Sor/Wiz 9

Components: V,S,M

Casting Time: 1 day

Range: Special

Targets: Ruined settlement

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

There are few spells more powerful in the necromancer's repertoire than the ability to raise an entire civilisation from death. This is the ultimate goal of many practitioners who do not quest solely for undeath

themselves, the animation and control of an entire legion of skeletons ready to do their bidding. From the ruins of an ancient town or city, you will cause skeletons to claw their way out of the ground, to rise up in perfect servitude to your every demand.

You must be upon the site of a ruined and deserted settlement to cast this spell successfully. Complete skeletons are not required for the use of this powerful spell (scattered dust and bones are just fine) but no sentient creature must have lived within the settlement for at least 50 years.

Once cast, a number of skeletons will animate in accordance with the size of the settlement as it was when it was inhabited. A small village will yield between 60-600 skeletons, a town between 800-8,000 and a city between 1,000-10,000. The skeletons will be under your complete control until destroyed. A destroyed skeleton cannot be reanimated again and once cast, this spell may never be cast again by any other wizard in the same location.

The skeletons are unable to venture further than 25 miles from the settlement. Any ordered to do so will instantly crumble to dust and are destroyed.

Material Component: Ruined, deserted settlement and a collection of items from the ruined settlement worth at least 5,000 gp. The items are consumed in the casting, the settlement itself remains intact after the skeletons have risen.

XP Cost: 1 XP per skeleton raised.

Raise Death Fleet

Necromancy

Level: Sor/Wiz 9

Components: V,S,M

Casting Time: 1 day

Range: Long (400 ft. + 40 ft./level)

Targets: One or more sunken ships

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Few necromancers ever uncover the secret knowledge to perform one of the most awesome acts of the art – the raising of an entire fleet of death hulks. Such an action is worthy of the very greatest of arcane spellcasters and

history itself may be changed as a powerful undead fleet suddenly appears to destroy a nation's shipping.

One or more sunken ships must be in range of the spellcaster for this spell to have any effect. *Raise death hulk* will cause up to one ship per spell caster level to rise to the surface of the sea, where they will be magically seaworthy and under the full control of the necromancer. A destroyed ship cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only one ship per caster level may be controlled at any one time by a single caster.

Any type of ship may be raised this way and they will have a full complement of crew, usually zombies, though skeletons may also appear if the ships have lain at the bottom of the sea for more than a year. The Games Master is the final arbitrator of the ship types and the nature of their crew. Death hulks, along with all kinds of other ships, are fully detailed in *Seas of Blood*.

Material Component: One or more sunken ships and the corpse of a renowned sea captain. The corpse is consumed in the casting, the ships themselves are raised to the surface.

XP Cost: 1,000 XP per ship raised.

Raise Death Hulk

Necromancy

Level: Sor/Wiz 7

Components: V,S,M

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Targets: One sunken ship

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

One of the most awesome feats any necromancer can hope to perform is the raising of a sunken ship from the





sea floor, complete with undead crew, to be brought to the surface under the total control of the practitioner. Such death hulks are the stuff of legend, kept afloat through powerful magicks, despite the great holes in their hulls through which the sea flows freely. Animated skeletons and zombies patrol the deck, performing all the tasks they did in life and forming a frightening boarding party when the ship goes into battle.

A sunken ship must be in range of the spellcaster for this spell to have any effect. *Raise death hulk* will cause the ship to rise to the surface of the sea, where it will be magically seaworthy and under the full control of the necromancer. A destroyed death hulk cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only a single death hulk may be controlled at any one time by a single caster.

Any type of ship may be raised this way and it will have a full complement of crew, usually zombies, though skeletons may also appear if the ship has lain at the bottom of the sea for more than a year. The Games Master is the final arbitrator of the ship type and the

nature of its crew. Death hulks, along with all kinds of other ships, are fully detailed in *Seas of Blood*.

Material Component: One sunken ship and the corpse of a sea captain. The corpse is consumed in the casting, the ship itself is raised to the surface.

XP Cost: 1,000 XP.

Recall Spirit

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 hour

Range: Touch

Targets: One corpse

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Through the use of this spell, you can summon a spirit back to the body that it once inhabited. *Recall spirit* may be cast on a body that has lost its spirit, through the effects of spells such as *magic jar* and *astral projection* or on a corpse that has subsequently caused the creation of an undead creature. If used for the latter, the undead creature may make a Will save to resist the attempt. Failure will result in its destruction.

Material Component: A live rook.

Sensory Link

Necromancy

Level: Sor/Wiz 2

Components: V,S

Casting Time: 1 action

Range: Touch

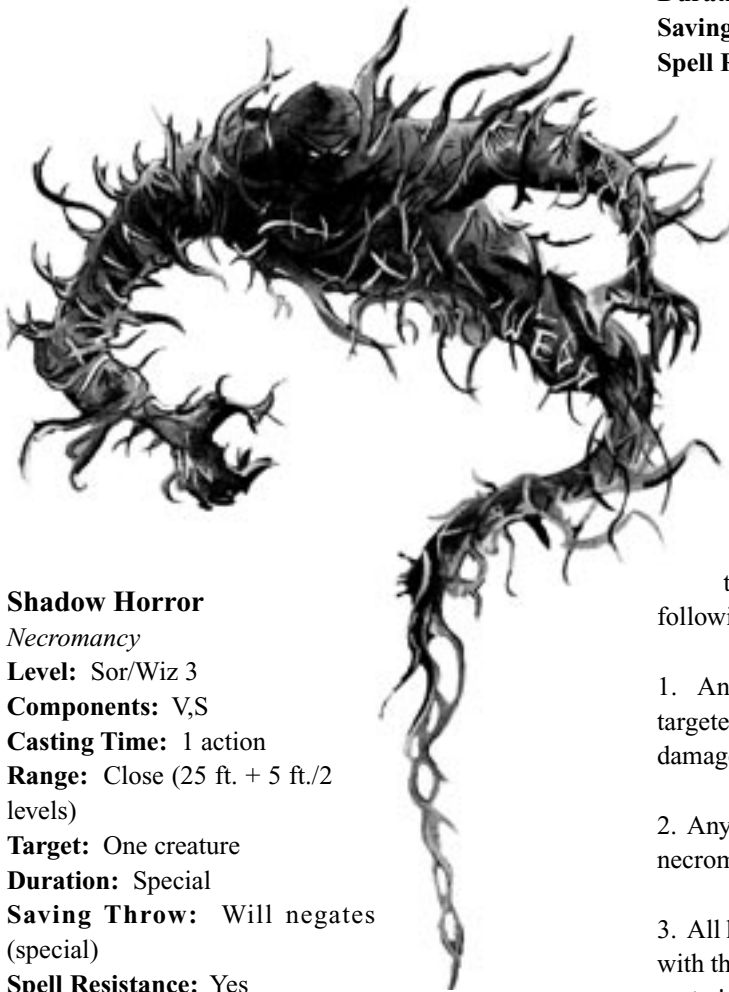
Targets: One undead creature

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

By casting this spell, you become able to see and hear through the eyes and ears of a controlled undead creature you have animated or raised. No other communication of senses is permitted through the use of this spell, nor are special sight or hearing qualities, such as darkvision. Only one such *sensory link* may be maintained at any one time. The maximum range a *sensory link* may be maintained between caster and undead is one mile.



Shadow Horror

Necromancy

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

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

Target: One creature

Duration: Special

Saving Throw: Will negates (special)

Spell Resistance: Yes

Through this spell, you gather a small amount of negative energy to yourself, then send it as a ball of dark seething power to a target. This force flares for just the briefest instant, weakening and stunning the victim as it is enveloped by a swirling cloud of darkness.

The subject temporarily loses 1d4 points of Strength and is treated as stunned on its next round. In addition, the subject suffers a -2 morale penalty to attack rolls, ability checks, skill checks and saving throws for one round per two caster levels. Strength will be regained at the rate of one point per day.

Shadow Mastery

Necromancy

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

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

Targets: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Calling upon dark and twisted powers, you are able to cause an enemy's own shadow to rise up against him. This manifestation causes the shadow to cloak itself around its owner, making him very susceptible to attacks formed from negative energy.

The subject must be casting a shadow for this spell to have any effect and thus will not work in pitch blackness or against vampires. For the duration of the spell, however, the subject will cast no shadow at all as it envelops his body. A Will save is permitted to negate the effects of this spell. If this is failed, the subject suffers the following penalties for the duration of the spell:

1. Any necromantic spell which reduces hit points targeted at the subject will automatically cause extra damage equal to the caster's level.
2. Any save required to reduce or negate the effects of a necromantic spell suffers an additional -1 penalty.
3. All healing spells will cure less damage than normal, with the reduction in hit points cured being equal to the caster's level.

Shadow Skin

Necromancy

Level: Sor/Wiz 8

Components: V,S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level and special

Saving Throw: None

Spell Resistance: Yes

This spell charges your body with negative energy to both protect you from damage and drain the life force of those who would cause you physical harm. As the spell is cast, your skin takes a darker tone as the magical power floods your system, held in check only by the wards and safeguards of the incantation.



Necromancy - Beyond the Grave

Peron propped himself up on one elbow and smiled down at Arathriell. 'Ara, how long have we been together? The three of us, I mean.'

The woman shrugged as she pulled the blankets closer around her. 'I'm not sure. Long enough for you to be able to grow a proper beard so Gudge doesn't call you *boy* any more.'

The warrior chuckled and nodded. 'True enough.' Peron lay back down and closed his eyes. 'I guess it just didn't seem that long.'

'Why do you ask?'

Peron shrugged and reached out to touch Arathriell. 'No real reason. I was just noticing the white streaks in your hair. I don't remember them there before. Gods, woman. I swear you get colder to the touch every night. Remind me to buy you another blanket when we get to Ralize.'

Arathriell lay horribly awake well into the night, blinking at the stars. *It has only been five years.*

You are immune to all energy-draining effects whilst protected by this spell and also gain damage reduction 5/magic. Any living creature making a touch attack or using natural weaponry against you automatically receives a negative level with no save. You may also make touch attacks without generating attacks of opportunity – a successful strike on a living target will cause it to gain a negative level. Once you have inflicted a number of negative levels equal to your caster level, the spell discharges.

All negative levels gained through the use of this spell are regained after a number of hours equal to the caster's level. However, any creature reduced to an effective level of zero is slain.

Shrieking Missile

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: Missile touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You may cast this spell on any non-magical missile, be it sling stone, arrow or trebuchet stone, binding it with nearby spirits who are irresistibly drawn in by the flood of negative energy caused. When fired, the missile screams the cries of a thousand tortured souls as it flies through the air, unnerving any enemy. When it lands, the missile

emanates waves of fear and oppression, causing most enemies to break and run immediately.

The missile does damage as normal but in addition also creates an area effect of 25 ft. + 5 ft./2 caster levels. Every creature within this area is affected as if by a *fear* spell.

Material Component: Powdered chicken bone, sprinkled on to missile to be fired.

Skeletal Spikes

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 10 minutes/level

The use of this spell causes your bones to warp and writhe, until large, wickedly sharp spikes burst forth from under your skin. These bony spikes make it exceedingly difficult for any enemy to approach without suffering nasty wounds. You are granted 1d3 additional gore attacks per round that count as natural weaponry and cause 1d6 damage.

Note: Only undead spellcasters may use this spell without penalty. If used by a living creature, it will automatically be reduced to zero hit points.

Material Component: A horn or spike from a creature of at least 3 HD.

Skull Snare

Necromancy

Level: Sor/Wiz 0

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: Skull touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you make a single skull alive and aware and may command it to guard a single specified area of no more than 10ft. radius. It may move itself in a very clumsy fashion within this area and will automatically attack any creature but the caster entering the area.

The skull can make a bite attack against one creature in the area of effect each turn. It makes a single attack roll (base attack bonus +0). The skull does 1 point of damage with each successful attack. In addition, once a successful attack has been made, the skull retains its grip on its victim, reducing their speed to one-half of normal until it is destroyed.

The skull is considered to have one hit point and an Armour Class of 10. Once the skull has been destroyed, it may not be animated in this way again.

Material Component: One skull of a Medium sized creature.

Strike Barren

Necromancy

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Often seen as merely a petty curse by all spellcasters but the most vile of witches, its effects can be devastating for the subject. By guiding small amounts of negative energy to specific parts of a subject's body, a skilled and manipulative exercise in itself, you may cause them to become infertile, utterly incapable of producing offspring for the rest of their lives.

The huge crash of the stone door slamming shut shook the foundations of the keep, causing Kallia to whirl round in shock and surprise. She could not even hear her comrades though she knew they must even now be hammering against the great stone bastion, desperately trying to reach her. Alone. Kallia peered into the gloom, preparing a range of spells, ready for any threat that may show itself. Her enemy was near.

The poor illumination of the single sputtering torch far on the other side of the massive chamber seemed to dim and Kallia crouched slightly in readiness. A wave of movement and she saw her nemesis, the dark sorceress Taballae, Lady Bone, Death's Pale Mistress, a hundred other black titles to follow her name. The foul necromancer moved swiftly closer, her thin robes streaming behind her as Kallia whispered arcane words of terrible might to blast her enemy into the realms of death she so enjoyed.

Taballae uttered a single word of the night, a mere syllable charged with dark power. Kallia cried out loud as she felt the very blood in her veins turn to ice for just an instant, a coldness that penetrated the core of her slight form and shattered the concentration of the spell she was building. Glancing up, shaking away the pain, she looked directly into the soulless eyes of Taballae, the nightmare witch who had once destroyed that which they had both loved in an act of jealousy and cruelty. Her gaze moved in trepidation to the tiny human skull Taballae brandished in front of her face. The necromancer's own visage was a rictus of hate and vengeance, her thin black lips moving in rhythm to the negative energy she was drawing upon. Kallia raised a hand, desperately trying to summon her own magical power through the receding pain. Taballae reached forward to grasp Kallia's stomach and once again she felt a deathly cold sweep through her body to concentrate in an absolute agony within her womb. The dark woman hissed.

'I curse you, bitch. For every wrong you ever did me before, I curse you. Never more will you offer a man all a woman can. Crawl from your pit of despair if you will, but always know it was I that did this to you.'





Necromancy - Beyond the Grave

The use of *remove curse* will negate the effects of this spell. This spell has no effect on outsiders or creatures who do not reproduce anyway.

Material Component: The skull of an infant.

Threshold of Unlife

Necromancy

Level: Sor/Wiz 6

Components: V,S,M

Casting Time: 30 minutes

Range: 100 ft.

Area: 100 ft.

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

By outlining an area to be affected with chalk and ashes from a burnt corpse, you can greatly increase the ambient negative energy present in your surroundings. The effectiveness of all healing spells within this area is halved, whilst all damage dealt, from any source, is increased by one-half. Normal healing by rest is not possible within the area, nor will spellcasters be able to rest for the preparation of their spells.

Ordinary light still enters the area effected but becomes dim and indistinct. Those inside the area gain a Concealment Miss Chance of 10% when attacked by ranged weapons from outside. Undead creatures that normally suffer in daylight, such as spectres and vampires, will face no ill effects whilst inside the area. All undead creatures will automatically regenerate one hit point per round whilst inside the spell's area of effect.

Material Component: White chalk mixed with ash from a cremation.

Undead Conduit

Necromancy

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

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

Targets: One undead creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

By strengthening the bondings of negative energy between yourself and an undead creature you control, you may project your necromantic castings greater distances than normal. For the duration of the spell, you may cast any necromantic spell you know and have prepared from a controlled undead creature rather than yourself. In terms of range, touch attacks and area of effect, the undead creature effectively becomes the caster of these spells, though all other variables of the spell, such as caster level, are yours.

Material Component: Pinch of bone dust.

Unfetter Undead

Necromancy

Level: Sor/Wiz 6

Components: V,S

Casting Time: 1 action

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

Area: 50 ft. radius emanation

Duration: 1 day

Saving Throw: Will negates

Spell Resistance: No

By manipulating the strands of control that exist between undead and their master, this spell can disrupt and distort such bindings. All undead within a 50-foot radius of the spell's target become uncontrolled unless their master makes a successful Will save. Undead affected by *unfetter undead* are difficult to control for some times afterwards and so all Turning checks are made with a -4 penalty for a further one hour.

Material Component: Three drops of blood from a corpse that died of cold.

Voice of Deathly Whispers

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One undead creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Often used in conjunction with *sensory link*, this spell allows you to magically project your voice from any corporeal undead creature you have touched and control.

Unless you have cast *sensory link* on the undead creature previously, you must be able to physically see it during the use of this spell.

Material Component: The tongue of a sentient creature.

Visage of the Dead

Necromancy

Level: Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 10 minutes/level

Through the use of this spell, you can alter your appearance and form to that of a corpse or zombie of the same size class. Body temperature will feel cold, limbs will stiffen and flesh will appear putrid and rotting. Although the usual undead abilities and immunities are not granted by *visage of the dead*, you do gain a +2 resistance bonus to saves against cold, electrical, sleep and poison attacks. In addition, you no longer need to breathe whilst the spell is in effect.

If used to hide amongst the dead, the spell grants a near flawless image. Assume the caster has taken 20 with a Disguise check, adding the caster's level and ranks in Disguise as additional bonuses. Generally, such a test need only be taken if the caster is being carefully examined. The caster may still move freely, however, and will appear much like an ordinary zombie, though he does not gain any further benefits other than those outlined above.

Material Component: Dirt from a fresh humanoid grave.

Wall of Bone

Necromancy

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

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

Targets: Bone wall whose area is up to one 5 ft. square/level

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You cause a vertical bone wall, anchored to the floor, to appear in a an area unoccupied by physical objects or creatures. The wall of bone is 1 inch thick per four caster levels, though by halving the wall's thickness, its area may be doubled. Each five foot square of the wall has 10 hit points per inch of thickness. One side of the wall is flat and featureless polished bone, whilst the other manifests bony arms that attack anyone attempting to approach. These arms have a base attack bonus equal to that of the caster and each round 1d3 arms will attack anyone within 5 feet of the wall, inflicting 1d6 points of damage on a successful hit.

Creatures can hit the wall automatically but it is so durable that the first 5 points of damage from each blow is ignored. A section of wall whose hit points drop to zero is breached. If a creature attempts to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

Material Component: Intact arm bone.

Wound

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

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

Targets: One creature

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

This necromantic spell pours a minute amount of negative energy into a subject, accelerating injuries to living tissue and making wounds more serious. Even a small knife wound can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic.

A ranged touch attack must be made against the subject. If successful, the subject will lose one extra hit point every time it takes damage from any source, for the duration of the spell. This spell has no effect on undead, constructs, animated objects or outsiders.

Material Component: Bladed weapon buried with a corpse.



NECROMANTIC FEATS

Whilst necromancers are often powerful wizards in their own right, those that pry deeper into the hidden and convoluted mysteries of their art are able to tap and control negative energy directly. No longer restricted to mere sanitised spellcasting, an accomplished necromancer will slowly learn to draw negative energy to him at will, without recourse to memorised spells that ultimately limit his true potential. This is where the real power of the necromantic school of magic lies. Through the direct manipulation of negative energy, practitioners are able to shrug off the effects hostile undead may cause, animate corpses by mere touch and duplicate almost any divine ability of those clerics who worship death in all its forms.

Such power, however, comes neither easily nor without a price. A neophyte necromancer is unlikely to be even aware of such abilities and even one more experienced may find himself courting great danger in his obsession to understand the art he has devoted his life to. Drawing upon negative energy in this way ravages both body and mind, the flow of power flooding the practitioner's very being to destroy the essence of his life. Prolonged exposure is extremely hazardous and the visible effects can be marked. Limbs may be twisted or contorted into dreadful aberrations, flesh may decay whilst still on the bone and eyesight severely damaged by direct sunlight. Furthermore, negative energy may remain after such magic is worked to cause further unwanted effects – animals and small children may flee in terror from an afflicted necromancer, sensing the dark power within him; plant life may wither at his passing or he may develop a need and desire to consume the flesh of the dead. Ultimately, the necromancer will move inexorably towards a state of undeath, becoming little different from the dread creatures associated with the

You believe you can control and manipulate the ravaging power of negative energy without cost to yourself? This force is the very antithesis of life and to meddle in the art without the wards and bindings of established magicks is folly at its height. Pursue such strength of art if you must. You will be marked to all as a destroyer so vile as to warrant the most cruel of punishments.

The Morals and Ethics of the Arcane

practice of necromancy. The secrets of the art are open and ready to all willing to devote their lives to the magic but none should doubt the inherent risks that will be run in its application.

USING NECROMANTIC FEATS

Necromantic feats are gained and used in the same way as those listed in *Core Rulebook I*. They differ only in that the power used comes from the character's control of negative energy rather than from some innate ability of the character himself, and that there are possible (even probable) side effects to contend with.

Only arcane spellcasters may choose to take a necromantic feat rather than one listed in *Core Rulebook I* or other publications and then only if they meet the listed prerequisites of each.

Unless stated otherwise, all necromantic feats are performed as standard actions. In addition, a Negative Energy check must be made every time a necromantic feat is used, as the practitioner is concentrating hard to control the flow of negative energy he must draw to his person in order to avoid undesired side effects. This is made at DC 10, with his caster level and Intelligence bonus being applied as modifiers. A roll of one is always deemed a failure.

Upon failure, the player must roll on the Negative Energy Side Effects table below and apply the result to his character. Success will mean the character has safely resisted the effects of the negative energy flowing through his system – this time, at least. Regardless of whether the Negative Energy check is passed or not, the necromantic feat will still function as normal.

A player may choose to modify the dice roll on the Negative Energy Side Effects table by using half his caster level, rounded down, as either a bonus or penalty. In this way, he may intentionally try to minimise the effects of the negative energy or embrace them fully. The choice to modify the roll on the table must be made before the dice are actually rolled.

Negative Energy Side Effects

D20	Side Effect
1	Aura of Unease
2	Animal Terror
3	Light Sensitivity
4	Stench of Death
5	Eater of the Dead
6	Plague Carrier
7	Holy Aversion
8	Glowing Eyes
9	Life Corruption
10	Talons
11	Negative Level
12	Disfigurement
13	Reduced Healing
14	Frail Body
15	Insanity
16	Cadaverous Figure
17	Charisma Loss
18	Strength Loss
19	Constitution Loss
20	Undeath

Aura of Unease

A common affliction of many who practice the necromantic arts, any who come into prolonged contact with you will feel distinctly uneasy. It may be your overly dark but piercing eyes, an air of intimidating power or merely a general sense that something is 'wrong' that puts people on their guard. They are unlikely to deduce the nature of your necromantic art from this feeling unless they have come across this particular side effect in the past though it is likely it will affect any negotiations you attempt. You also gain a +2 circumstance bonus to any Intimidation checks. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Animal Terror

Very young children and mundane, non-magical animals will seek to avoid you at all costs and will attempt to remove themselves from your presence in the quickest way possible. If restrained in any way, their distress will be obvious, with horses shying away and dogs barking, for example. It will be quite impossible to ride any such animal as a mount. The first time this side effect is gained, animals will only attempt to avoid you if you move within five feet of them. This range increases by

ten feet every time this side effect is rolled. This is no maximum radius for this effect.

Light Sensitivity

Your eyesight becomes unusually sensitive to bright sources of light, to the point where they can actually cause physical pain. From this point on, you will suffer a -1 penalty to attack rolls when in bright sunlight or within the radius of a *daylight* spell. However, you will also gain low light vision extending to a range of 60 feet if you did not already possess it. Existing low light vision will be extended by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Stench of Death

A perpetual stench of corpses and disturbed graves constantly surrounds you, resisting all attempts to alleviate it. This may be masked by the use of ever more potent perfumes and musks though their application will, of course, be painfully obvious to any you meet. Such fragrances will cost 10 gp per day every time this side effect is rolled for the stench of death gets progressively worse, should you choose to disguise it. A -1 circumstance penalty to Hide checks must also be applied every time this side effect is rolled for.

Eater of the Dead

The corrupting effects of negative energy flow through your body, driving you to debased acts that defy all normal conventions of society. You develop a highly unnatural desire to feast on the flesh of the dead, an abhorrent act to all but the most primitive of creatures. The first time this side effect is rolled, you must consume a small amount of flesh from a humanoid corpse at least once a day or suffer the cumulative but temporary loss of one Strength point each day you abstain. The second time this side effect is rolled, you may only eat flesh from humanoid corpses, normal food causing you to retch uncontrollably. Failure to do so will result in the Strength loss described above, as well as the normal effects of starvation as described in *Core Rulebook II*. Strength points will be regained at the rate of one per day after consumption of corpse flesh has been resumed. Subsequent rolls will have no further effect and must be re-rolled on the Negative Energy Side Effects table.



Plague Carrier

Continued proximity to the forces of death and undeath have all but eroded your body's natural defences against disease and infection. However, as you continue to transform through the constant flow of negative energy flooding through your system, such diseases and plagues cease to have any real effect upon you. The Games Master will randomly select a disease from *Core Rulebook II*, or create one himself. You are now a carrier of this disease. Whilst immune to its effects yourself (even from outside sources), anyone coming into contact with you runs the very real risk of contracting it, as described in *Core Rulebook II*. The use of a *cure disease* spell will vanquish this disease as normal but it will automatically return within 1d6 days. Subsequent rolls of this side effect will cause yet another disease to be carried.

Holy Aversion

The power of faith from those who serve deities of good has always had a powerful effect upon the darker purposes of negative energy and as it flows through your system, an aversion to holy powers becomes evident. You will no longer be able to tolerate the presence of holy symbols and icons of good deities and will not willingly approach or stay within five feet of them unless you make a Will save, DC 20. Good clerics will also be able to turn you, using your character level in place of undead Hit Dice, though no cleric will be capable of destroying or commanding you no matter their deity or strength as you are not yet wholly undead. In addition, contact with holy water will cause your skin to burn and sizzle, causing 1d6 points of damage. This side effect may only be applied once and subsequent rolls must be re-rolled on the Negative Energy Side Effects table.

Glowing Eyes

Your eyes begin to glow with their own inner crimson light, easily noticeable except within strong, direct sunlight. You gain darkvision with a range of 60 feet from this side effect. If you already possessed darkvision, its range increases by 60 feet. This side effect may only be applied once to a character. If it is already in place, re-roll this result on the Negative Energy Side Effects table.

Life Corruption

With small amounts of negative energy now flowing as easily through your system as blood, you have become, in a sense, the very antithesis of life itself. The natural world will recoil from your passing, with plant life withering and small animals snuffed out by your mere presence. From this point on, your touch will cause all natural plants and tiny creatures of less than one Hit Dice to die immediately and food to rot or turn sour. Subsequent rolls of this side effect will extend its radius



Undead Template

This template is applied to any necromancer who succumbs to the ravages of negative energy through the use of necromantic feats though a Games Master is free to use it in other circumstances as they see fit. The creature type of the character immediately changes to undead. All the character's original statistics, skills and special abilities remain except as noted below.

Hit Dice: Increase to d12.

AC: The original character's natural armour improves by +2.

Special Qualities: The character retains all the original character's special qualities and gains those listed below.

Darkvision (Ex): Range 60 feet.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Necromantic Feats: The character no longer needs make Negative Energy checks when using Necromantic feats.

Abilities: The character gains +1 Strength, -1 Dexterity and -2 Charisma but, being undead, has no Constitution score.

by five feet each time. This side effect has no effect on larger forms of life or those of the undead, construct or outsider types.

Talons

One of your hands twists and warps as you mishandle a small amount of negative energy in the use of a necromantic feat. It withers and reforms into the likeness of a talon or bony claw. From this point, your unarmed attacks cause d4 points of damage. This has no further game effects and you will still be able to manipulate objects and cast spells normally. A second roll of this side effect will cause your other hand to form into a talon but subsequent rolls after this must be re-rolled on the Negative Energy Side Effects table.

Negative Level

Pure, unrefined negative energy can have a crippling effect upon those who misuse it. During the use of a necromantic feat, its power ravages your body and mind, temporarily crippling you. You gain one negative level immediately. This is temporary, however, and the negative level will be regained one day later. If your character level drops to 0, you are slain, destroyed by the very power you sought to control.

Disfigurement

A slip in concentration whilst controlling the negative energy of your art causes a momentary

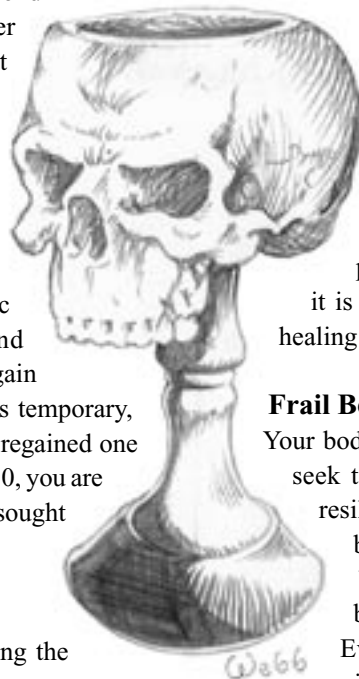
flashback of dark power, painfully ravaging your body and leaving it all but broken. A disfigurement of the Games Master's choosing is applied immediately, be it a twisted limb, a pronounced limp (possibly reducing speed), a hunch or anything else he decides as suitable. Subsequent rolls of this side effect will cause additional disfigurements.

Reduced Healing

Negative and positive energies are direct opposites, the antithesis of one another, their combination only resulting in the annihilation of both. As your body becomes increasingly charged with negative energy, the positive energies used to heal wounds cease to have such potent effect. Every time this side effect is applied, you will gain two hit points less than normal from any type of healing magic. Note that this cumulative penalty *can* result in a loss of hit points if it is higher than the amount gained through a healing spell.

Frail Body

Your body, ravaged by the powers you continually seek to channel, becomes far weaker and less resilient to the damage it may suffer. Wounds bleed far longer than they used to, broken bones do not mend as quickly and even light blows may cause greatly increased bruising. Every time this side effect is applied, you will suffer an additional hit point of damage



Grushnak leered, his piggy orcish eyes alight as he saw the small number of the invading human force. The dull light of their single lantern illuminated the twisting cave as two burly warriors at the front battled fiercely with Grushnak's underlings, though the orc could also spy a small-built archer and some dark-robed wizard behind them, doing their best to aid their fighting comrades. Grushnak waited impatiently behind the rest of his orcs for his turn in the fight. The cave was far too narrow to get more than two or three orcs into battle at any one time but the human warriors seemed capable enough at hacking down the weaker members of the tribe Grushnak had sent first in order to wear them down. He had his eyes set firmly on the magnificent shining breastplate the smaller of the two warriors wore. After this battle, Grushnak would claim it as his own.

A guttural cry went up at the front and a younger orc retreated, scrambling past the rest of the tribe until he ran straight into Grushnak, who clouted the whelp before sending him back into the fray. More of the orcs fighting the warriors began to flee, too many for Grushnak to halt. Knowing even a small amount of invaders could cause a full rout amongst his more numerous orcs in the small confines of the cave, Grushnak let loose an immense battle cry that slowed some of the others as he hefted his heavy battle axe. The time had come for him to enter the fight.

He rushed forward, raising his axe high above his head as he saw one of the humans dispatch yet another young orc with a straight sword thrust to the throat. His first swing was met by a steel shield and the clash of metal upon metal resounded and echoed throughout the caves. Grushnak grinned and swung back for another blow.

The wizard stepped forward then, almost timidly, and Grushnak fancied he had a chance at severing the head of the foolish mage as the dark figure knelt and reached between his battling allies to actually touch the corpse of the young orc. A quick series of stabs from one of the warriors drove Grushnak back momentarily and the orc chieftain blinked as he watched the corpse begin to move of its own volition. It shuddered as it stood upright, its flesh beginning to wither and fall from bone before him. In mere seconds, Grushnak was confronted by a grinning orc skeleton, moving by its own will and brandishing its old spiked club as it clattered a step toward him.

Something snapped inside Grushnak as terror flooded through him. What black sorcery was this? He could already hear the rest of the orcs behind him running away, crying in fear as they fled. The sight of this fearsome skeletal warrior, approaching him with murderous intent in defiance of all things natural, was too much for Grushnak. With one short scream, he turned and ran after the other orcs.

whenever you are wounded, whatever the cause. This also applies to subdual damage.

Insanity

A close call with the ravaging forces of negative energy allows a glimpse, just for an instant, into the spirit realms of the dead, dark realms into which mortals were never meant to gaze. All too aware of your own mortality, something snaps in your mind as terrifying pressures beyond all mental endurance press in from all sides. From this point on, you are considered to have gained a type of insanity of the Games Master's choosing. The effects of insanity are of the Games Master's choosing and are covered in greater detail on p115.

Cadaverous Figure

The forces you are attempting to control begin to permeate your body, annihilating it by degrees and draining the very essence of your life. Your whole body

will wither and decay upon your bones to ultimately leave a cold, dry husk barely able to sustain life and will. It will not be long before you resemble nothing so much as a walking corpse. This side effect may be applied any number of times, becoming more pronounced each time, as determined by the Games Master. As a guide, the first time it is rolled, only a sinking in of the eyes and a deathly pallor of the skin may become apparent. By the fourth or fifth time it is rolled for, you will look more like a zombie than one of the living and further results will result in the semblance of a lich or one of the other greater undead.

Charisma Loss

The continued use of negative energy begins to have a destructive effect upon your body and mind, with dangerous and everlasting results. You lose one point of Charisma permanently.

Strength Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Strength permanently.

Constitution Loss

The continued use of negative energy begins to have a destructive effect upon your body, with dangerous and everlasting results. You lose one point of Constitution permanently.

Undeath

There comes a time when the manipulation of negative energy demands too high a price for any living creature to sustain for long before they must pass beyond the grave and reach for unlife. Your flesh will begin to decay and you will be sustained almost purely by the negative energy that now runs freely through your system. Every time this side effect is rolled for, the Games Master will apply one of the following to your character:

- a) Immune to critical hits
- b) Immune to subdual and ability damage
- c) Immune to energy drain
- d) Immune to death from massive damage

Once all of these have been gained, apply the undead template in the box text below immediately. You are no longer a natural creature of the living world but have become a dark monster of the night – one of the dreaded undead.

NECROMANTIC FEAT LIST

Animation by Touch (Necromantic)

You may now animate corpses into skeletons or zombies merely by touching them, such is the power you hold in the manipulation of negative energy.

Prerequisite: *Animate dead*, Death Touch

Benefit: This necromantic feat works in all respects as the *animate dead* spell, except that you only need touch a corpse and no material component is needed. Only one undead creature may be animated every time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

Augment Undead (Necromantic)

You are able to gather and focus greater amounts of negative energy into the undead you animate and create, vastly increasing their resilience to damage.

Prerequisite: Knowledge (necrology) 4 ranks

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures maximum hit points, +1 hit point per Hit Dice for every three caster levels.

Command Undead (Necromantic)

This feat is often considered the mark of a true necromancer for with it, a practitioner may cower and command undead creatures of all types, even those he has not created or animated himself.

Prerequisite: Knowledge (necrology) 8 ranks

Benefit: You may rebuke and command undead as a cleric of half your character level, rounded down. No holy symbol or icon is required, as the direct power of negative energy is harnessed instead to force the undead into submission.

Death Touch (Necromantic)

Calling upon the negative energy that is present all around you, you gain the ability to drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victims of the very essence of their life.

Prerequisite: Knowledge (necrology) 4 ranks

Benefit: By making a successful melee touch attack against a living creature, you may attempt to slay them outright by channelling a bolt of powerful negative energy through them. When you touch, roll 1d6 for every caster level. If the total is equal to or greater than the creature's current hit points, it dies immediately. If the total is less than the creature's current hit points, the Death Touch has no effect. Both the use of this spell and the touch attack are considered to be a single standard action.

Empower Undead (Necromantic)

The undead you create and animate are truly awesome creatures, able to ignore the powers of many clerics that would have lesser undead fleeing or cowering at their feet.



Necromancy - Beyond the Grave

Prerequisite: Augment Undead, *Animate dead* spell

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures a Turn Resistance equal to half the caster level.

Replicate the Divine (Necromantic)

The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you may now cast spells normally reserved for clerics of the Death domain.

Prerequisite: Any other necromantic feat

Benefit: When this feat is taken, immediately choose one spell from the Death domain of a level you may ordinarily cast. From this point on, you may prepare and use this spell as you would any arcane spell and as if you were a cleric of the appropriate level. However, whenever you actually cast this spell, a Negative Energy check must be taken, with the appropriate penalties applied if it is failed.

Special: This necromantic feat may be taken more than once, with another spell from the Death domain being chosen each time.

Resist Magic (Necromantic)

Enveloping yourself with barriers and wards made of pure negative energy, you are able to ward off many spells and magical effects that might otherwise consume you. Whilst this feat is in use, you are cloaked in a wavering, shadowy field that twists in disturbing convolutions as it drives away attacks of a magical nature.

Prerequisite: Knowledge (necrology) 11 ranks

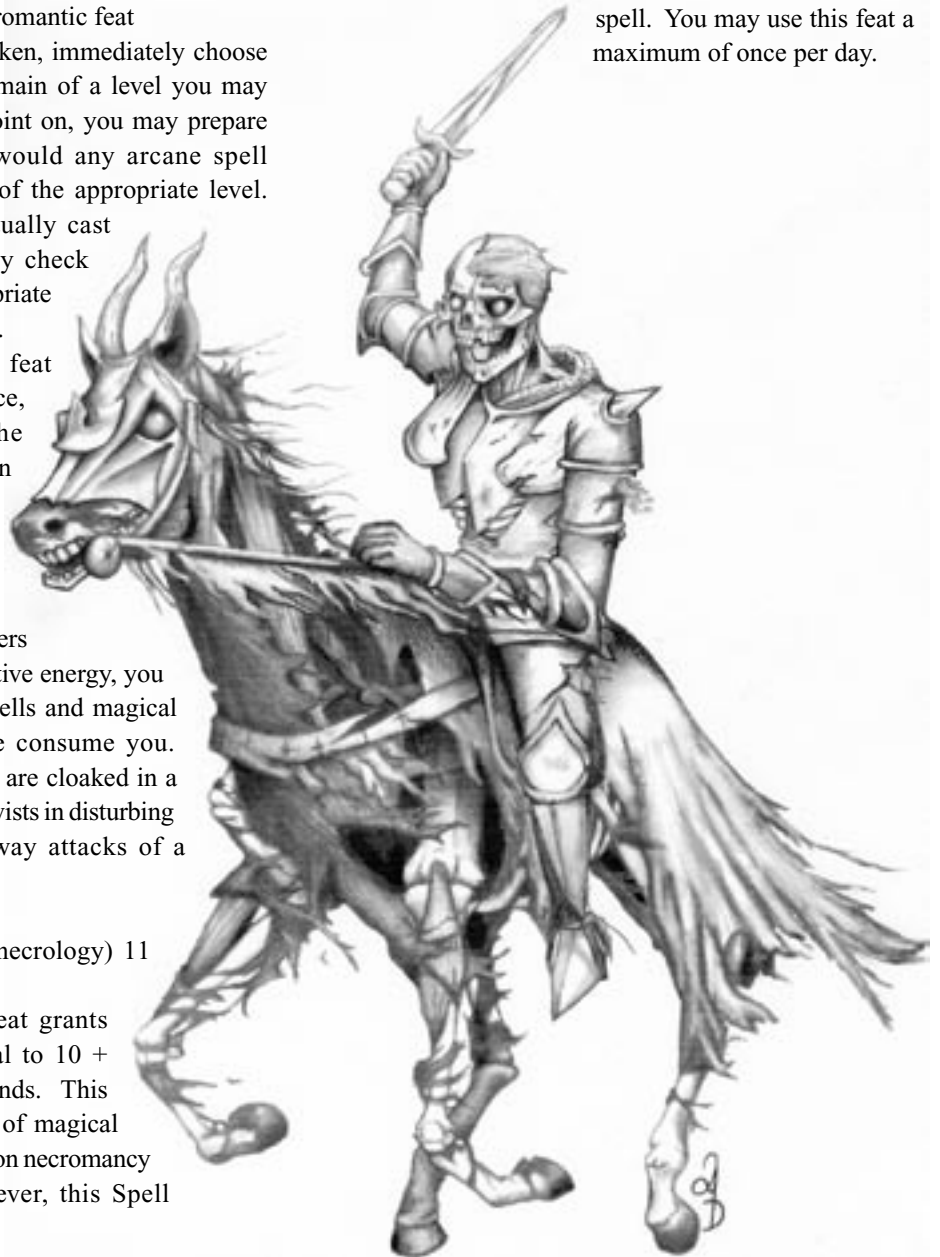
Benefit: The use of this feat grants you a Spell Resistance equal to 10 + your caster level for 1d6 rounds. This is effective against all forms of magical attacks, not just those that rely on necromancy and negative energy. However, this Spell Resistance cannot be stacked.

Spirit Dissertation (Necromantic)

Now truly knowledgeable of the necromantic art, you can change your sphere of consciousness almost at will to pry into the realms of the dead. Though running the risk of gaining the reputation of conversing with spirits of those long since dead, you are now able to gain ages old wisdom from people and creatures that have passed from this world and journeyed into the next.

Prerequisite: Augment Undead, Replicate the Divine, Knowledge (necrology) 6 ranks

Benefit: Through the use of this necromantic feat, you may now speak directly with the spirits of the dead. This is a supernatural ability that works in an identical fashion to the *speak with dead* spell. You may use this feat a maximum of once per day.



LICHDOM

Immortality. The goal, the very pinnacle of achievement for a great many arcane spellcasters in the world. There are warriors and knights who seek to gain everlasting fame through deeds of great valour and heroism, whilst rogues and thieves in every city constantly attempt to outmatch one another in feats of daring and superlative skill for much the same reason. Priests and clerics are assured of everlasting life in the domains of their gods, if they prove worthy followers. It is the arcane practitioner alone who seems to be particularly susceptible to the dream of eternal life, to outlive all his peers, to see all the tomorrows yet to come.

Through legend and myth, a practitioner may learn of many possible routes to immortality, many paths to avoid the death that is inevitable to every mortal creature. It is through necromancy, however, that many are drawn in the quest for this goal. There is a common presumption that through the study of negative energies, one is naturally brought closer to the understanding of the fine boundaries between life and death. With this understanding, a practitioner may uncover the lore needed to circumvent his own death and, possibly, that of others. Ultimately, there is no easy way to achieve a permanent immortality, for the universe always seems to contrive that nothing of worth is ever given easily. Many a necromancer will use spells of longevity to vastly increase their lifetimes, though such magicks must be constantly cast each and every day for the desired effect and require a continual draining of blood from subjects, be they willing or otherwise. In one way or another, time always seems to finally catch up with such

I know it is inevitable that there are a few of you here, right now, who desire what you no doubt consider the ultimate arcane power – the transformation into undeath, the stepping beyond the grave. If you ever attain such a state, you will truly be in governance of magicks of great magnitude, I grant you. But you will no longer breathe. Or taste. Or enjoy life's loves, music and passion that we mere mortals perhaps take for granted. Is it worth the price? I have made my decision. You must all make yours.

Haras Ventrus, Master at the College of Magic
– from a lecture to new students

practitioners. Others, however, are drawn by a morbid fascination to the undead creatures they constantly animate and create. Once past the relatively basic skills of animating automatons such as skeletons and zombies, a necromancer will become all too aware that the greater undead possess both intelligence, awareness and, were it not for his own control of them, their own dreams, hopes and ambitions. Such ponderings have consumed necromancers in the past and their studies take a much darker turn as they begin to pry into the mysteries of the



art to discover how intelligence and awareness might be preserved in a body immune to the disease and ageing of mortals. This is the study of lichdom.

The decision to begin the attempt to become a lich is not one to be taken lightly and yet many practitioners rarely recognise the point of no return, even as they cross. So intense is their study and research, they may never actually ask why they pursue such a goal or whether the forfeits they must pay are worth the boons. The drive to discover, to learn, to know is a trap all too many arcane scholars and wizards brush against in their careers but the practitioner who aspires to lichdom is often bordering on the insane in his desire for long-forgotten knowledge and, ultimately, power. The lifespan of any mortal is insufficient to comprehend the greater mysteries of the universe and thus the idea of becoming an ever-living lich is appealing to some.

In attaining lichdom, the practitioner leaves behind all concerns of the flesh. Never again to eat, drink, breathe or enjoy the fruits of love, no matter how he desires them. His flesh will decay, rotting into nothingness as the husk of his body is driven by sheer willpower alone. However, he will gain tremendous power that can be focused into his continuing studies. No longer concerned with the day-to-day lives of mere mortals, he will start to conceive schemes and machinations that may take centuries to unfold. He will now be immune to almost anything that can harm living creatures, bar magic, and the years, centuries, even millennia that lie ahead of him ensure no mortal practitioner will ever be his peer. To be a lich is to become one of the walking dead but for one of determined will and conscience it is, perhaps, the only true path to the ultimate arcane power.

In keeping with the myriad ebbs and flows of magic, there is more than one method to attain the transformation into a lich. Dark artifacts of immense power may grant the undead state immediately and the use of ritual magic are at least known, if rarely used. Artifacts are things born of legend though and may be hard to find, whilst few necromancers have the benefit of knowing, much less trusting, other arcane spellcasters wishing to

‘I am every nightmare Mankind ever dreamt. I am the scourge of all his petty ambitions. The champions of light are powerless to hold back the eternally growing tides of my legions. I am everlasting woe.’

devote their energies so that he may outlive them all. To become a lich is possible purely through a practitioner’s own knowledge, skill and ambition but it is one of the most hazardous undertakings known to any school of magic.

BECOMING A LICH

The process that leads to the transformation into a lich is lengthy, expensive and extremely dangerous for practitioners who begin before they are truly ready. Only the more powerful spellcasters may even attempt to become a lich and of those, only a very tiny fraction may actually succeed. The cold fact is that to become one of the undead, one must actually die first. One simple mistake, one tiny flaw in the preparations will end the life of the practitioner permanently. No great goal of immortality in the wretched husk of a lich will welcome, only a dark, dry grave.

BEGINNING THE TRANSFORMATION

To even begin the process of becoming a lich, the necromancer must meet the following requirements:

Spellcasting: Must be able to cast arcane spells of 6th level or higher

Feats: Brew Potion, Craft Wondrous Item, Spell Focus necromancy

Knowledge Skills: Necrology 14 ranks, Spirit Lore 12 ranks

No mere hedge wizard or tavern prestidigitator may consider, or even be aware of, this terrible rite of sorcery. Only the most powerful of wizards and sorcerers have the skill and strength of will necessary to contemplate stepping beyond the grave.

THE PHYLACTERY

Every lich has a phylactery in which the very essence of their life force is retained. So long as the phylactery remains intact, a lich is truly immortal for the destruction of its physical form will merely cause the raising of another within days. A phylactery may take virtually any material form, though it is always a masterfully crafted item that proves extremely durable.

The creation of a phylactery is the first step a necromancer must take to begin the transformation. He must expend

120,000 gp in the process, which includes the cost of the masterworked item that will serve as the actual phylactery. The crafting takes 120 days, following all the usual rules for creating a wondrous magical item and will also cost the necromancer 4,800 XP. *Magic jar* and *permanency* spells must be cast into the phylactery as it is being crafted.

THE CONCOCTION OF DEATH

The phylactery created, the necromancer must now prepare a potion of death, a brew so charged with negative energy it annihilates life upon contact. It is this potion the necromancer must drink to end his current life and make the transformation into unlife. One mistake in the preparation of this lethal concoction will bring only death to the practitioner when the time arrives for his passage to lichdom.

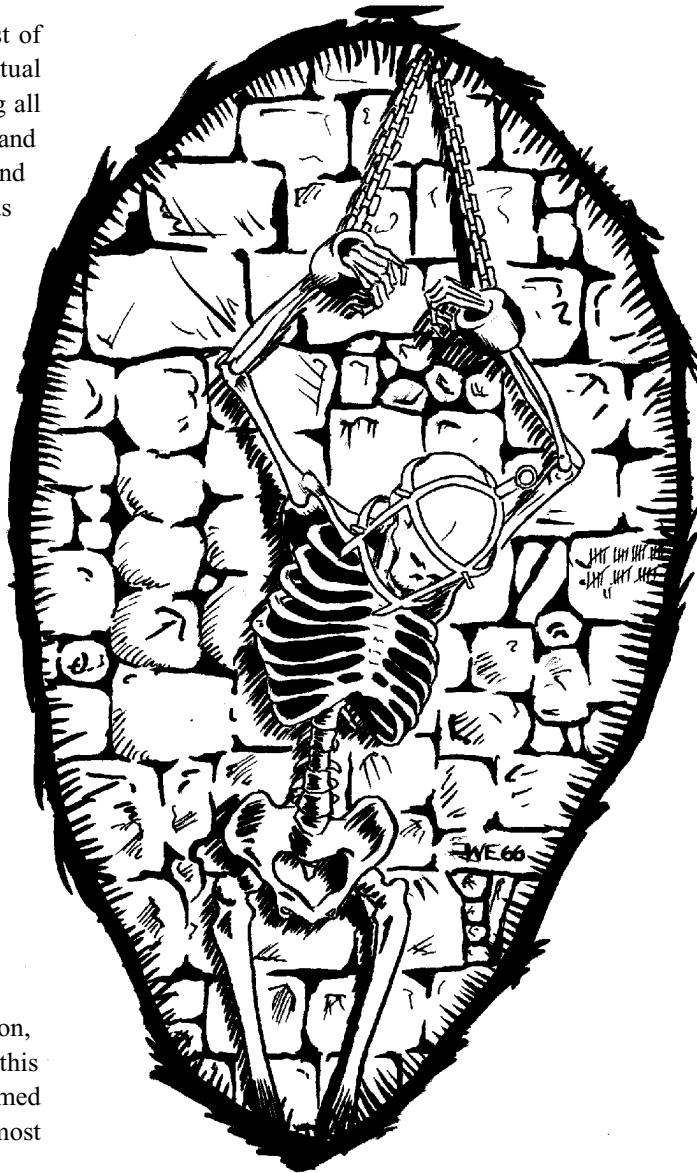
This deadly potion takes 25,000 gp, 3,600 XP and one week to brew. As it is being prepared, the necromancer must cast *animate dead*, *chill blood*, *enervation* and *permanency* into it.

THE TRANSFORMATION

The potion must be drunk at the height of a new moon, for liches are creatures of the night and it is in this darkness where their powers are greatest. Consumed at any other time, the potion will only grant the most dire of results.

Upon drinking the potion, the necromancer will fall comatose for 2d10 days with no means, magical or otherwise, able to revive him as he slowly dies. At the end of this time, he must make an Intelligence check at DC 16 in order to discover if the preparation of the potion was truly flawless. Failure will result in the death of mind, body and soul as the negative energy unleashed by this most awesome of magicks consumes him utterly. A practitioner dying in this way may not be raised or resurrected by any means.

Success, however, will grant the necromancer true immortality as he rises into new unlife as a lich. Apply the lich template in *Core Rulebook III* immediately. The necromancer has now truly stepped beyond the grave.



'Cruel and capricious, I may be. Entire nations have birthed, lived and died whilst you troubled me with your petty rivalry and infantile ambition. I have been patient with you in the past. Oh yes, I have been patient. But you could never recognise the powers of darkness that have always been mine to control at will. You will now pay for that most serious error of judgement. Here you will be incarcerated for all time, here within your own rotting carcass. Bone and putrid flesh shall be your prison and I, your Lord and master, shall draw upon your energy as I see fit, to strike down the enemies you so foolishly set against me. I will grant them a quick death, for they have been mere pawns in your endless game. But you, you will suffer for eternity, I promise you. With each passing epoch, you will grow a little weaker, whereas I can only become ever stronger.'



MAGICAL ITEMS

Though shunned by many of the practitioners of the great colleges of magic, the secrets of necromancy are a powerful lure to some. Seeking to exploit their skills in the art to their utmost limits, such arcane spellcasters are able to uncover hidden lore of immense power, all but ignored by their peers. In doing so, they gain a great advantage over any practitioner who is content to study only the most mainstream and sanitised of magical learning. Necromancers will inevitably study not only the manipulation of negative energy and the spells with which to harness it but will delve deeper into dusty tomes tucked away in the furthest recesses of the great libraries. It is here they may discover the knowledge required to craft potent items of magical power that also utilise the forces of undeath and negative energy in their application. Such items may be much sought after by adventurers and scholars alike for they harbour powers beyond the experience of most and can be deadly when turned upon an enemy.

Black Banner

Throughout many worlds of fantasy, dark tales are told of this dread artifact and it often gains a notoriety of legend that borders on the mythical. Many may have heard of the *black banner*, but few truly believe in its existence. This war banner appears as an ancient battle standard of pure blackness, with tattered, decaying cloth and a staff so brittle it may snap at any time. The *black banner* seems to be, however, impervious to any damage.

Once planted in the ground, the powers of the *black banner* come into effect over all corpses in a radius of one mile. Every round, the *black banner* acts as if it had cast either *animate dead* or *create undead* as a sorcerer of 30th level, at the bearer's discretion. Once per day, it may cast *create greater undead*, again as a 30th level sorcerer. All undead animated and created by the *black banner* automatically have maximum hit points, Turn Resistance 8 and are under the complete control of the banner's bearer. If such undead fight within line of sight of the banner, they may not be turned, rebuked, controlled or destroyed at all.

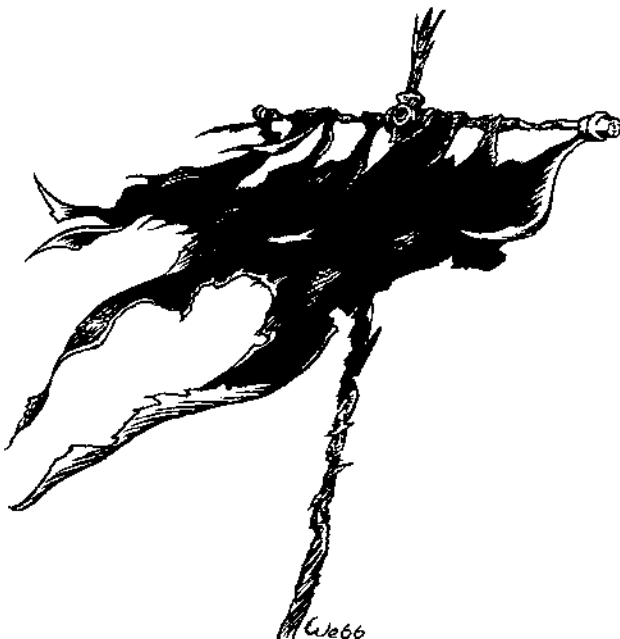
Any free-willed undead coming into line of sight of the *black banner* must make a Will save at DC 30 or immediately come under the control of the banner's bearer. Whilst in contact with the *black banner*, the bearer is immune to any form of negative energy, level drains, *slay living*, *cause wounds*, *harm* and any necromantic spells.

The *black banner's* power may only be disrupted in a very small number of ways. A *sphere of annihilation* will cause the banner to teleport randomly up to 1,000 miles away, causing all undead under its sway to lose their additional benefits and become uncontrolled. Legend says that only an artifact of equal but positive energy may actually destroy the *black banner* if placed in physical contact with it. Physically transporting the *black banner* to the Positive Energy plane is likely to have a similar effect but the explosive reaction of such large quantities of positive and negative energy brought together would likely prove fatal to any who tried.

Major Artifact

Black Gauntlet

The *black gauntlet* is an item of rare beauty and few are ever made successfully. It appears as a jet black metal glove, completely smooth and featureless with almost imperceptible joints to allow the free movement of fingers and wrist. By outstretching his hand to a living target, the wearer of the *black gauntlet* can cause it to choke as it is overwhelmed by waves of negative energy. The target must make a Fortitude save at DC 20 or be stunned for 1d4 rounds. If the target succeeds in its Fortitude save, the magical power of the *black gauntlet* is temporarily drained and may no longer be used for the





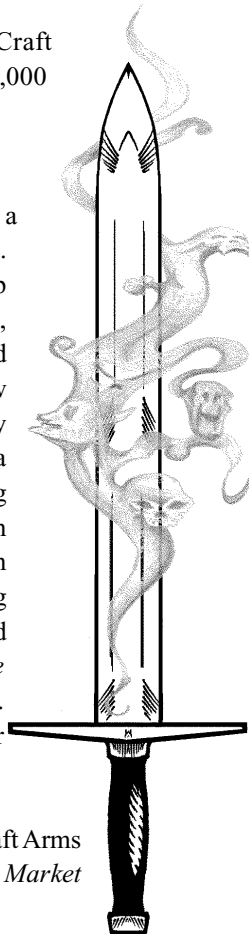
rest of the day. So smooth is its fitting, the *black gauntlet* does not impede spellcasting and there is no increased chance for arcane spell failure.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 15,000 gp.

Blade of the Banshee

This *+1 long sword* appears as a normal weapon until swung in battle. Ghostly, spirited shapes flow up and down the blade as it is wielded, all the while crooning laments and promises of eternal night. This low but disturbing muttering rises sharply in volume when the blade strikes a living enemy, becoming a howling shriek of everlasting torment that can shred the very soul of its victim. In addition to normal damage, any living creature who is struck by this sword is affected by the *wail of the banshee* spell, as if cast by a 17th level sorcerer. They must make a Fortitude save or be slain.

Caster Level: 17th; *Prerequisites:* Craft Arms and Armour, *wail of the banshee*; *Market Price:* 306,000 gp.



Bone Delver Lantern

The corrupt and debased beings who practice the grave robbing of others of their own race run a very real chance of becoming dreaded bone delvers if slain during their night-time activities. The lanterns bone delvers perpetually carry are mundane items that have been infused with negative energy in the same way as their unliving bearers. In between the hours of dusk and dawn, they glow with a dull reddish light and continually cast *detect undead* as a cleric of 6th level. In addition, they add +2 to any neutral or evil cleric's attempt to rebuke or control undead. The *bone delver lantern* is completely powerless during daylight hours and will not

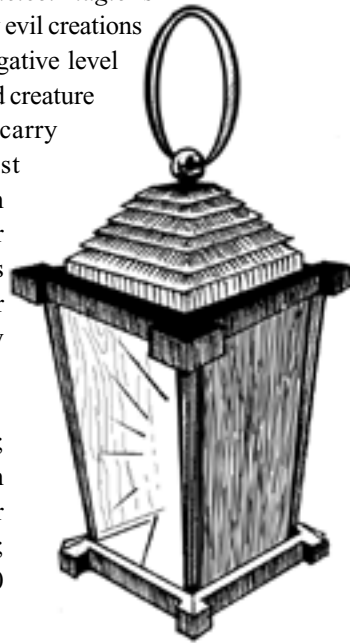
even show an aura if *detect magic* is cast. They are innately evil creations and will grant one negative level upon any good-aligned creature for as long as they carry it. The lantern must be physically taken from a bone delver before the creature is destroyed in order for the item to retain any power.

May not be crafted; Only formed when a slain grave robber rises as a bone delver; *Market Price:* 4,000 gp.

Bloodied Onyx

Necromancers uncovering the deeper lore of their art may soon discover a process long understood by practitioners of ancient times. By performing a relatively simple magical ritual over the onyx gems used to animate the dead whilst soaking them in blood, the necromancer may permanently bind a small amount of negative energy into their small forms. When used as the material component to the *animate dead* spell, the skeletons or zombies brought into existence will possess a limited form of regeneration. At the end of every round where the skeleton or zombie is still active and under the control of the necromancer, it will be granted Regeneration 2.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Items, Necrology rank 12, onyx gem worth 250 gp, *animate dead*; *Market Price:* 500 gp.

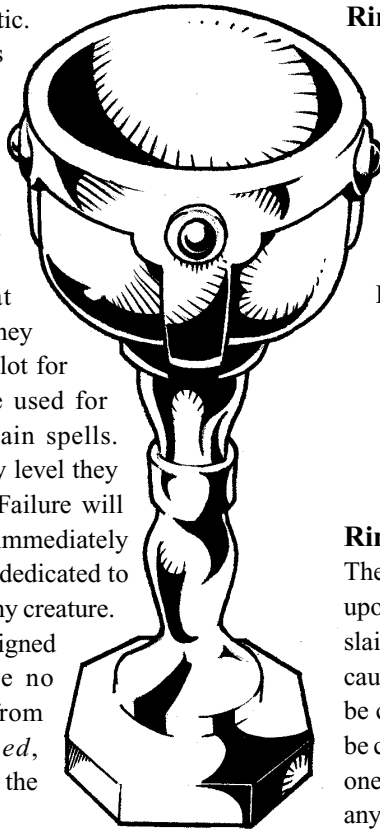


Cup of the Damned

This golden and highly decorative chalice looks innocuous upon examination and it may be presumed its function is purely aesthetic.

Its purpose, however, is altogether darker, though one skilled in the necromantic arts may find great power when drinking from it. Anyone drinking any liquid from the chalice must make an immediate Will save at DC 10. Success will mean they are granted one extra spell slot for one day, though it must be used for necromantic or death domain spells. This spell slot may be of any level they are normally able to cast. Failure will result in the drinker being immediately slain and raised as a zombie dedicated to protecting the chalice from any creature. Non-spellcasters and good-aligned divine spellcasters receive no benefit through drinking from the *chalice of the damned*, though they must still make the Will save.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Items, *animate dead*; *Market Price:* 30,000 gp.

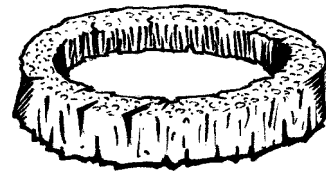


Caster Level: 7th; *Prerequisites:* Craft Wondrous Items, *cause fear*; *Market Price:* 25,000 gp.

Ring of Bone

Taking the simple appearance of a hollowed out ring of bone, this magical item acts as a small repository of negative energy. Calling upon its innate power, the wearer may cast *control undead* once per day as a 13th level sorcerer.

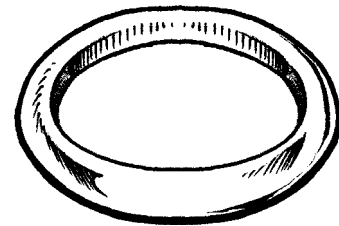
Caster Level: 13th; *Prerequisites:* Craft Wondrous Items, *control undead*; *Market Price:* 7,000 gp.



Ring of Petty Vengeance

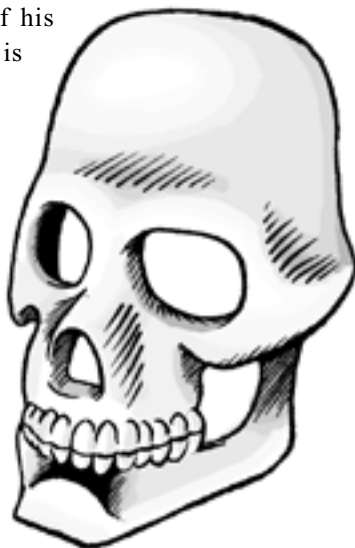
The power of this golden ring is activated automatically upon the death of its wearer. The instant the wearer is slain, the ring casts the single spell stored within at the cause of death, so long as it is in range. This spell must be chosen at the time of the ring's forging and may not be changed thereafter. Furthermore, only spells that take one action to cast are permitted but no components of any type are required. Once the spell has been expended in this way, the ring becomes magically inert and may not be used to store a spell again. The market price will therefore be reduced to 500 gp.

Caster Level: 12th; *Prerequisites:* Forge Ring, spell to be stored; *Market Price:* Variable – caster level x (maximum level of spell known) x 100 gp.



Mask of Death

On first appearances, this grinning skull-faced mask may seem to be no more than the ostentatious face-piece of some warrior seeking to strike fear into the heart of his enemies. Its power is very real though and the terror the foes of the wearer may experience may send them screaming in fear, fleeing the battle in order to escape their nightmares. Once per day, the wearer of the mask of death may direct it to cast *cause fear* as a sorcerer of 20th level.



HELP FOR GAMES MASTERS

In contrast with *Demonology*, the first book of the *Encyclopaedia Arcane* series, there is relatively little to truly concern a Games Master in this book of necromancy, as the application of this school of magic is already fairly well understood in the game. There are, however, a few points we should go into in a little more detail to ensure the ease of integration of these rules into your existing campaign.

ZOMBIE, DO THIS!

The eternal problem with introducing capable necromancers into a campaign is the old 'zombie, do this!' syndrome. What value is there in laying a cunning trap before the party if they will merely send a mindless automaton ahead whenever they happen across a suspicious corridor or room?

In practice, however, this is rarely as great a factor as many Games Masters fear. It becomes problematic

mostly at low levels of play, for as the party increases in capability, so do the challenges they face. What party of mid-level adventurers will be overly concerned of the danger posed by the archetypal five-foot wide pit trap anyway? At such levels, player characters tend to have far greater dangers and ambitions to contend with, though this is something we will talk about a little later.

At low level, the skeleton or zombie shield may prove something of a hindrance to your plans but, fortunately, there is also a simple answer. Plan ahead. A low level necromancer, gleefully armed with the new *animate skeleton* and *animate zombie* spells, is only going to be able to create one such creature at a time and then perhaps only a couple of times a day. So, if you really *must* have your party fall into a pit, make sure there is one more in your dungeon than there are undead. Or perhaps launch a quick ambush of monsters before the party reach any potentially troublesome area. The necromancer is bound to love this as he begins to claim it was his skeleton, now





sadly a smashed heap of bone, that tipped the balance in that desperate fight. Bless him. Alternatively, set a few adventures within a town or city. A few brushes with the city guard and an inflexible justice system should get a necromancer re-thinking his approach to animating corpses quickly enough. . .

Those are just two very basic tools that may be applied to alleviate any potential ‘zombie, do this!’ syndrome, if it is ever really needed. A skilled Games Master will make sure the necromancer player never catches on to what he is doing – never belittle a character’s abilities. The aim is to channel them in the direction you want your adventure to go. And that, surely, is what Games Mastering is all about.

If any particularly interesting or amusing situations arise in your own gaming sessions from the ‘zombie, do this!’ syndrome, please let us know. The very best will be immortalised on our web site. If your party necromancer never achieves his ambition to become a lich, at least he will have this!

MASTERS OF NECROMANCY

Raise city, raise death hulk and raise death fleet. I can imagine more than a few Games Masters having their stomachs churn when they read these spells and, I confess, it was with a certain amount of relish they were written. Ultimately, if you want to disallow them from your games, that is okay with us. They are certainly not for everyone. There is, however, a reason they were included, so let me try to explain where we are coming from.

No matter what the world, magic should have awe-inspiring effects. The most powerful wizards should be able to make and shake the nations around them, for this is the very foundation on which fantasy is based. When we started to explore the high level spells included in this book, we wanted to find the very limit of what a necromancer could do as he reached the height of his art. Legions and fleets of the dead were surely this.

So, should you allow them in your carefully crafted campaign? This all depends on the nature of your scenarios and your players. If they are pillaging the depths of the earth, exploring the deadliest dungeons your imagination can devise, then maybe not. The

‘zombie, do this!’ syndrome can hit back with a vengeance at this level of play. If, on the other hand, your players are beginning to get involved in the politics of the world and are starting to shape their own domains, I would advocate a resounding yes. The *raise city* spell has superb potential for creating a fortified base of operations, whilst *raise death hulk* and *raise death fleet* are great backdrops for naval actions that may change the destiny of entire nations. More ideas on how to use death fleets will feature in our forthcoming supplement, *Seas of Blood*.

NECROMANTIC FEATS

The main concern for the Games Master with the use of necromantic feats is in the application of the side effects. By and large, each side effect should impose some penalty upon the player character, no matter how beneficial a few of them appear at first glance. The goal here is to firstly document a character’s slow slide into the corrupting effects of negative energy but also to make the player very much aware of the price he is paying to access such powers.

Even the minor side effects, such as aura of unease, should have an impact upon scenarios. Patrons may offer less compensation for employed work, merchants and traders may refuse sales and woe betide any such necromancer who meets a noble paladin with experience in defeating evil raisers of the dead.

Most of the side effects are relatively easy to apply to a character and, with just a little forethought, their impact worked out for future scenarios. It is worth paying attention to insanity, however, as this is the one side effect that relies totally on the role-playing skill of the player concerned. Types of insanity can actually be

a great source of enjoyment for a group but they must be treated seriously – if you have any doubt about a player’s role-playing skill, get him to re-roll this side effect or it will be nothing more than an easy cop out to avoid potentially nastier effects such as Constitution loss. I am sure you know the sort of players I am talking about here.

If you feel you can introduce insanity into your game, however, then have a great deal of fun for you are limited only by your own imagination. Phobias are immensely easy to apply, as the player need only role-play an intense (indeed, an insane) aversion to the source of the phobia and you can use the effects of a *fear* spell if he ever gets surprised by such. Despite their ease of application, you should never ignore the use of phobias as types of insanity as they can prove both tremendously amusing and extremely inconvenient for the necromancer player.

With other types of insanity, the sky really is the limit. Here are a few suggestions: gluttony, alignment change, insane courage (interesting for a wizard), catatonia, introversion, megalomania (appropriate for very powerful necromancers. . .), pathological lying and amnesia. Choose one you believe your player will really get into every time this side effect is rolled for and if you can link it in with recent campaign events, so much the better – failing the Negative Energy check whilst surrounded by serpents could be a good start for ophiophobia, for example.

What, no hard and fast rules for insanity, you ask? No. We don’t believe such cumbersome rules should ever be needed or enforced. This is a role-playing game after all and insanity merely adds another level to a character’s personality. That can only ever be for the good.

Arathriell shuddered as she felt the power leave her hand and twist towards the unsuspecting ogre. She became so distracted by the withered appearance of her outstretched fingers that the scream of the ogre as its shadow leapt from the ground to envelop it made her flinch. She shook her head to clear it and nervously glanced to be sure Gudge and Peron were too occupied by their own adversaries to be paying attention to what she did next. She had promised before to stop using the Dark Powers.

As she launched a seething sphere of pure blackness at the ogre she watched the skin of her right hand shrivel and tighten, pulling back from her nails until they resembled the talons of some hideous creature. Arathriell cursed and rubbed her hands to stimulate the blood flow in an attempt to warm her now corpse-cold fingers so that she might cast again before the stumbling ogre reached her.

The necromancer allowed herself a slight, satisfied smile as the ogre clutched its arm with a howl of pain as her fingers lightly caressed its skin before it fell to the ground, face frozen in a rictus of agony. She quickly donned her gloves before either of her companions could see the gnarled claw at the end of her wrist.



As a last note on necromantic feats, the use of *wish* and *miracle* spells can indeed mitigate side effects gained, though only on a one-for-one basis. Spells such as *restoration* will be able to cure insanity and disfigurements though in general, these magicks should always have a more limited effects on a necromancer empowered by negative energy.

UNDEATH

Sooner or later, it is going to happen in your campaign. One wizard will amass enough magical power to actually become undead himself, whether through constant use of necromantic feats or the expensive and dangerous trials posed by the transformation into a lich. In doing so, the player will gain a wide range of new powers and abilities that may initially appear daunting to the other members of the party. This is, of course, exactly what some players will be striving for. However, as one of our writers said, being undead should be ‘a bit of a drag.’

The first thing to keep in mind is that the character is now dead. His flesh is rotting, his eyes are shrivelling and his stench must be quite incredible. Visiting your royal patron in his noble court will no longer be an option. Even quiet trips to the local tavern or merchant will prove impossible to do no matter how many hooded cloaks are worn. In a magical fantasy world where the dead can actually walk from their graves, someone *will* recognise the character for what he is. Good-aligned clerics and paladins are also likely to quest after the

destruction of such an unholy creature, no matter its true aims and beliefs.

It is at higher levels of play where this becomes somewhat mitigated, particularly if your players are carving out their own piece of the campaign world. A powerful lich hidden deep inside the party’s fortress can be a great ally, though if the source of the party’s strength is ever discovered, the political connections and plans they have worked so hard to build may crumble overnight. I am sure you can foresee some great scenarios arising from *this* set of circumstances.

In short, always seek to reward a player who has managed to step beyond the grave with his character but never give him an easy ride. He will gain a huge range of new powers but will be tremendously limited in almost every other regard.

MINIONS OF UNDEATH

The following chapter gives details of several new types of undead, from the humble but insidious skull child to that perennial favourite of fantasy, the death knight. In the main, they are presented as scenario hooks to draw your players into the realms of the dead and most are crying out for entire adventures to be written around them. You may, however, decide to allow your party necromancer to raise them into unlife himself, perhaps through the use of such spells as *create undead* or *create greater undead*. This we leave to your safe keeping.



MINIONS OF UNDEATH

BONE DELVER

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +0 (Dex)

Speed: 30 ft.

AC: 13 (+3 natural), touch 10, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Shovel +3 melee, or claw +2 melee

Full Attack: Shovel +3 melee, or 2 claws +2 melee

Damage: Shovel 1d6+1; or claw 1d4+1

Face/Reach: 5 ft./5 ft.

Special Attacks: Scream of agony, disease

Special Qualities: Undead, Darkvision (Ex): Range 60 ft.

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 13, Dex 11, Con –, Int 10, Wis 11, Cha 11

Skills: Disable Device +3, Hide +3, Knowledge (local cemeteries) +2, Move Silently +3, Open Lock +3, Search +3, Spot +3

Feats: Weapon Focus (shovel)

Climate/Terrain: Any land and underground

Organisation: Solitary or crew (2-5)

Challenge Rating: 1

Treasure: Standard coins; double goods; no items

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-size)

Cemeteries and graveyards are well known by necromancers for their concentration of negative energies and it is this, rather than the mere presence of the buried dead, that can cause all manner of creatures to rise from their graves to haunt the living. A few brave souls make their gruesome livelihood by preying on graves, digging up the treasures and riches sometimes laid to rest with their owners. These grave robbers are detested by society for their callous natures in disturbing the dead and all too often such men may fall foul of the unliving denizens of certain graveyards.

Bone delvers are a form of undead who were once grave robbers and died whilst performing their nefarious tasks. Some may have inadvertently awoken undead creatures in the grave, others are outwitted by cunning traps placed in well protected mausoleums. They usually appear as hunched, shambling humanoids with faces twisted into a visage of pain and rage and will visibly carry the wounds that caused their demise. Bone delvers forever carry the tools of their trade – a lantern and a shovel, though

lock picks are also commonly found upon their walking corpses. The lantern still burns, though with an unnatural and eerie red glowing light.

Combat

Bone delvers initiate their attacks by uttering a chilling scream of terrible agony, rage and frustration that transcends death itself. Those not affected by the scream are made targets of melee attacks with the shovel which this creature can swing with uncanny skill.

Scream of Agony (Su): The scream of a bone delver has a 30-foot radius of effect and those caught must make a Will save (DC 11) or be shaken. Creatures of more than four HD or those successfully making the Will save may never be affected by the scream. The save DC is charisma-based.

Disease (Ex): Anyone struck by the filthy shovel or claws of a bone delver must make a Fortitude save or contract Grave Rot (DC 11, incubation period 1d6 days, damage 1d6 temporary Strength and 1d6 temporary Constitution). The save DC is constitution-based.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

BURNING GHAT

Medium-Size Undead (Fire)

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Claw +4 melee

Full Attack: 2 claws +4 melee

Damage: Claw 1d4+1 and 2d6 fire (see burning blood)

Face/Reach: 5 ft./5 ft.

Special Attacks: Burning blood, fire burst

Special Qualities: Undead, damage reduction 5/magic, immunity to fire, vulnerabilities

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 14

Skills: Climb +5, Escape Artist +6, Hide +6, Jump +5, Listen +7, Survival +5, Move Silently +5, Search +4, Spot +7

Feats: Blind-Fight, Weapon Finesse (claw)



Climate/Terrain: Any land and underground
Organisation: Solitary, gang (2-4) or pack (5-10)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5-9 HD (Medium-size); 10-12 HD (Large)

The burning ghat is a rare form of undead, created in areas of unusually high negative energy saturation when a sentient creature is put to death by fire for a crime it was innocent of. Utterly twisted and maddened by their fate, burning ghats are fearsome undead, consumed with a hatred for the living and seeking to end life wherever they find it.

The burning ghat appears as a member of its original race, though distinct features are obliterated by the charred and blackened flesh. Ash perpetually trails from the creature as it moves and often small patches of burnt skin flake from its body. They can often still be found wearing the clothes they wore whilst burnt, if the garments survived the flames, though a burning ghat of any great age will usually have none. Their eyes are small dots of brilliant crimson fire. The distinct and pungent stench of burnt flesh is often the harbinger of a burning ghat's arrival and is easily noticeable within 60 feet of the creature.

Combat

A burning ghat always attacks with its claws, seeking to slay any living creature it encounters. It favours burning its victims to death but is quite content to rend them apart if they should prove immune to fire.

Burning Blood (Su): A burning ghat's claw attack heats the blood of living creatures upon contact, causing great pain as it sizzles and boils away into the air. A living creature damaged by the burning ghat's claw attack must succeed at a Fortitude save (DC 14) or take an additional 2d6 points of fire damage as the blood is violently evaporated around the wound. The save DC is Charisma-based.

Fire Burst (Ex): Once per day, the burning ghat can emit a 20-foot radius burst of flames. These flames do 6d6 points of damage to all within the area of effect, though a Reflex save (DC 14) will halve this. The burning ghat is *slowed* for 1d6 rounds after using this ability as it rebuilds the fire within its burnt husk. The save DC is Dexterity-based.

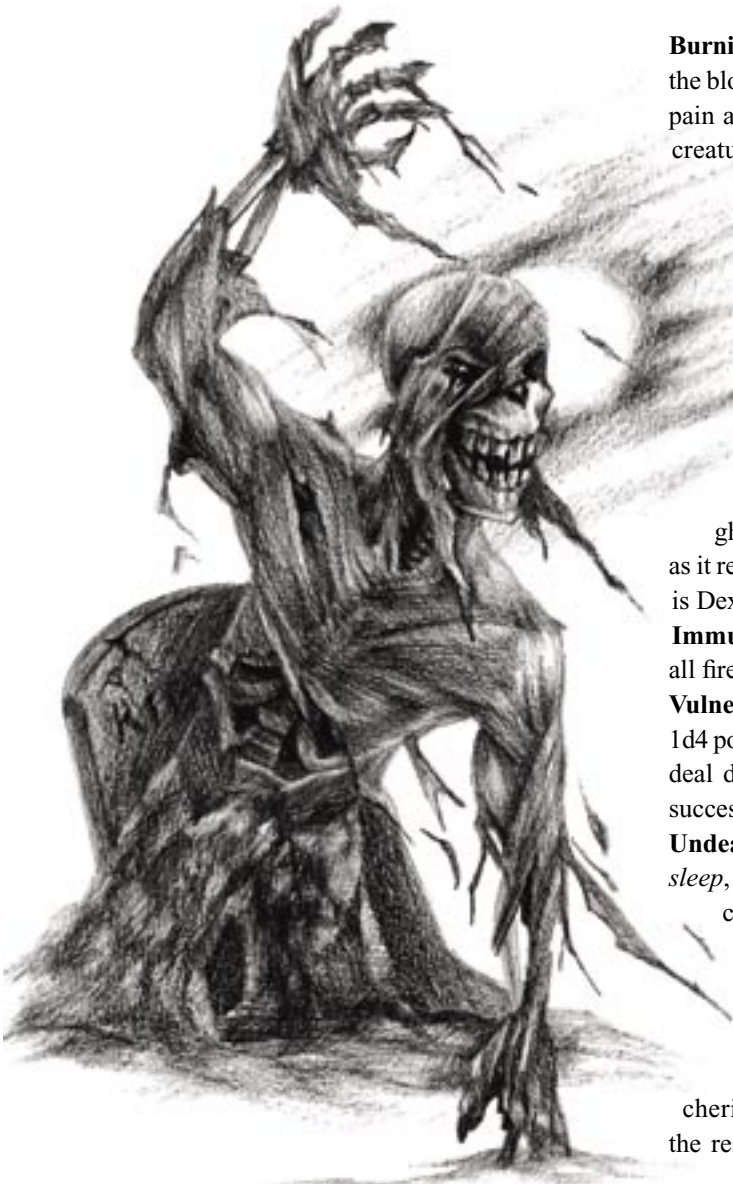
Immunity to Fire (Ex): A burning ghat is immune to all fire effects.

Vulnerabilities (Ex): Water-based spells deal an extra 1d4 points of damage per caster level. Cold-based spells deal double damage unless the burning ghat makes a successful save.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

DEATH KNIGHT

Doomed to devastate the world they once cherished and sought to protect, death knights are the result of damning curses visited upon once noble



paladins who fell from grace at the moment of death. A lifetime of duty and loyalty becomes forfeit as the undead creature, rising from its grave within days of being laid to rest, is driven by an intense desire to annihilate all life and bring as much harm as they can muster to any within reach. It is the tragedy of the death knight that most remain conscious and aware of their actions within unlife, forever grieving for their actions, past and present, yet unable to withstand the compulsion to destroy.

Death knights appear as skeletal humanoid encased in their original suits of armour, dried skin and flesh stretched tight across bone. They retain all the fighting skills they learnt in their former life and, melded with the powers of the undead, a death knight can prove to be a fearsome foe as it swings its weapon with consummate ease, ignoring the puny strikes of its enemies whilst staring into their eyes with orbs of dull crimson that betray nothing but pure evil.

Death knights speak any languages they knew in life.

Creating a Death Knight

The death knight is a template that may be applied to any humanoid or monstrous humanoid paladin. The creature's type immediately changes to *undead*. It uses all the creature's original statistics and special abilities except as noted below.

Hit Dice: Increase to d12.

Speed: Same as the original creature.

AC: The original creature's natural armour improves by +3.

Special Attacks: A death knight retains all the original creature's special attacks and also gains those listed below. Any original spellcasting ability is lost.

Fear Aura (Su): Death knights are shrouded in an aura of fear. Creatures of less than 5 HD that come within 5 feet of the death knight must succeed at a Will save (DC 10 + 1/2 death knight's HD + death knight's Charisma modifier) or be affected as though by *fear* as cast by a sorcerer of the death knight's level.

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect magic*, and *see invisibility*; 2/day—*protection from good*; 1/day—*animate dead*, any one *power word* spell, and *symbol* (pain or fear effect only). These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + death knight's Charisma modifier + spell level).



Necromancy - Beyond the Grave

Summon Undead (Sp): Once per day, the death knight can summon undead whose total HD do not exceed his own. The summoned undead creatures are under control of the death knight and remain for one round per HD of the death knight. All summoned undead have +2 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Special Qualities: A death knight retains all the original character's special qualities and gains those listed below. It also gains the *undead* type.

Darkvision (Ex): Range 60 feet.

Turn Resistance (Ex): A death knight has +4 turn resistance.

Spell Resistance (Ex): A death knight has SR 16 +1 per Hit Die.

Summon Grave Mount (Sp): Once per year, a death knight may summon a grave mount to serve it.

Empathic Link (Su): A death knight who has summoned a grave mount to serve it has a link to the undead animal. The death knight can converse with the grave mount telepathically so long as they remain within 100 feet of each other.

Saves: Same as the original creature.

Abilities: A death knight gains +4 Strength, +2 Wisdom, and +2 Charisma but, being undead, has no Constitution score.

Skills: Death knights gain a +8 racial bonus to Intimidate, Sense Motive, and Spot checks. All other skills are the same as for the original creature.

Feats: As original creature.

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: As original creature +3

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

GLACIAL HAUNT

Medium-Size Undead (Cold)

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Slam +5 melee

Full Attack: Slam +5 melee

Damage: Slam 1d6+3 and heat drain

Face/Reach: 5 ft./5 ft.

Special Attacks: Heat drain

Special Qualities: Undead, cold subtype, detect heat, +2 turn resistance

Saves: Fort +1, Ref +3, Will +5

Abilities: Str 14, Dex 15, Con –, Int 8, Wis 12, Cha 13

Skills: Hide +6, Listen +5, Move Silently +6, Search +4, Spot +5

Feats: Dodge, Weapon Focus (Slam)

Climate/Terrain: Any cold land

Organisation: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-10 HD (Medium-size); 11-12 HD (Large)

In the icy wastes of the north can sometimes be found the undead spirits of those who froze to death in the snows. They are rare but the utter bane of any unwary traveller, for they are drawn to heat of all sources, be it from magic, fires or the warm blood of the living.

Glacial haunts appear as humanoids with pale white skin that is freezing to the touch. Their hair is stiff and frozen, glittering with small particles of ice, whilst their eyes are a deep blue.

Combat

A glacial haunt attacks with its fists, seeking to destroy any enemy by literally smashing the life out of them. Glacial haunts detest the living and will attack on sight.

Heat Drain (Su): The touch of a glacial haunt drains heat from their opponents, dealing 1d6 points of temporary Strength damage to any living creature. A creature reduced to 0 Strength in this way freezes to death. Strength is regained at the rate of one point per day.

Detect Heat (Su): Glacial haunts can detect heat within a 100-foot radius automatically. This includes small sources such as the body heat from invisible creatures. They can suppress or resume this ability as a free action.

Cold Subtype (Ex): Cold immunity, double damage from fire unless a successful save is made.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

GRAVE MOUNT

Large Undead

Hit Dice: 6d12 (39 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18

Base Attack/Grapple: +3/+9

Attack: Hoof +4 melee

Full Attack: 2 hooves +4 melee, bite +2 melee

Damage: Hoof 1d8+3, bite 1d8+1 and wounding

Face/Reach: 10 ft./5 ft.

Special Attacks: Frightful presence, breath weapon, wounding

Special Qualities: Undead, damage reduction 5/magic

Saves: Fort +2, Ref +4, Will +6

Abilities: Str 18, Dex 15, Con –, Int 12, Wis 12, Cha 13

Skills: Listen +10, Move Silently +8, Search +6, Spot +10

Feats: Alertness, Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always lawful evil

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

The grave mount is the insult to all that is good and holy when a paladin's steed is returned from the dead to wreak havoc upon the world. These undead creatures are rare and usually created when a death knight arises

from the grave to ride the steed he owned in his former life, though a few necromancers are also able to raise a grave mount given time and study.

The grave mount appears as a large warhorse with rotting and decayed flesh hanging from its exposed skeleton. Its hide is very dark brown or black and its mane, also black in colour, is missing in places or falling out in clumps. A grave mount's eyes burn red and its teeth are dull ivory in colour whilst the hooves are black.

Combat

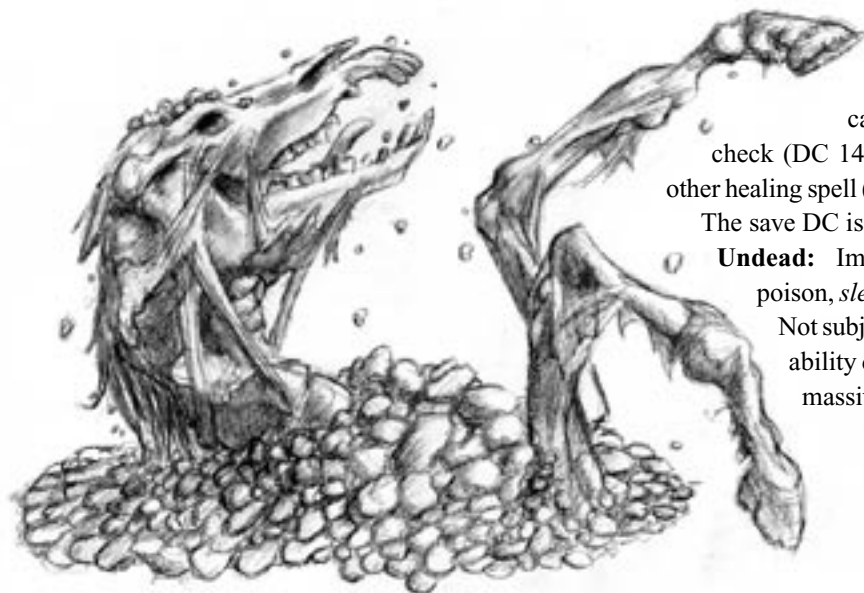
The grave mount begins melee with its breath weapon. Once engaged, it will use its hooves and bite attack to battle its opponents.

Frightful Presence (Ex): A creature with less Hit Dice than the grave mount that comes within a 30-foot radius must succeed at a Will save (DC 14) or be affected by the mount's presence. Creatures with 3 or fewer HD are panicked for 5d6 rounds and those with 5 or fewer HD are shaken for 4d6 rounds. Creatures of greater than 5 HD are immune to this effect. The save DC is Charisma-based.

Breath Weapon (Su): Afflicted with tomb fever (incubation period 1d6 days; damage 1d4 temporary Dexterity and 1d4 temporary Constitution), cone, 30 feet, every round up to three times per day; Fortitude save (DC 14) negates effects. The save DC is Charisma-based.

Wounding (Ex): If the grave mount successfully bites an opponent, the wound continues to bleed at the rate of one point of damage per round in addition to normal damage dealt. Multiple wounds result in cumulative bleeding (two wounds for two points of damage, and so on). The bleeding can be stopped by a successful Heal check (DC 14) or the application of any *cure* or other healing spell (*heal* or *healing circle*, for example). The save DC is Charisma-based.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.





SKULL CHILD

Small Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +2/-2

Attack: Claw +3 melee

Full Attack: 2 claws +3 melee; bite -2 melee

Damage: Claw 1d3 and energy drain; bite 1d4 and 1d4 temporary Constitution

Face/Reach: 5 ft./5 ft.

Special Attacks: Terrifying gaze, energy drain, Constitution damage

Special Qualities: Undead, masquerade, create spawn,

Darkvision (Ex): Range 60 feet.

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 10, Dex 15, Con -, Int 8, Wis 11, Cha 11

Skills: Climb +3, Hide +10, Listen +6, Move Silently +6, Search +2, Spot +5

Feats: Alertness

Climate/Terrain: Any land or underground

Organisation: Solitary or gang (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 3-6 HD (Small)

Skull children are small and pathetic but sadistic undead creatures, often spoken of in folklore and myth, though few actually believe in their existence. By day, a skull child is virtually indiscernible from any humanoid child of its size and apparent age. They appear as happy, playful youngsters who mix with other, more normal children. At night, however, their true demeanour becomes all too apparent. As the sun sinks below the horizon, the flesh retreats from the head of a skull child, revealing a bare skull with blazing eye sockets and sharp, needle-like teeth. The rest of their diminutive bodies become putrid and rotten. Skull children feed on the life force of other living creatures, draining the essence of their victims, though they may only do this at night. A solitary skull child will often pose as a young orphan in order to be taken in by a well-meaning and unsuspecting family, whilst others operate as gangs of destitute children in larger cities.

A skull child seeks to insinuate itself into groups of children, camouflaging themselves amongst the living and slowly preying upon them, one by one. It is not known whether these monsters prefer to stalk children in order to create more of their own kind or simply because they are far easier targets.

Combat

Skull children prefer to avoid combat if possible, all too aware that their small forms are unsuited to melee. When forced to fight, however, they attack with their bony claws and a vicious bite.

Terrifying Gaze (Su): Any living creature that meets the gaze of a skull child must make a Will save (DC 12) or be shaken for 1d4 rounds. Creatures of more than five HD are immune to this effect. The save DC is Charisma-based.

Energy Drain (Su): If a skull child hits a living creature with both claw attacks, it will deal one negative level. A Fortitude save (DC 12) will remove the negative level. The save DC is Charisma-based.

Constitution Damage (Su): The bite of a skull child deals 1d4 points of temporary Constitution damage unless the victim makes a Fortitude save (DC 12).

Masquerade (Su): Between the hours of dawn and dusk,

it is impossible to tell a skull child apart from another, normal, child of the race it is posing as. Any form of detection, such as *detect undead* or *detect alignment* will reveal nothing out of the ordinary. *True seeing* or similar spells will show a dark haze around the skull child during the day but nothing more.

Create Spawn (Su): If a skull child manages to slay a juvenile humanoid by draining its Constitution to zero, the unlucky victim will rise in 1d4 days as a free-willed skull child. A *bless* cast on the body before that time will cease the transformation. Adults will simply be slain by this Constitution drain and will not rise as undead.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

SLAUGH

Medium-Size Undead

Hit Dice: 4d12 (26 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., swim 30 ft.

AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+4

Attack: Slam +4 melee

Full Attack: 2 slams +4 melee

Damage: Slam 1d6+2 plus Fluid Drain

Face/Reach: 5 ft./5 ft.

Special Attacks: Fluid drain

Special Qualities: Undead, damage reduction 5/magic, natural form, cold and fire resistance 20, blindsight

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 15, Dex 14, Con –, Int 11, Wis 11, Cha 13

Skills: Climb +5, Hide +8, Listen +5, Move Silently +8, Search +7, Spot +6, Swim +10

Feats: Improved Initiative, Alertness

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-12 HD (Large); 13-15 HD (Huge)

Negative energy is present in all things, even far out into the open sea. Thus, when a humanoid of particularly evil disposition is drowned, their will may be such that it is just possible that negative energies fuse in the water around them, reanimating their spirit as a slaugh. When not engaged in combat on dry land a slaugh remains within the source of water in which it drowned, so one created at sea may have a huge domain.

The slaugh appears as a roughly humanoid-shaped creature composed entirely of water and the less-well-travelled have mistaken them for water elementals in the past. Their faces are completely featureless, with no hint of eyes, nose or mouth.

Combat

A slaugh will lie dormant as its prey approaches, concealing its true form as a natural puddle, pool or even lying still within a larger body of water. In this state, it is indistinguishable from normal water, though *detect magic* will reveal a magical aura as the negative energy bound into its being is impossible to hide from those with eyes to see it.

When a living creature approaches within ten feet of the slaugh, it will usually attack, assuming its humanoid form to destroy its victims. It may move up to 60 feet away from its source of drowning, leaving damp footprints wherever it goes.

Fluid Drain (Ex): A creature hit by the slaugh's slam attack must succeed at a Fortitude save (DC 13) or take 1d2 points of temporary Constitution damage as the slaugh drains the creature's body fluids. If the creature is reduced to zero Constitution in this way, it will die. The save DC is Charisma-based.

Natural Form (Ex): The slaugh can, as a standard action, flatten its body so that it appears as a normal puddle or pool of water. In this state, the slaugh cannot be harmed by any attacks that would not affect a normal pool of water.

Merge with Victim (Su): A slaugh can merge with any humanoid it slays. The entire process takes four hours, after which the slaugh and victim both rise together as a slaugh-spawn. It may also leave the body of the slaugh-spawn at any time in order to return to its original state but this process, again, takes four hours.

Blindsight (Ex): A slaugh's entire body is a sensory organ that can ascertain prey and surroundings by scent and vibration within 60 feet.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

Due to this being an aquatic creature, it gains a +8 racial bonus on Swim checks, and may take 10 on swim checks, etc.



SLAUGH-SPAWN

Medium-Size Undead

Hit Dice: 5d12 (32 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +2/+8

Attack: Slam +3 melee

Full Attack: Slam +3 melee

Damage: Slam 1d4+1

Face/Reach: 10 ft./10 ft.

Special Attacks: Fluid drain

Special Qualities: Undead, improved grab, inject slime, feed

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 13, Dex 14, Con -, Int 15, Wis 15, Cha 14

Skills: Climb +7, Hide +6, Listen +8, Move Silently +9, Search +9, Spot +8, Swim +9

Feats: Improved Initiative, Weapon Focus (slam, finger)

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 6-8 HD (Medium-size); 9-15 HD (Large)

The slaugh-spawn is a grotesque form of undead formed when a slaugh merges with a slain victim. The slaugh-spawn injects its victim's lungs with sea slime and feeds on the remains of those slain in such a fashion.

It appears as a malevolent humanoid whose eyes burn with a fiery rage. The slaugh-spawn's clothes, if any, hang loosely about its body whilst its skin is

leathery and taut. It hates living creatures and will attack them on sight.

Combat

The slaugh-spawn attacks by ramming its fingers down an enemy's throat and coating their lungs with a thick slime that causes suffocation. If this proves impossible or unwise, the slaugh-spawn will pummel a foe with its fists.

Improved Grab (Ex): To use this ability, the slaugh-spawn must hit an opponent of Large size or smaller with its slam attack. If it gets a hold, it can ram its fingers down its enemy's throat to fill his lungs with a slimy secretion.

Inject Slime (Ex): On a successful Grapple check the slaugh-spawn injects its victim's lungs with slime. Each round thereafter, the victim takes 1d6 points of damage as his lungs fill with slime and must also succeed at a Fortitude save at DC 14 or be unable to act as he chokes. A *remove disease* or *heal* spell will dissolve the slime if cast before the victim dies. The save DC is Charisma-based.

Feed (Su): When a slaugh-spawn slays a living creature, it may feed on the corpse, devouring both flesh and remaining life force as a full round action. For every eight HD or levels a slaugh-spawn consumes, it gains one HD. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires a part of the corpse. A *wish*, *miracle* or *true resurrection* spell can restore a devoured victim to life but there is a 50% chance that even such powerful magic will fail.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.



DESIGNER'S NOTES

When we first conceived of the idea of doing a supplement based around the practice of necromancy, there were two things painfully evident. First of all were players' perceptions of the necromantic school of magic – it was very much regarded as a poor cousin to the likes of evocation and enchantment. Actually being a necromancer sounds like a really cool thing to try and yet many were passing up the opportunity to play wizards of far greater power. This would certainly never do! Necromancers are characters to be feared, not dismissed.

This was surprisingly easy to counter, as any wizard's measure of power will always be the range of spells he can cast. Our playtesters continued to tell us it was especially at low level that necromancers were to be found wanting and so this was where we first concentrated our efforts. Simply throwing together a new range of spells, however, would not do anyone any good and thus a range of criteria were drawn up. Every spell had to evoke the imagination, for instance. Necromantic magic harnesses the dark and implacable forces of negative energy and it was essential we got this across. You will therefore find most spells are very 'visual' in nature. We wanted players to cast a spell and think 'cool, did I do that?' The *annihilation* spell is a good example – as well as simply slaying nearby enemies, plant and animal life wither and crumble under the assault of pure negative energy.

We also felt that even at low levels, necromancers should be animating and generally messing around with undead. Though we have gone to great lengths in this book to explain that necromancy deals primarily with negative energy rather than just the dead, what do you automatically think of when imagining a necromancer? Again, this was relatively easy to handle through *animate* spells with much reduced effects.

Last to be written were the high level spells and, I must confess, we had tremendous fun with them. Again, I wanted to pursue a very evocative set of imagery with the spell effects and also wished to include some of the great ideas of fantasy literature. Let me ask you this – what could possibly be more cinematic in feel than a necromancer standing at the prow of a ship crying 'rise, rise!' as a death hulk bursts forth from the waves?

The second potential problem we faced with necromancers in general was the fact that clerics, especially those of the death domain, were simply so much better at raising and controlling undead. We knew there were players who wanted this reversed or, in the least, balanced, but how to do it? There were many calls to just allow necromancers to use *animate dead* as a 3rd level spell and, indeed, many were already using this house rule but it just felt wrong to us. Ultimately, we wanted to expand and enhance the core rules, not wilfully change them whenever we faced new difficulties. On the other hand, I could also see exactly where these players were coming from.

I cannot remember exactly who first thought of necromantic feats (I hope it was me!) but they solved so many problems this book faced. First of all, I did not want the book to simply be a list of new spells – that would have been remarkably boring. I wanted something unique that necromancers could call their own. I was also interested in portraying the slow slide into corruption that continued use of negative energy caused but I knew we should steer clear of the staid 'at this level, this happens to you' approach. Last, of course, was the divine versus arcane problem outlined above.

Necromantic feats solved all three and, like our system of demonology, guarantee that extra power is always met with a corresponding increase of penalties and difficulties inflicted upon the player – any character fully embracing necromancy is not going to be able to stay within civilised society for long. Which is just as it should be.

So, fellow necromancers, you now have all the tools needed to create legions of the undead, devastate entire cities and force other arcane wizards to run in terror. What could be more fun than that?

Matthew Sprange



Arathriell smiled as best she could to what seemed to be the thousandth well-wishing guest. ‘Yes, yes I am very happy, it’s just what every girl dreams of, to marry and become the Lady of a Lord such as Peron.’ *If she has little imagination or ambition*, she amended to herself. Arathriell would have preferred a quiet ceremony attended by Gudge and perhaps a few of Peron’s men. Instead, she was surrounded by a whirling mass of people that left her feeling slightly dizzy.

How did I let Peron talk me into this? She knew the answer even before her mind had fully formed the question. She agreed to marry him in all pomp and circumstance and settle into a noble’s life because it made him happy. She could see it in every line of his face and every motion of his body as he and Gudge sat at the head of the main table and toasted each other’s good fortune. Even after these many years, seeing Peron happy still brought warmth to her heart when nothing else could. The last year had been a blur. Peron, Gudge and their men had agreed to lend assistance to a little-known noble. A strange twist of war saw that minor noble crowned as King. The gratitude of the fledgling monarch had made lords of both Peron and Gudge. The troubles were far from over. Enemies still waited at every border, ready to attack the untried kingdom before it could get its collective feet under it.

Screams rang through the halls and along the walls of the manor. Peron rushed past her in half-donned armour stopping only long enough to brush a kiss against her lips and whisper, ‘stay here, I’ll be back by your side before you know it, my love.’ Then he was gone.

Arathriell cursed under her breath and ran to her chambers. She gathered all the spell components she could carry after she poured blood on the front of her bridal gown and rubbed dirt on her hands and face. She skulked the battlefield like a ghost, lending all the support to Peron and his men her considerable powers could muster. The invaders shrieked as their own dead reached up to grapple the yet living or chased the retreating survivors into the pitch-blackness of night. Battle-hardened warriors screamed like temple virgins as the walking corpse of the Lord’s new bride clutched at them with skeletal, taloned hands, freezing their hearts in their chests with the icy grip of the grave. After assuring herself the tide of the battle had turned in the defenders’ favour, Arathriell chuckled wickedly to herself and sneaked back to her chambers to change out of her filthy gown before Peron could see her.

* * *

A soft knock interrupted Arathriell as she brushed her hair. ‘You’re my husband now, you needn’t knock.’

Gudge’s voice was muffled by the door, ‘Ara, open the door.’

Something made the necromancer’s heart miss a beat as she opened the door and looked at her long-time companion. The dwarf’s armour was spattered with blood and his hands still gripped the haft of his axe. She had seen him in this state many times before so her mind dismissed his appearance. It was his eyes. They were red-rimmed in a way that only came from crying. In all the years she, Peron and Gudge had adventured together, she had *never* seen the dwarf cry.

‘Ara, it’s Peron. . .’

Her ears refused to hear the rest of the dwarf’s explanation. She ran past him to the main hall, which was still littered with the refuse of the feast though devoid of occupants. Someone had cleared the main table. There lay Peron, a horrible gash to his chest glistening in the candlelight, the light in his blue eyes extinguished forever.

I’ll be back by your side before you know it, my love.

‘You’re damned right you will!’ She screamed at the corpse.

Gudge skidded to a halt at the entrance, hands tightening around the haft of his axe reflexively.

‘For the love of the gods, Ara. . . What have you done?’

RULES AND SPELL SUMMARY

NECROMANTIC SPELLS

Spells listed in italics are detailed in *Core Rulebook I*. Those marked with an asterisk can be found in *Relics & Rituals* by White Wolf Publishing. A player or Games Master is welcome to add others, either of his own devising or from other publications.

0th Level

Animate Animal

Turns one dead animal into a tiny sized skeleton or zombie

Detect Dead

Locates hidden corpses

Disrupt Undead

Deals damage 1d6 damage to one undead

Identify Undead

Caster informed of the type of all undead within range

Skull Snare

A single skull can guard an area

Touch of Fatigue

Target suffers from fatigue

1st Level

Animate Skeleton

Animates one skeleton

Cause Fear

Target runs in fear for 1d4 rounds

Chill Blood

Ray causes damage and stuns target

Chill Touch

Touch deals damage

Deaths Shadow

Touch causes temporary damage and possibly death

Protection from Undead

Target warded from attacks by undead

Ray of Enfeeblement

Ray reduces victims Strength

Wound

Further injuries to target cause more damage

2nd Level

Animate Zombie

Animates one zombie

Bleeding Wound

Accelerates injuries to living tissue

Blindness/Deafness

Subject is blinded or deafened

Bones of Steel

Grants +2 Armour Class to skeletons

Command Undead

Undead obeys you

False Life

Gain temporary hit points

Ghoul Touch

One target paralysed for 1d6+2 rounds

Phantom's Howl*

Enemies become shaken, stunned or paralysed

Sensory Link

Caster can see through the eyes of a controlled undead creature

Scare

Panics creatures within 15 ft. radius

Sleep of the Dead*

Feign death

Spectral Hand

Disembodied hand delivers touch attacks

Visage of the Dead

Caster can take on the appearance of an undead creature

Voice of Deathly Whispers

Caster can project voice through undead

3rd Level

Armour of Undeath*

Turns a corpse into protective armour

Gentle Repose

One corpse preserved for one day/level

Halt Undead

Can halt up to three undead creatures

Invigoration of Undeath

Zombies gain improved initiative

Ray of Exhaustion

Target suffers from exhaustion

Shadow Horror

Target becomes weakened and stunned

Shadow Mastery

Targets becomes vulnerable to further negative energy spells

Shadow Strike*

Victim is injured if his shadow is damaged

Shadow Touch*

Caster gains the ability to drain Str

Strike Barren

Victim rendered infertile

Undead Conduit

Further spells can be projected through undead

Vampiric Touch

Touch deals damage and heals caster



Necromancy - Beyond the Grave

4th Level

Contagion

Victim contracts disease

Enervation

Victim gains negative levels

Fear

Living creatures within cone become panicked

Ghoulish Curse

Subject is transformed into a ghoul

Graft Weapons

Zombies and skeletons become more potent in combat

Wall of Bone

A bone wall is created

*Zombie Form**

Take the form of a zombie

5th Level

Annihilation

Creatures and plant life within 30 ft. die

Animate Dead

Create multiple skeletons and zombies

*Dark Water**

Imbues water with negative energy

*Doomwail**

Victims can become deafened or paralysed

Magic Jar

Allows caster to possess another

*Nethergaze**

Caster's gaze can damage undead

Recall Spirit

A spirit can be summoned back to the body it once possessed

Shrieking Missile

One non-magical missile causes fear

Skeletal Spikes

Caster gains 1d3 additional gore attacks per round but living creatures reduced to zero hit points if cast

6th Level

Circle of Death

Kills living creatures within a 50 ft. burst

Longevity

Prevents natural ageing

Threshold of Unlife

Reduces effectiveness of healing within 100 ft.

Unfetter Undead

All undead in a 50 ft. radius become uncontrolled

7th Level

Control Undead

Caster cannot be attacked by undead

Finger of Death

Kills one target

Raise Death Hulk

Raises one sunken ship

*Soulstrike**

One target drained of constitution

*Transmute Flesh to Shadow**

One creature transformed into shadows

8th Level

Clone

Creates duplicate to awaken on death of original

*Darkstaff**

Creates a staff of negative energy

Flesh Made Foul

Target gains negative levels and can be transformed into undead creature

Horrid Wilting

Living creatures suffer 1d8/level damage

*Leech Field**

Absorbs hit points from nearby enemies

Shadow Skin

Caster gains damage reduction 10/+1 and can inflict negative levels by touch

*Shadow Storm**

Causes damage and Strength and Constitution loss

9th Level

Astral Projection

Projects caster and others to astral plane

Energy Drain

Victim gains negative levels

Raise City

Creates a city of skeletons

Raise Death Fleet

Raises a fleet of death hulks

Soul Bind

Prevents resurrection

Wail of the Banshee

One creature/level killed

Necromantic Feat

Animation by Touch

Augment Undead

Command Undead

Death Touch

Empower Undead

Replicate the Divine

Resist Magic

Spirit Dissertation

Prerequisite

Animate dead, Death Touch

Knowledge (necrology) 4+

Knowledge (necrology) 8+

Knowledge (necrology) 4+

Animate dead, Augment Undead

Any Necromantic Feat

Knowledge (necrology) 11+

Augment Undead,

Replicate the Divine, Knowledge (necrology) 6+





BATTLE MAGIC - THE ELDRITCH STORM

There are those who use magic to make the world a better place. They spend countless hours toiling over spells to increase the production of crops or wards to protect their towns from enemy armies. They believe magic is a powerful force that should be turned to alleviating the problems of the world and spend most of their lives trying to improve the lives of others. These mages are compassionate and caring, honourable and devoted but are just one piece of kindling for the fire that is battle magic.

Battle magic is about pushing magic to its absolute destructive limits, turning each arcane phrase into a death sentence and every claw-fingered gesture into a deadly magical assault. Make no mistake – battle magic is about mayhem and death, making sure your opponents are made to pay for their presumption to challenge your arcane might. Whether you wish to deliver your death from afar, firing off powerful spells that streak through

the sky and blast massive holes in the enemy lines, or want to see the look of fear in your foes' eyes as you come screaming for their blood with your runeweave robes and spellblade, battle magic is for you.

In this book, you will find no information on how to craft intricate illusions or research spells that will help your fellow adventurers see in the dark or span a yawning chasm – you will discover new spells devoted solely to destruction, new feats that boost your character's ability to wreak havoc on enemy forces, and prestige classes that will add new fear and respect for spellcasters in your games. This book is for players and Games Masters who believe the highest purpose of magic is to rain death and destruction down upon their enemies.


BATTLE MAGIC – THE ELDRITCH STORM



There is perhaps no greater destructive force in the world than an angry wizard or sorcerer. In times of war, they are called into service for their empires and exhorted to master new and more devastating spells of slaughter. It is only natural, then, that some of these arcane masters enjoy the thrill of battle and devote their lives to its study and perfection.

To study battle magic is to learn the devastating spells contained in the pages of *The Book of War*. From the *lava wyrm* to the dreaded, unpredictable havoc of the *elemental rupture*, these devastating spells form the heart of the eldritch storm. Joining a battle guild is the only way to discover the secrets of battle magic. Providing not only fellowship and instruction, the guilds also subsidise research and offer paying jobs for their members.





The rebels fell back from the field, stunned by the sudden eruption of *fireballs* and *lightning bolts* amongst their ranks. Spells still tore through them, slaughtering those who were too slow or too shaken to retreat. Wolftooth cursed and spat into the snow while his men died. More than half of those under his command were lying on the field now, dead or dying while the Baron hid behind the skirts of his wizards.

‘It doesn’t look good, Wolf.’ His advisor, a toothless old crone who called herself Hooktongue, shook her head and scratched at her mangy scalp with her yellow fingernails. ‘I didn’t think they’d have so many wizards up there.’

‘Looks like you were wrong.’ Wolftooth tugged at his frost-clotted beard and blew a steaming snort through his nose. ‘You still think we can take those walls?’

Staring up through the early morning haze, Hooktongue squinted her milky eyes and tried to see between the worlds, to divine something of use. ‘Yes, I think we can. But it will cost. A great deal.’

Hooktongue had prepared for this, but she would never let Wolftooth know. He hated magic with the superstitious fervour that only a true barbarian could muster. Somewhere out there, a battle mage was waiting for her signal. She hoped that her gamble would pay off.

‘How much is a great deal?’ Wolftooth was notoriously tight with his gold.

‘Fifteen thousand gold.’ She bit the words off as quickly as she could, then rushed ahead, ‘But we *will* take those walls. It is guaranteed.’

Wolftooth ground his teeth in frustration. ‘You had best be right, crone. Or I’ll send the Baron your head as a peace offering.’

Hooktongue grinned and raised her hand. A tiny globe of light arced from the tips of her fingers, a blazing green spot rising through the foggy morning air.

The walls of the castle erupted in a shrieking maelstrom of light and sound. Guards caught in the howling storm of eldritch power screamed their last as their bodies burst apart. Each death fuelled the raging magic and its circle of influence widened with each passing second.

‘Send your men forward, Wolf, but tell them to beware that storm. It hungers.’

With a shudder, Wolftooth nodded and waved his men forward to take the wall.



BATTLE MAGIC – AN OVERVIEW

In fantasy worlds, there are few powers more feared or more impressive than magic. While swords and shields certainly get the job done, they lack the startling nature of a *fireball* or the demoralising fear created by a *creeping doom* spell. Sadly, far too many wizards focus their time and talents perfecting spells that, while certainly useful, are hardly exciting. Yes, a *teleport* spell can be very useful if you are interested in running away with your tail between your legs and for cowering in fear, a *shield* spell just cannot be beaten.

However, when it is time to utterly destroy your foes, the skills of a battle mage or eldritch warrior are supreme. No kingdom worth its salt is without a contract to a battle guild and mercenary companies the world over pay handsomely for the services of a battle mage for just one battle. Sadly, battle magic is an expensive profession and even the most experienced of these trained killers often need a patron to fund their research and pay for costly spell components. Battle guilds offset some of the expense inherent to the study of their magic but few mages are able to pursue their career without a steady flow of gold. Adventuring is a popular sideline for many battle mages, allowing them to put their combat skills to use whilst acquiring large stacks of gold.

For those who relish the smell of burning iron and the sound of warriors screaming out their dying breaths, there is nothing more seductive than the call of battle magic.

It is not enough to kill your enemies – boil the earth and stir in their ashes, for you can never be too sure or your enemies too dead.

— The Book of War

THE NATURE OF BATTLE MAGIC

Though other wizards and sorcerers often regard battle mages as single-minded freaks possessed of a peculiar homicidal mania, there is much more to battle magic than *fireballs* and *lightning bolts*. Battle magic is about destruction, to be sure, but it is violence taken to an art form, elevated through arcane studies to become

something almost elegant. A sorcerer may be content to throw a *fireball* at his enemies but a battle mage will hone the spell, sharpening his focus to create a spell optimised for the greatest destructive potential.

This allows battle mages to create spells in styles others can only gawk at in disbelief. Spirals of power that leave mangled flesh in their wake and whipping arcs that shatter bone and armour plates like brittle clay – these are the tools of the battle mage. Even the spells originally created by common wizards become much deadlier when cast by a battle mage.

Eldritch warriors have taken the study of magic down an entirely different avenue, leading to the creation of a martial art that combines close combat with arcane magic in a way that defies both traditions. By channelling their spells through arcane weapons and runeweave robes, eldritch warriors become something different, neither warrior nor wizard but beyond the nature of both.

Between the far-reaching destruction of the battle mage and the magical melee skills of the eldritch warrior, fantasy combat will never be the same again.

THE ROLE OF BATTLE MAGIC

Magic has been around since the beginning of time – divine magic was used to fashion worlds and arcane magic made its first appearance shortly thereafter. Once men learned to form words and symbols capable of calling down lightning or filling the air with a cloud of flame, the seeds of battle magic were sown, arcane sciences turned to creating death.

Where wars are common, battle magic flourishes. Because it is so much more cost-efficient to pay for the training and upkeep of a battle mage than it is to care for several units of men-at-arms, kings and warlords are more than willing to bankroll the power of the eldritch storm. With their power to unleash blistering clouds of death and searing winds filled with fire and screams, the battle mage offers a great return on any investment put into his training.

Unfortunately for all concerned, when one side in a war hires a battle mage, the opposing forces will go out of their way to acquire a battle mage of their own to balance the scales. When two battle mages start rattling off spells across the field of combat, the destruction is horrific. Entire kingdoms have been laid to waste by the power unleashed in such magical conflagrations, leading many to ban the practice of battle magic altogether.

On the one hand, battle mages are highly sought after and can fetch an impressive price when they hire out their services. On the other, they are regarded as a threat to be kept on a very tight leash and watched closely, lest their powers rage out of hand and lead to unwanted carnage. More than once, a sudden peace treaty has led to the banishment or death of battle mages on both sides. When war is over, the weapons that waged it are often treated very poorly. Battle guilds alleviate this danger to a certain degree, but even they must be careful to keep their power in check or find themselves regarded as a threat to be eliminated.

Eldritch warriors, on the other hand, rarely need to worry about finding work, even in peacetime. Their skills are more easily constrained and lack the massive area effects common to battle magic, so it is easier to justify their presence in an otherwise peaceful kingdom. With his focus on personal attacks and close-combat, the eldritch warrior is often used as a bodyguard and just as often seen in the role of a battlefield assassin, working his way through the ranks of the enemy in search of leaders to kill or, not surprisingly, battle mages to eliminate.

THE MORTIS HARNESS

One of the key magical items possessed by practitioners of battle magic, the *mortis harness* provides a foundation for all their arcane abilities. Crafted pieces of the mage's own essence are woven through the metallic straps of the harness to intimately bond it to its user's personal energies. This enables the battle mage to install wands on the harness, which he can then use without the need to actually hold them. The connection to the harness opens each wand to the power of the battle mage's mind and he can cast the spells from the wand just as if they were his own spells.

The *mortis harness* is studded with various runestones and magical gems, each of which can slide independently over the surface of the harness thanks to an intricate series of magical tracks and rails. The battle mage uses these stones to craft his spells, sliding them around in patterns that replace the somatic components used by standard spellcasters. This gives the battle mage's spells more power, allowing the battle mage to harness more mystic energy with each casting but it also entails a significant cost.

Whenever a spell is cast, there is the potential that it will destroy one or more of the runestones associated with that casting. The replacement costs for these stones quickly become significant if the battle mage casts spells frequently.

RUNWEAVE ROBES AND SPELLBLADES

Where battle mages have perfected the delivery of death from afar, the eldritch warrior uses magic to create a vortex of destruction at melee range. When these masters of combat begin their assaults, even the strongest of warriors must give way. The use of magic to augment melee attacks creates a fearsome hybrid combatant few can withstand.



The signature items of the eldritch warrior, the *runeweave robes* and *spellblades*, are the source of their power. When exposed to the proper types of arcane energy, the *runeweave robes* provide unparalleled protection, allowing eldritch warriors to shrug off attacks that would cleave a normal man in half. Though *runeweave robes* are unable to turn aside attacks as would standard armour, they more than compensate by simply absorbing damage that would otherwise be dealt to their wearers. *Spellblades* operate on a similar principle and allow eldritch warriors to channel magical energy to unleash devastating melee attacks.

For all their ferocity and deadly attacks, eldritch warriors are no more physically powerful than any other spellcaster. It is the force of their mind and spells that give them strength and when those are exhausted, the eldritch warrior becomes an easy target for any fighter within range.

LINKED SPELLS

When a wizard or sorcerer casts a spell, it is independent from other spells that may be cast before or after. Battle mages and eldritch warriors, however, have mastered the ability to interconnect their magicks. This ability to link spells together enables the masters of battle magic to cast their spells in frighteningly rapid succession by weaving castings together. This strenuous activity forces the battle mages to continue casting for long seconds, chanting incessantly as they rain destruction down upon their foes.

In practice, linked spells are a way to rapidly cast many magicks but can be difficult to use. In close quarters, especially, the need to continue casting over successive rounds can leave the battle mage exposed to attackers.

BRAIDED CASTINGS

By combining, or braiding, the formulae for several spells, battle mages can create a single spell that is more powerful than the sum total of the spells used in its creation. This creates a phenomenal magical effect

Acalon shielded his eyes against the brilliant rays of the noonday sun. Somewhere out there, a battle mage was stirring up a cauldron of trouble, but there'd been no sign of him yet. Across the plains, men struggled against the demonic hordes from the Rift, doing their best to push them back to the hells from which the infernal creatures had sprung. With a curse, Acalon urged his hellsteed forward and surged toward a particularly troublesome knot of men that were actually pushing his demon prince's vanguard back.

With a mighty howl, Acalon threw himself into the fray, urging the hellsteed to stamp the brains from his enemies while his own blade ploughed through metal and bone. 'Fight, you burning bastards, fight or it's back to the pits for us all!'

Emboldened by his words, the demons rallied around him and crashed down on the puny mortals that opposed them in a wave of fangs and claws. Warriors that had, only moments before, been roaring in victory and pushing forward with their bloodied axes and battered shields were now screaming like injured cats and scrambling away from the demonic horde.

The battle mage suddenly appeared in the hills on Acalon's flank, her presence marked by streamers of brilliant crimson fire arcing skyward from her blazing harness. 'Scatter, scatter you fools!' But the demons were having none of it, their bloodlust was up and they could see nothing but the running humans and their spurting blood. Acalon began casting a spell of his own, a little something to whisk him away to safety, but he knew he was too late even as his talons contorted through the first series of mystic gestures.

The braided spell fell from the sky like a sundered tower filled with molten iron. Acalon shrieked his rage, but he was impotent against the battle mage's might. The arcane shields he'd so carefully woven before the battle unravelled in dull copper strands as the battle magic tore them apart. To his left, a demon erupted in a geyser of scales and burning blood. Then the spell was upon him, and Acalon could do nothing but scream as he was obliterated along with the rest of his army.



Battle Magic - The Eldritch Storm

but also drains the battle mage of many of his magical resources in a single casting. Eldritch warriors are prone to using braided castings, however, as this allows them to get in close, deliver a massive punch, and then retreat through the broken bodies of their foes.

When really destructive energies are called for, several battle mages can work together, braiding their spells into a single casting with the power to flatten armies and rupture the very earth with destructive powers. Very rarely cast, these enormous rituals can produce effects that other spell casters can only watch with horror and envy.

ARCANE ARTILLERY

The magic items used by battle mages and eldritch warriors are horrors all of their own. While wands and rods are fine if you are not trying to burn down half an army, this is exactly what battle mages are trying to accomplish most of the time. Like their spells, the items of the battle mages are all very tightly focused on killing as many of the enemy as possible in the shortest amount of time.

Though extremely expensive to maintain, the magical items wielded by battle mages can give an otherwise underpowered army an insurmountable edge. A few arcane cannon can quickly decimate even veteran forces and the power of an eldritch chariot cannot be underestimated when the rapid delivery of crack troops to an otherwise inaccessible position on the battlefield is required. Battle mages have created many such items and each is built according to their own exacting standards to ensure proper operation.

Most impressive of these are the war golems. While a standard golem is little more than an automaton charged with beating things to death, a war golem can be directly controlled by a battle mage who can also cast spells through the great, metallic beasts. From simple soldier golems up to the massive juggernauts, these tools of war are versatile, powerful and frighteningly effective.

Many battle guilds customise their war golems to fulfil specific functions on the battlefield. With costs running into thousands of gold pieces for each day of operation, the need to pack as much punch as possible into the war golems has pushed the battle magic engineers to their limits. The result is a weapon that can serve as a powerful vanguard unit for any assault or can operate on its own, moving behind enemy lines to disrupt hostile units and free up allies to deal with other threats or retreat in safety.

Battle magic represents a refinement of certain aspects of the arcane arts at the expense of others. Battle mages will rarely cast a simple *invisibility* spell but the magicks they have at their disposal are finely tuned to destroy their targets as quickly and efficiently as possible.

Remember always that you are a tool, and your usefulness begins and ends with how well you fulfil the role chosen for you.

— *The Book of War*



TO GIRD FOR BATTLE

The study of battle magic requires both a lust for combat and a firm grasp of the principles of the arcane arts. Those who choose to follow this path must be prepared for rigorous training and enormous expense as they struggle to keep up with the maintenance of their *mortis harnesses* and pay for supplies of spell components.

Battle magic is not for every arcane spellcaster, for it requires dedication and a hunger for power not every wizard or sorcerer can muster. The sacrifice is a price most find too high, not to mention the constant threat of death during a never-ending life of violence. The cost of magical components and harness runestones, too, is a hurdle too high for many to cross.

For those who understand the lure of battle magic, though, the battle mage and eldritch warrior disciplines open new avenues of adventure and magical mayhem.

To embrace a future of conflict, one must forget a past of caution.

— *The Book of War*

A BATTLE MAGIC PRIMER

To understand battle magic, it is necessary to understand its origins; no art form rises in a vacuum and battle magic is no exception. In fantasy worlds, battles tend to be commonplace and enemies are not always creatures who can be slain with an axe or sword. Wizards are a long-standing staple of fantastic warfare but their abilities tend to be quite varied and lack the pure focus of battle enjoyed by warriors. Because of this, more focused types of magic were created to provide a greater advantage on the battlefield.

The first battle mages were little more than specialists in evocation. They threw *fireball* spells into densely packed ranks of enemy units, incinerating soldiers and playing havoc with formations. Defensive magic received a boost, then, as kings emptied their coffers in an attempt to protect themselves and their armies from the arcane assaults of enemy mages. For a time, the balance swung

to and fro – first the aggressors would gain the upper hand, then the defenders would discover new ways to protect their charges and the cycle would begin again.

The second generation of battle mages pursued a different course, devoting their study time to a ‘purer’ form of magic that focused entirely on destructive power. The result of their efforts was *The Book of War*, a set of tomes containing the first battle magic spells. These spells would form the basis for the study of battle magic and lead to the formation of battle guilds devoted to the research and practice of this dangerous art.

In the centuries since, battle magic has been further refined and improved, with the offshoot of eldritch combat spawning an entirely new use for arcane power. Battle magic spells are now intricate works that allow their casters to carefully manipulate their destructive energies to create very specific and very deadly effects.

THE BATTLE MAGE

These masters of the battlefield are the result of a difficult training regimen and desire to wreak havoc on an impressive scale. Though the entry requirements to a battle guild are difficult to achieve, those who do will be transformed from a mere spellcaster into an arcane engine of devastation.

Hit Die: d4

Requirements

To qualify to become a battle mage, a character must fulfil all of the following criteria.

Feats: Craft Wondrous Item, plus any two of the following – Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximise Spell.

Skills: Spellcraft 12 ranks, Concentration 10 ranks, Knowledge (military tactics) 8 ranks, Craft (a precious metal, usually coppersmithing, silversmithing or goldsmithing) 8 ranks.

Spells: Ability to cast 5th level arcane spells.

Special: Must successfully join a battle guild and construct a *mortis harness*.



Battle Magic - The Eldritch Storm

Class Skills

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

Skill points at each level: 2 + Int Modifier.

Class Features

All of the following are class features of the battle mage prestige class.

Weapon and Armour Proficiency: Battle mages gain no proficiency in any weapon or armour.

Spells Per Day: When a new level of the battle mage prestige class is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of battle mage to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a battle mage, he must decide to which class he adds each level of battle mage for the purposes of determining spells per day when he adds the new level. Battle mages need only prepare their spells if their original arcane spellcasting class required them to.



A battle mage may choose to enhance a spell with one or more metamagic feats at the time he casts it. Instead of increasing the level of the spell, however, the battle mage may choose to expend an additional spell slot of a level equal to the number of levels the metamagic feat would normally add to the effective level of a spell.

The Battle Mage

Level	Base Fort Attack Bonus	Ref Save	Will Save	Save	Special	Spells per Day
1	+0	+0	+0	+2	Battle Magic, <i>Mortis Harness</i>	+1 level of existing class
2	+1	+0	+0	+3	Bonus Feat	+1 level of existing class
3	+1	+1	+1	+3	Linked Spells	+1 level of existing class
4	+2	+1	+1	+4	Rank	+1 level of existing class
5	+2	+1	+1	+4	Braided Spells	+1 level of existing class
6	+3	+2	+2	+5	Bonus Feat	+1 level of existing class
7	+3	+2	+2	+5	Reduced Metamagic Cost	+1 level of existing class
8	+4	+2	+2	+6	Rank	+1 level of existing class
9	+4	+3	+3	+6	Recurring Spells	+1 level of existing class
10	+5	+3	+3	+7	Bonus Feat	+1 level of existing class

Glim eyed the clutch of wererats, calculating the distance between his position and the squirming nest of the things. There were a dozen of them, which was more than he felt like dealing with all at once, but they were leaving him little choice since they blocked the ancient warren's exit to the surface. With a grunt, the gnome backed away from lycanthropes to gather his resources.

He twisted a few of the runes on his mortis harness, aligning them to better channel the forces of the spell he had in mind. He muttered the words to the spell, enunciating every syllable with the precision drilled into him during his battle guild induction. The pressure grew behind his eyelids, bulging his eyes from their sockets as he wrestled with the forces growing at his command.

One of the wererats whirled around in response to the last, barked word of Glim's spell, a snarl twisting its lips. Glim flung his hands from his harness, releasing a glittering dragonfly that whipped through the nest. The edges of its wings trailed smoke and sparks and where it touched, flesh parted to reveal bone and spray blood. Glim directed the thing with his thoughts, gliding it through each of the wererats in turn. With a grin, he at last let the spell fade.

The little gnome stomped his way through the nest, cackling with glee at the carnage he had wrought. Behind him, the lycanthropes lay in pieces, their scattered limbs and exposed entrails glistening with their spilled blood.

A battle mage may use any metamagic feats learned prior to becoming a battle mage. Battle mages may choose to cast a lower-level spell with a higher-level slot. The spell is still treated as the actual level of the spell, not the higher-level slot used for its casting. Note that a battle mage can use the excess 'room' in the higher-level spell slot to add metamagic feats to the spell as it is cast.

Battle Magic: Battle mages gain access to the training necessary to perform battle magic and learn every spell in *The Book of War*. While other spell casters might be able to master one or two battle magic spells, only a battle mage gains the skill necessary to master all the spells in *The Book of War*. The spells listed from p149, from *Core Rulebook I* and this book, collectively make up *The Book of War*.

Mortis Harness: To become a battle mage, one must build one's own *mortis harness* and be instructed in its use. Each harness is unique to the practitioner it was designed for and cannot be used by any other battle mage. See The Armoury chapter for more information on *mortis harnesses*.

Bonus Feat: The battle mage may select an additional feat from the following list: Arcane Buffer, Compressed Casting, Empower Spell, Enlarge Spell, Extend Spell, Farcasting, Heighten Spell, or Maximise Spell.

Linked spells: This ability is one of the hallmarks of the battle mage class, allowing them to unleash a rapid-fire stream of spells. Battle mages with this ability are able to intertwine the casting of their spells in such a way that the verbal and somatic components of one spell become part of the same components of the second and subsequent spells. So, as long as the battle mage has spell levels available, he can continue unleashing spells at an accelerated rate.

When he begins casting a series of linked spells, the battle mage must declare which spells will be used in its construction. For every two spells in the chain, the battle mage may unleash a third spell in the chain as a free action. Thus, if the battle mage places six spells into a linked spell, it will require only four actions to release all six of the linked spells.

A series of linked spells requires precision in its execution and must start with a 1st level spell. The second spell can be of 2nd or 1st level, at the caster's discretion. Every spell after the second, however, can be of no level higher than the sum of the levels of all spells that precede it in the chain. While a linked spell series must start small, it can quickly build in power to encompass high-level spells.

All spells used in the creation of a linked series must have a casting time of a single action or less. Spells with longer casting times are simply too involved to work into a series but, see Braided Casting, below, for a way to incorporate these spells into a combined casting.



Battle Magic - The Eldritch Storm

*Glim decides to cast a series of linked spells to quickly knock down the pack of fiendish wolves that have been harassing him for the past few hours. The first spell in the chain will be the reliable **magic missile**, a first level spell with enough punch to make the wolves think twice about continuing their pursuit of the gnome. Continuing with the missile motif, Glim places an **acid arrow** spell in the second slot of the linked spell series. Now, the third spell in the series can be a third level spell (the sum of the first two spells, a first level and second level spell respectively), which Glim decides will be the ever-popular **fireball**. For his fourth spell, Glim can have a spell of up to 6th level (1 level for the **magic missile** + 2 levels for the **acid arrow** + 3 levels for the **fireball** = 6 levels), which leads him to take **chain lightning**. If he were going to add an additional spell, it could be up to 9th level as could any spells following it in the linked series.*

Rank: At 4th level, the battle mage is recognized as a proven and powerful expert in the art of battle magic. Rank has its privileges in all organizations, and battle guilds are no exception. A battle mage of 4th or higher level, now known in most guilds as a Battle Adept, is entitled to use one of the guild's labs for his own private projects for up to two months per year, so long as he keeps the guild informed of any useful discoveries he may make. He receives a one-off payment of 1,000 gp, for his services so far to the guild. In addition, he is eligible to apply for the post of Proctor (see the Battle Guilds chapter for more details).

At 8th level, the character is recognized as a Battle Magister and is, in effect, a senior partner in his battle guild. As well as receiving payment for work done for the guild, he receives a share in the guild's profits (usually amounting to around 1,000 to 6,000 gp per year in addition to wages for work done). By this time he will also have sufficient influence that he can avoid certain kinds of service if so desired (although no battle guild will permit a member of any rank to completely avoid field work). If he has a pet idea he wants to research, he can almost certainly have a lab and a number of assistants assigned to him indefinitely, so long as the idea is potentially useful to the guild (however vaguely). Although he is still under the absolute authority of the Preceptor, he even has a certain amount of influence with him, and will likely be consulted before any major decisions are taken (although this is very much dependent on the character of the individual Preceptor). He is also eligible to apply for the post of Lictor, if a position is available (again, see the Battle Guilds chapter).

Of course, the benefits of rank only apply if the character is a battle guild member in good standing. Renegades receive nothing.

Braided Spells: Where a linked spell series allows the battle mage to unleash a number of spells in rapid succession, the braided spell enables him to prepare a number of spells and then unleash them all at once. While devastating, this technique is also dangerous because it



rapidly depletes the battle mage's spell reserves. Still, there are times when the ability to thoroughly demolish the opposition in as short a time as possible is worth the risk.

When braiding spells together, the caster may only include spells that come from the same school. Trying to braid together disparate schools requires a special talent (see the Eldritch Knot feat on p187 for more information) possessed by few battle mages.

To create a braided spell, the battle mage selects the spells that will go into the braid (bearing in mind the restrictions above). Braids are not so much cast, as created, and the creation of a braid takes a total time equal to the total casting time of all the spells to be braided together. It also expends as many spell level slots as would be required to cast all the spells separately. Once the braid is created, the caster may retain it, ready to be unleashed, for as long as he is able to concentrate. For purposes of concentration checks, the spell counts as a spell of the highest level in the braid, plus one per additional spell braided in. Because the spell is ready to launch at this point, any failure in concentration will launch it, not cause it to fail; if the caster fails a concentration check at any time, the spell launches immediately. In this case, the caster may immediately choose a target. A roll of one on a concentration check means that the spell targets the caster, with consequences as professionally embarrassing as they are deadly. For this reason, battle mages are taught to create the braid shortly before they plan to use it. So long as the caster does not fail any concentration checks, he may retain the spell, ready to cast, for as long as he continues to concentrate, then aim it and loose it as a standard action.

When spells are braided together, they are no longer considered to be separate and distinct spells – they become a single, braided spell. Thus, if a braided spell is successfully countered, *all* of the spells that went into its creation are countered as well. On the other hand, defending against a braided spell can be extraordinarily difficult due to their composition and sheer power. Counterspelling a braided spell works just like any other counterspell, with the following exceptions:

The required Spellcraft check to determine what spells are in the braid has a DC equal to 20 + the level of the highest-level spell in the braid + 1 for each spell in the braid after the first. The alterations made to the spells as they are braided together makes it much more difficult

to determine which spells are being cast and the number of spells being tied together only makes the task more difficult.

A braided spell can be countered by any of the spells it contains. If a braid contains *fireball*, *lava wyrm* and *magic missile* spells, it may also be countered by any of those spells. Likewise, a spell with an effect diametrically opposed to the effect of any spell in the braid can be used as a counter to the entire braid (such as *haste* being used to counter a braid containing a *slow* spell).

If *dispel magic* is used to counter a braided spell, the dispel DC is equal to 20 + the level of the highest-level spell in the braid + 1 for each spell in the braid after the first. The complex structure of a braided spell makes it much more difficult for a generic *dispel magic* spell to successfully counter its effects.

When naming the target for a braided spell, the caster must take into account the different types of targets required for each spell in the braid. If one spell requires an individual creature as its target, then the braid as a whole must target that creature. If there is more than one spell in a braid that requires an individual target, they must all have the same target.

When a braid contains spells with both targets and areas of effect, all of the areas (spreads, bursts, areas, cones, etc.) must be centred on the designated target. So, for example, if a braid contains both a *magic missile* and a *fireball*, the centre of the *fireball's* blast radius will be the target of the *magic missile*. Spells that affect a certain number or level of creatures (or objects) do not have to be capable of affecting the designated target of the spell.

Any braid that contains a spell that requires a ranged touch attack also requires the ranged touch attack to succeed. However, if more than one ranged touch spell is included in a braid, the braid is still resolved with a single ranged touch attack. This gamble makes it unusual to see touch spells included in a braid as most battle mages are reluctant to tie a whole slew of spells to a single attack. On the other hand, a braid containing only ray spells could be used quite effectively as a tool to deliver a large number of spells with a single attack roll if the battle mage can tilt the odds far enough in his favour.

When determining the range of a braided spell, use the shortest of the spell ranges included within the braid.



Battle Magic - The Eldritch Storm

If a braid contains three spells with a range of medium and one spell with a close range, then the braid itself has a range of close. By their very nature, most braids will consist of spells with the longest possible range, if only to keep the battle mage himself out of the braid's area of effect.

Saving throws permitted by individual spells within a braid are made by subjects separately, so a braided spell may cause a target to make several saving throws if needed. If more than one spell in a braid allows its target a saving throw, the highest level spell in the braid is used to determine the DC of each save.

If a creature or object has a natural or magical immunity to the effects of one spell in a braid, it is not automatically immune to all of the effects in a braid. Because of this, battle mages will often mix spells with different types of effect into a single braid so that creatures with certain immunities cannot ignore the entire braid.

Spell resistance is treated as if the braid were any other spell - if the braid is resisted, none of its effects impact the resistant creature. If it is not resisted, then the subjects suffers all of its effects.

The effects of each spell are kept separate from one another when resolving. This allows spells with metamagic feats that alter their effects (such as the Empower or Maximise metamagic feats) to be used without disrupting the rest of the casting. If the targets' saving throws and resistance fail to prevent the spell from affecting them, each effect is resolved exactly as if it were cast as a standard, isolated spell.

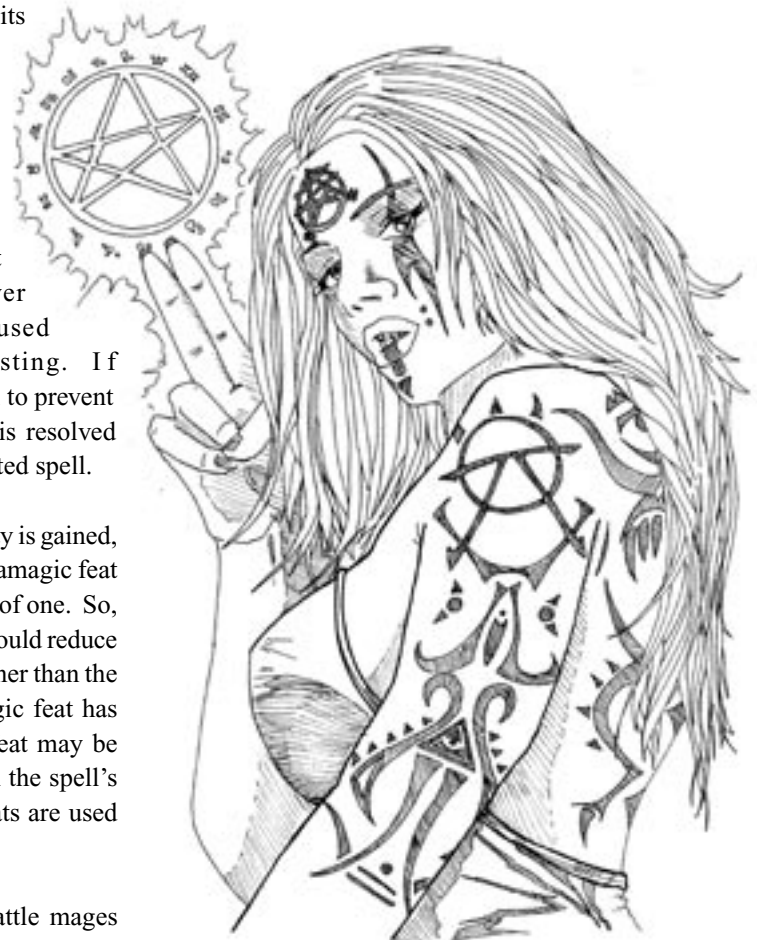
Reduced Metamagic Cost: When this ability is gained, the battle mage may reduce the cost of a metamagic feat by one level, with a minimum level increase of one. So, for example, a battle mage with this ability would reduce the cost of the empower feat to one level, rather than the normal two levels. However, if a metamagic feat has a level of increase of only one, then that feat may be used to augment a spell with no increase in the spell's level, provided that no other metamagic feats are used to augment that spell during its casting.

Recurring Spells: This ability enables battle mages to cast a spell twice for a single expenditure of spell slots. This ability can only be used on spells with a

single target and only if the spell was not resisted or successfully saved against. If all of the above are true, then the battle mage may make a Concentration check (DC 15 + spell level) to immediately cast the same spell again as a free action, with the same target and without the need to expend additional spell slots or material components. This ability may be used three times per day and cannot be used in conjunction with linked or braided spells. If any metamagic feats were used in the casting of the original spell, these same feats apply to the recurring spell, as well, at no additional cost to the battle mage. A spell cannot be cast more than twice in this fashion.

Familiars: Battle mages retain any familiars they had before but the familiar will gain no further abilities when the battle mage gains additional levels.

Ex-Battle-Mages: After taking a level of the battle mage prestige class, the character has changed the way he views magic forever. The character may never gain another level in any arcane spellcasting class.



The Eldritch Warrior

Level	BaseFort Attack Bonus	Ref Save	Will Save	Save	Special	Spells per Day
1	+0	+0	+0	+2	Battle Magic, Casting Restrictions, +1 level of existing class	+1 level of existing class
2	+1	+0	+0	+3	Spellblade Enhancement	+1 level of existing class
3	+1	+1	+1	+3	Braided Spells	+1 level of existing class
4	+2	+1	+1	+4	Linked Spells	+1 level of existing class
5	+2	+1	+1	+4	Rank	+1 level of existing class
6	+3	+2	+2	+5	Arcane Precision	+1 level of existing class
7	+3	+2	+2	+5	Arcane Force	+1 level of existing class
8	+4	+2	+2	+6	Responsive Defence	+1 level of existing class
9	+4	+3	+3	+6	Rank	+1 level of existing class
10	+5	+3	+3	+7	Eldritch Flurry	+1 level of existing class

THE ELDRITCH WARRIOR

These mages inverted the standard battle magic principle of delivering death from afar. In the process they created a new tradition of spellcaster combining the deadly power of magic with the surprise and precision of close combat. When you need a legion of enemy soldiers eliminated, you call on the services of a battle mage, but when you require specific targets removed from the battlefield with precision, an eldritch warrior is the man for the job.

Eldritch warriors are often called on to deal with the threat a battle mage poses to an army. No general wants to see his best soldiers chewed up by braided *fireballs* or obliterated by linked *lightning bolts*. While the standard battle mage has a definite advantage in raw killing power, the eldritch warrior is the ultimate in carefully targeted devastation.

Hit Die: d4

Requirements

To qualify to become an eldritch warrior, a character must fulfil all of the following criteria.

Feats: Combat Casting, Combat Reflexes, Craft Magic Arms and Armour.

Skills: Balance 6 ranks, Spellcraft 12 ranks, Concentration 10 ranks, Craft (weaponsmithing) 8 ranks.

Spells: Ability to cast 5th level arcane spells.

Money: 45,000gp (to pay the construction costs of the *spellblade*).

Special: Must successfully join a battle guild and craft a *spellblade*.

The pain and horror of battle must not deter you from a course of action. To flinch is to lose, to cower is to die.

– *The Book of War*

Class Skills

The eldritch warrior's class skills (and the key ability for each skill) are Balance (Dex) Concentration (Con), Craft (Int), Knowledge (all skills, taken individually)(Int), Profession (Wis), Spellcraft (Int) and Tumbling (Dex)

Skill points at each level: 2 + Int Modifier.

Class Features

All of the following are class features of the eldritch warrior prestige class.

Weapon and Armour Proficiency: Upon taking one level of the eldritch warrior prestige class, the character immediately gains one exotic or martial weapon proficiency of his choice. The eldritch warrior prestige class does not offer any proficiency in any sort of armour, however. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb,





Battle Magic - The Eldritch Storm

Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

Spells Per Day: When a new level of the eldritch warrior is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of eldritch warrior to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became an eldritch warrior, he must decide to which class he adds each level of eldritch warrior for the purposes of determining spells per day when he adds the new level. Eldritch Warriors need only prepare their spells if their original arcane spellcasting class required them to.

Battle Magic: Eldritch warriors gain access to the training necessary to perform battle magic and learn every spell in *The Book of War*. While other spell casters might be able to master one or two battle magic spells, an eldritch warrior gains the skill necessary to master all spells in *The Book of War*. The spells listed from p149, from *Core Rulebook I* and this book, collectively make up *The Book of War*.

Casting Restrictions: Unlike a battle mage, whose magic is cast through his *mortis harness*, all of an eldritch warrior's spells are cast through his *spellblade*. For battle magic spells, this means they must be activated by attacking an enemy in melee, using the *spellblade*. For spells the eldritch warrior has managed to retain from his former life as a sorcerer or wizard, the *spellblade* is necessary as a focus (see *Core Rulebook I*, chapter 10) in addition to any material components usually required by the spell.

Cankrist took the stairs three at a time, his runeweave robe flaring around his legs as he leaped from step to step. The guards below scattered and took up defensive positions behind the marble railing that surrounded the landing, halberds at the ready. Taking advantage of the guards' caution, Cankrist paused halfway down the staircase and cast a spell into his blade. 'Vushotka!' he shouted, and threw himself toward the nearest warrior as the energy of the spell shot through his spellblade, filling it with arcane power.

The impact of a halberd coming in on his blind side spun him off course but Cankrist hardly felt the blow. His runeweave robes absorbed the impact, depleting his magical reserves but sparing his body an otherwise fatal injury. The eldritch warrior twisted in the air, using the impact of the halberd to slide over another guard's weapon. Spinning past the guard's shoulder, Cankrist thrust his weapon downward. The spellblade shot through the shoulder joint of the guard's armour, ripping through the flesh beneath. The guard howled in rage and swatted at the eldritch warrior who tumbled past to land nimbly on the balls of his feet.

Fire roared to life, exploding out from the guard's wound in a ferocious blast that vaporised the man and sent pieces of his armour sailing across the room with trails of smoke wafting behind. The fire drove the rest of the guards back, but Cankrist could not even feel the flames of his own spell and was already spinning back toward his enemies to take advantage of the fearsome distraction.

Cankrist uttered another arcane phrase, his lips twisting around the eldritch words. Power jerked the spellblade in his hand and Cankrist swung the weapon in a wild arc over his head. The pike descending toward his skull was turned aside as if it weighed no more than a hickory switch and Cankrist turned the parry into a brutal strike that raked across his opponent's throat. A geyser of blood bloomed from the guard's slashed neck and became a second cloud of crackling flame that rolled out from the dying guard in all directions.

The last two men, rushing forward to assist their dying comrade, were caught in the conflagration. They fell screaming, their eyes poached in their skulls by the magical flames even as their flesh roasted inside their iron suits of armour. Cankrist flicked the helmet from the nearest man with the tip of his spellblade and knelt to bring his lips near the guard's ear.

'Where, my friend, may I find the lord of the house?'

An eldritch warrior cannot cast battle magic spells at range – he must deliver them all through a melee attack. This limitation has the beneficial side effect of protecting the eldritch warrior from suffering any ill effects from spells that he casts. Thus, while a *fireball* cast by an eldritch warrior will detonate where his *spellblade* impacts its target, he will not suffer damage himself from the spell. Any allies of the eldritch warrior within the spell's area of effect will be affected normally, even if they are also eldritch warriors – this is the main reason that eldritch warriors tend to work alone. All other aspects of a spell remain the same, it is only the range that is altered by the eldritch warrior's casting.

To deliver a spell in this fashion, the eldritch warrior must first cast it (provoking attacks of opportunity as usual). This stores the spell in the warrior's *spellblade* and prepares it for delivery. The eldritch warrior must then successfully damage a target with a melee attack in order to release the energy of the spell. When the spell is released from the *spellblade* its area of effect, if any, is centred on the target upon whom the spell was released. If the eldritch warrior misses an attack after storing the spell in the *spellblade*, he may continue attempting to release the spell until he successfully strikes a target. At any time, the eldritch warrior may freely 'abandon' a spell from his weapon to store a new spell. No more than one spell may reside within the *spellblade* at any one time. If an eldritch warrior casts a spell while one is already stored in his weapon, the stored spell is simply replaced by the spell being cast. Note that there is no limit to the amount of time that a spell may be stored in the blade. Until the eldritch warrior releases the spell from his weapon, stores a new spell in the blade, or successfully hits a target with the weapon, the spell will remain within, ready to be used. However, only the eldritch warrior may unleash it.

Runeweave Robe: The eldritch warrior gains and is able to control the power of a *runeweave robe* (see The Armoury chapter for more information).

Spellblade Bond: The eldritch warrior has built and bonded with a *spellblade* (see The Armoury chapter for more information).

Spellblade Enhancement: The eldritch warrior is entitled to one additional enhancement to his *spellblade*, above and beyond those normally

available each level. This enhancement can come from either the current level of the *spellblade*, or any enhancements that were made available at earlier levels but were not taken. This is a free enhancement that represents the strengthening of the bond between the eldritch warrior and his weapon – it does not require the sacrifice of any magical items. See p169 for more information.

Braided Spells: This class feature is identical to that of the battle mage above.

Linked Spells: This class feature is identical to that of battle mage above.



Battle Magic - The Eldritch Storm

Rank: This class feature is identical to that of battle mage above, except that the eldritch warrior is recognized as a Battle Adept at 5th level and a Battle Magister at 9th level.

Arcane Precision: This ability enables the eldritch warrior to apply his Intelligence modifier to melee attack rolls. To activate this ability, the eldritch warrior must sacrifice one of the spell slots he has available for the day. Once activated, the benefits of the ability last for one round per level of the sacrificed spell slot, beginning on the round *after* the ability is activated. Activating this ability is a move action that does not provoke an attack of opportunity.

Arcane Force: Activating this ability allows the eldritch warrior to exert tremendous force with his *spellblade*. Activating this ability requires the sacrifice of a spell slot and is a move-equivalent action which does not provoke an attack of opportunity. Once activated, the ability persists for one round per level of the spell slot sacrificed. On the round following the activation of the ability, the eldritch warrior gains a bonus to all damage rolls equal to the level of the spell slot sacrificed. On subsequent rounds, the damage bonus decreases by one, until it reaches zero and the ability expires. So, if a 9th level spell slot was sacrificed to activate the ability, on the following round the eldritch warrior would have a +9 bonus to damage, on the second round he would have a +8 bonus, then +7 on the third round, +6 on the fourth, and so on until the bonus is completely depleted. Note that this bonus applies to all melee attacks made while the effect lasts but does not apply to any ranged or ranged touch attacks the eldritch warrior makes.

Responsive Defence: When activated, this ability allows the eldritch warrior to deflect melee attacks that target him. Activating the ability requires a move action (which does not provoke an attack of opportunity) and the sacrifice of one available spell slot. The ability persists for a number of rounds equal to the level of the spell slot sacrificed. For the duration of the Responsive Defence ability, the eldritch warrior may attempt to deflect any melee attack made against him. To successfully deflect an attack, the eldritch warrior must make a Reflex saving throw (DC equal to the attack roll made by the opponent); if the saving throw succeeds, the attack is parried and causes no damage.

Eldritch Flurry: Activating this ability requires the expenditure of one available spell slot (a move action that does not provoke an attack of opportunity); the ability will last for a number of rounds equal to the level of the sacrificed spell. While the Eldritch Flurry ability is active, the character is able to unleash a whirlwind of melee attacks as a full attack action. On the round after the ability is activated, the eldritch warrior makes a melee attack and if he causes damage to the target, the eldritch warrior may immediately make another attack against a different target. If this second attack damages its target, then the eldritch warrior may make another attack against yet another target. The eldritch warrior may continue making attacks in this manner until one of his attacks fails to cause damage or he runs out different targets to attack. Note that the Eldritch Flurry may not be used to attack the same target more than once in a given round and the attack series only continues as long as there are different targets to attack. Each attack in an Eldritch Flurry is made at the eldritch warrior's full attack bonus, including any attack bonuses from the Arcane Precision ability and any spells.

Familiars: The eldritch warrior retains any familiars he had but the familiar will gain no further abilities.



THE BOOK OF WAR

Mages are traditionally a paranoid and secretive group, unwilling to share their knowledge with one another and always ready to steal scrolls or books of spells from their enemies. Battle mages, on the other hand, have developed a structured method for sharing information between battle guilds. While each guild may have its own quirks or unusual practices, all accept *The Book of War* as the common ground for battle magic. Containing all of the spells used in battle magic, *The Book of War* is updated every decade or so, ensuring all battle mages are familiar with the latest developments in arcane warfare.

Other mages see this sharing of information as a weakness of the battle mages. With no secrets, battle mages are unable to surprise one another with an unusual spell or previously unknown defence. To the battle mages themselves, however, *The Book of War* represents not the limits of their arcane knowledge but simply a common toolkit they all use in conducting their battles. While other mages are able to draw upon only a small portion of the history of their art, the battle mages are able to understand and contribute to the legacy of their own tradition.

The Book of War also protects battle mages from those outside of their organisation. The creation of an entirely new magical tradition has allowed them to freely distribute their information without the worry of it falling into the hands of other spellcasters. As battle magic requires very specific training, including the forfeiture of previously learned magical styles, *The Book of War* does very little good to anyone who is not initiated into the mysteries of battle magic.

To the initiate, this book is the key to power. To the fool, it is the doorway to hell.

— *The Book of War*

Battle mages also created *The Book of War* as a way to police themselves and allay the fears of their employers. The book provides a complete examination of battle magic and its implementation, including numerous strictures against certain types of tactics and a very

specific limit on the types of spells and effects that are part of battle magic. In this way, the battle mages are able to survive as a mercenary force governed by a code of conduct and magical ethics that prevents them from becoming a serious threat to their employers. Essentially, *The Book of War* forbids battle mages from ruling – while they may lead into battle, they are not permitted to form governments of their own. Those who choose to ignore this restriction will find themselves beset on all sides by battle mages intent on destroying them. Needless to say, most battle mages are quite happy to study their magic and fight the battles for governments while leaving actual rulership to someone else.

This chapter details the arcane contents of *The Book of War*, including the spells used by battle mages and the new types of magical effect they have created. Other aspects of the book will be discussed in later chapters, focusing on the actions of battle mages in adventuring companies and on the battlefield, as well as their relationships with guilds and the governments that hire them.

AREAS OF EFFECT

Battle mages are not content with the simple areas of effect so common in other types of arcane magic. In order to gain the maximum impact from their spells, they have created several new ways to deliver magical effects for some of their castings, detailed below.

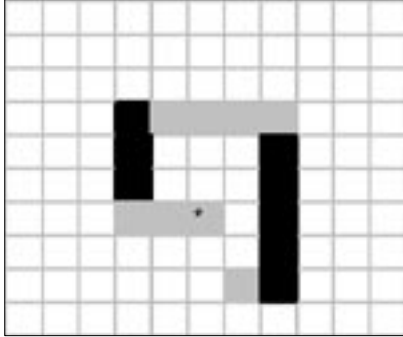
SPIRALS

Spiral areas of effect are unique to battle magic and were devised to provide greater coverage of a battlefield without sacrificing a spell's effective potency. A spiral has one variable dimension, its length, but its basic shape is always the same. A spiral is targeted on one five feet square when it is cast. On impact, the spiral effect fills the target square and then travels in a straight line for ten feet, filling all the squares it passes through. At the beginning of the next round, the next leg of the spiral unfolds and the area of effect makes a 90-degree turn to the left or right (caster's choice of which) and continues on for 15 feet, again filling each square it passes through. Each round thereafter, a new leg of the spiral unfolds and the effect turns 90 degrees to the direction of the second



Battle Magic - The Eldritch Storm

leg and travels five feet further than it did previously. Note that all legs of the spiral remain in existence until the round after the final leg unfolds. See the diagram below, for an example of a spiral with a 75 ft. length.



In the above diagram, the asterisk represents the original target square of the spiral spell. Each leg is coloured in alternating black and grey and the spiral ends in the grey square, where its 75 ft. length runs out.

If a spiral spell runs into an obstruction, it immediately makes a 90-degree turn and continues normally for the rest of its length. This will often cause the spiral to cross over itself, which battle mages must be aware of to avoid unintended consequences. If the spiral runs into

a dead end, it immediately stops and the spell ends. An obstruction must completely fill the square the effect is crossing through – a wall or door will block the effect, but a column or stalagmite will allow the spell effect to pass through unhindered.

Battle mages can use a spiral to protect themselves or friendly units inside an expanding area of deadly magic. Precise targeting of this type of spell can be used to clear away forces harassing the battle mage or his allies and is very useful in constrained areas where obstructions limit the usefulness of a standard burst or emanation spell. The spiral area of effect also provides a significant surprise factor with its extended, unusual effect patterns and duration. Careful planning can also allow the spiral spell to bend around corners and pass through open doors to create a ricochet effect that is sure to keep enemies off guard.

Unless otherwise noted, each leg of a spiral is 20 ft. tall or as tall as the ceiling of the area in which it is cast. A spiral does not ‘spread’ across a ceiling if the ceiling is less than 20 ft. tall.

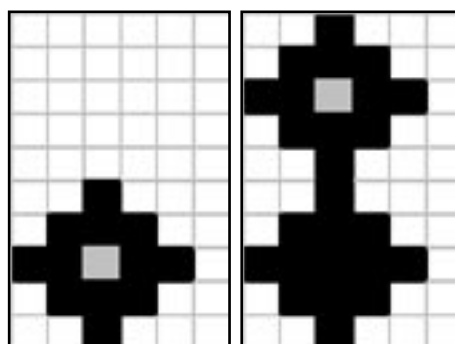
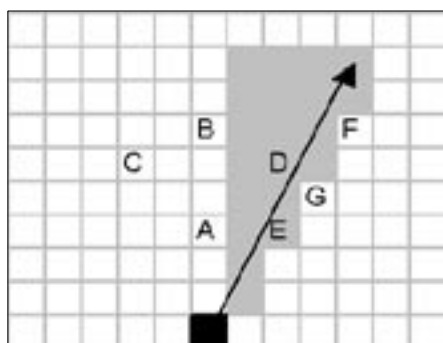
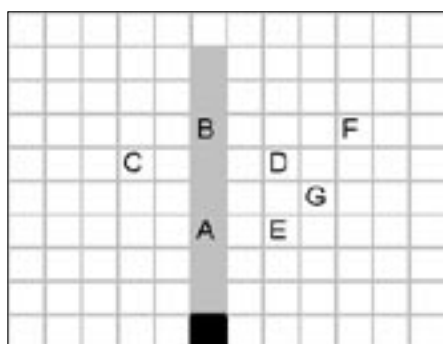
STREAM

A stream area of effect is a straight line that originates with the caster and can be ‘swept’ across an area during its duration. When cast, the stream extends from the caster out to the limit of its length in a straight line. On each following round, as a standard action, the caster can swing the far end of the stream up to 20 ft. to the left or right, moving the area of effect to conform to the new location. Any target in the line of the stream’s new position, or in a location the stream moved through on the way to its new location, suffers the spell’s effect. See the diagrams below for an example of a 40 ft. stream being swept through an area.

In the round that it is cast, the stream extends as shown in the first diagram, catching targets A and B within its area of effect. On the next round, the battle mage sweeps the stream to the right, as shown in the second diagram. The second diagram illustrates the area the spell swept through, and we can see that targets D and E were affected as the stream crossed through their squares.

When determining which squares are affected by a stream, simply laying a string or flexible ruler between the caster and the original target location works very well. When the spell is swung, move the string to the





surrounding area of effect. In the second diagram, the greyed-out area represents the original location of the area of effect, while the black squares show the new location of the spell.

When a mobile emanation spell moves, the whole area of effect moves at once. The original area of effect fades away to be replaced a moment later by the new area of effect – the emanation does not ‘sweep’ through an area like a stream spell.

new location and the stream affects any square that the string passes through. All movement of the stream is assumed to occur during the caster’s action and persists from round to round until its duration has expired.

Stream spells are most effective for scattering enemy forces or forcing them to move in a particular direction. Because the area of effect can be moved from one spot to another, enemies are forced to remain on the move if they want to stay out of the stream’s way. A stream is also frighteningly effective when used against large numbers of relatively weak creatures; burning up a horde of kobolds is a snap when you have a stream of acid at your fingertips.

MOBILE EMANATION

Spells with this area of effect have an initial area that is the same as a normal emanation. However, each round after the first, the caster can move the centre of the emanation up to 30 ft. in any direction and the area of effect will move with it. This allows casters to cover a larger area with this spell than would otherwise be possible with a standard burst or emanation spell. An example of this type of effect and its movement is provided below.

In the first diagram, the grey square indicates the original centre of the emanation. The black squares show the

BATTLE MAGIC SPELLS

Unlike wizards and sorcerers, battle mages have a very select group of spells to draw from, all of which are contained within the pages of *The Book of War*. The spells in this chapter represent the current state of battle magic knowledge, in its entirety. All the spells that appear in *The Book of War* are listed below. Spells with an asterisk (*) are taken from *Core Rulebook I*. All others are new, and are described later in this chapter.

0 Level – *daze**, *disrupt undead**, *ray of frost**, *read magic**.

1st Level – *burning hands**, *concussive barrier*, *corrosive burst*, *chill touch**, *gelid stream*, *magic missile**, *shocking grasp**.

2nd Level – *flaming sphere**, *ghoul touch**, *hungry shadow*, *trap**, *acid arrow**, *pyrotechnics**, *search light*, *shatter**, *spectral hand**.

3rd Level – *exploding bones*, *fireball**, *flame arrow**, *lightning bolt**, *painblast*, *razor trap*, *sleet storm**, *vampiric touch**, *vulnerability*.

4th Level – *acidic shield*, *disarmament*, *dragonfly*, *enervation**, *black tentacles**, *fire trap**, *ice storm**, *phantasmal killer**, *wall of fire**.



Battle Magic - The Eldritch Storm

5th Level – *armour crypt*, *cloudkill**, *cone of cold**, *elemental rupture*, *magma pit*.

6th Level – *acid fog**, *chain lightning**, *defencelessness*, *disintegrate**, *elemental parasite*, *fatal attraction*.

7th Level – *blowback*, *delayed blast fireball**, *eldritch enemy*, *finger of death**, *lightning vice*.

8th Level – *acid geysers*, *corpsefire*, *horrid wilting**, *incendiary cloud**, *lava wyrm*, *power word stun**, *sunburst**.

9th Level – *engulfing doom*, *meteor swarm**, *power word kill**, *spears of oblivion*, *vorpel spray*, *wail of the banshee**.

CASTING A SPELL

A battle mage does not memorise or prepare spells like a wizard or cleric. All battle mages have an intuitive understanding of *The Book of War* and are able to cast any spells from its pages provided they are of appropriate level and have enough available spell levels (see To Gird for Battle for more information). They have no need to actually carry a physical copy of *The Book of War* into battle with them, and in most cases don't even own a copy – they will simply study their guild's copy for a week or so each time they gain the ability to cast a new level of spells. A battle mage must, however, have the appropriate spell components on hand to cast any of their spells. Extra runestones for a *mortis harness* are also often kept at hand. While a battle mage may not replace the stones until he has had a chance to rest, having them with him will prevent a trip back to the battle guild for repairs.



Like a wizard or sorcerer, the battle mage also requires verbal and somatic components for his spells. Where wizards and sorcerers rely on hand gestures to cast their spells, the battle mage makes adjustments to the runestones on his *mortis harnesses* to unleash the power of his spells.

Battle mages who have elected to retain the knowledge of some of the spells they knew before learning battle magic cast such spells just as though they were battle

Battle Magic for Sorcerers and Wizards

It is possible, although generally ill-advised, for a sorcerer or wizard to learn a battle magic spell or two without becoming a battle mage or eldritch warrior. They cannot learn directly from *The Book of War* but, if they can somehow acquire a copy, they can attempt to adapt the spells in it to their own way of spellcasting. This works in exactly the same way as researching a completely new spell (see *Core Rulebook II*, chapter 3), except that attempting to adapt a battle magic spell is slightly easier than creating a new one (DC 15 rather than DC 20). At the Games Master's discretion, a spell adapted for sorcerous or wizardly use may be less powerful than its battle magic equivalent. The main drawback though is the battle guild, who guard their secrets with great diligence and *power word, kill* spells. A wizard or sorcerer who is known to have learned a battle magic spell will be treated as a renegade battle mage, and hunted down accordingly.

magic spells (and thus, do not need a spell book even if formerly a wizard). The one crucial difference is that casting a non-battle spell uses up two spell slots of the appropriate level, rather than one. Most battle guilds also frown on any use of a spell that is not found in *The Book of War*.

Acid Geysers

Conjuration (Acid)

Level: Bm/Ew 8

Components: V, S, M

Casting Time: 1 action

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

Target: One target per level per round

Duration: One round per level

Saving Throw: Reflex negates

Spell Resistance: No

At your direction, geysers of magical acid erupt from mystical portals created by this spell. When the spell is cast, you select a number of targets equal to your

level that are within the spell's range. Any targeted creature that fails its Reflex save suffers 4d8 hit points of damage. The corrosive action of the acid also damages the creature's armour (either worn or natural) and reduces the protection it offers by 1d4 points of Armour Class. Natural armour that is degraded will remain so until any wounds caused by this spell have been healed. Any worn armour degraded by this spell must be repaired. Armour that is so badly degraded that it no longer offers any protection is considered destroyed. Magical armour gets a Fortitude save as usual (*Core Rulebook I*, chapter 8) to completely avoid any degradation.

As a free action, the caster may choose new targets each round until the spell's duration expires. Note that no creature may be targeted by this spell in two consecutive rounds.

Material Components: A diamond vial (worth at least 800 gp) filled with acid.

Acidic Shield

Abjuration (Acid)

Level: Bm/Ew 4

Components: V, S, M

Casting Time: 1 action

Range: Personal (see below)

Target: Self

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell causes a glimmering shield of magical acid to appear before you, providing three-quarters cover (+7 AC Bonus, +3 cover Reflex bonus) against melee, ranged and magical attacks. Any creature that attempts to attack you in melee suffers 2d6 points of damage from the *acidic shield*. In addition, you may, at any time during the spell's duration, detonate the shield and scatter burning acid in a 25 ft. burst pattern centred on you. All creatures caught in this blast radius, including yourself (unless you are an eldritch warrior), suffer 1d4 hit points of damage per level (10d4 maximum) with no save allowed.

This shield will also detonate on its own if you are ever reduced to zero hit points or less. Battle mages should take heed of this, as a detonation in this instance will almost certainly kill you along with your opponents.

Material Component: A crystal shield filled with perfume and acid (150 gp value).



Armour Crypt

Transformation

Level: Bm/Ew 5

Components: V, S, M

Casting Time: 1 action

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

Area: Mobile Emanation (20 ft. area)

Duration: Concentration (up to 1 round/level)

Saving Throw: Fortitude half

Spell Resistance: No

Creatures caught in this spell's area of effect suffer continuing damage as their armour sprouts spikes on its interior. At the end of each round a target is in the area of effect, he suffers one hit point of damage per point of Armour Class that is provided from worn armour. Magical bonuses to Armour Class do not count, only the physical Armour Class of the original object is used to determine damage sustained. Thus, a suit of padded armour causes one point of damage per turn while a suit of banded mail causes six hit points of damage each turn, regardless of any enchantments on either suit of armour. Note that Armour Class provided by shields does not contribute to this total for purposes of calculating damage.

A successful Fortitude save halves damage (to a minimum of one hit point of damage) for a single round but does not provide the creature with further immunity. A new save must be made each round a target is in the area of effect, regardless of how briefly.

When the spell expires, the spikes on the interior of the armour disappear and the armour may be worn normally.

Material Components: A steel spike wrapped in jagged golden wire (value 250 gp).

Blowback

Abjuration (Sonic)

Level: Bm/Ew 7

Components: V, S, M

Casting Time: 1 action

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

Effect: Spiral, 20 ft. long/level

Duration: Based on spiral length, above

Saving Throw: See below

Spell Resistance: Yes

A spiral wall of shrieking power whips out from the target location, throwing any non-prone creature caught in its area of effect or that attempts to cross its area of effect 1d6 x 10 ft. in a random direction. There is no saving throw to prevent this, except for creatures who have seen the spell in action before who may choose to make a Reflex save to throw themselves prone for the duration of the spell, if desired.

To determine the direction a creature is thrown, consult the Grenadelike Weapons diagram in Chapter 8 of *Core Rulebook I*. Creatures thrown in this way suffer 1d8 hit points of damage per 10 ft. thrown, unless they are thrown into a wall or other immovable object in which case they suffer 2d6 hit points of damage per 10 ft. thrown. If a creature is thrown into another creature, both suffer damage as if they had been thrown the same distance as the creature actually thrown. Any creatures affected by this spell must also make a Fortitude save on landing or fall prone, stunned for d3 rounds. Even those who succeed at the save will be prone on landing, and may be advised to stay there, as the spell will not affect those who are prone.

Flying creatures caught by this spell, or who cross through the spell's area of effect, are allowed a Reflex save to avoid striking the ground. If successful, they suffer 1d6 hit points of subdual damage per 10 ft. they are thrown. They must then spend one round regaining their balance before they can begin flying normally. Creatures knocked unconscious by subdual damage fall to the earth and suffer normal damage upon impact.

Material Components: A bar of pure copper wrapped in rubber worth at least 400 gp.

Concussive Barrier

Evocation (Force)

Level: Bm/Ew 1

Components: V, S, M

Casting Time: 1 action

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

Area: A 15 ft. spiral/level

Duration: As determined by spiral (see above)

Saving Throw: No (See below)

Spell Resistance: Yes

At the time this spell is cast, you create a spiral of invisible walls. When any creature attempts to cross one of these walls, they are immediately hurled directly backwards 1d4 x 5 ft. and suffer 1d4 hit points of damage

The rebels stood victorious on the battlefield; the king's men lay dead or dying all around them. Panting like winded wolves, the warriors picked their way around knots of corpses. Some stopped here and there, prying fine weapons from whitened fists or ripping gold and silver chains from around slit throats. 'Looks like we've seen the last of this battle, eh?'

Flickersnake chuckled at his younger companion's optimism. 'Don't count on it, little wolf. The king always has more men.'

'Ah, look. There's naught but an old man out there, waving his arms.' The grinning young warrior pointed at a distant figure.

'What?' Flickersnake felt the first trickle of cold panic sliding down his spine. 'Tregali's Hells, you stupid whelp, that's a mage!'

'Bah. His spells can't reach us all the way over here. He's five hundred paces from here, easily.'

Flickersnake was already running, his boots slipping and sliding on the gore-soaked grass. 'Corpsefire!' He shouted the words, but knew he was too late. All around him, bodies were beginning to smoulder. Some of the rebels started running at his warning, but more froze in place, unsure of what was happening.

Then the field was burning, each of the corpses suddenly bursting into brilliant clouds of blue flame that roasted the survivors where they stood. Moments later, when the smoke cleared, only the distant battle mage remained on his feet, a grim smile twisting his lips.

for every 5 ft. of distance they are thrown back. A Reflex save is required for those thrown back to land on their feet, otherwise they fall prone and drop anything they are holding.

Material Components: A silver mirror (10 gp).

Corpsefire

Necromancy

Level: Bm/Ew 8

Components: V, S, M

Casting Time: 1 action

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

Target: Mobile Emanation (see below)

Duration: Concentration (up to 1 round/level)

Saving Throw: Reflex for half (see below)

Spell Resistance: No

When you cast this spell, a blue-grey haze floats out from your hand to fill the targeted area. Any corpses in this area immediately emit blue flames that fill an area 20 ft. in diameter centred on the dead body. Any creatures in the areas filled with blue flame suffer 4d6 hit points of cold-based damage. A successful Reflex save reduces this damage by one-half.

Once a body has been ignited with corpsefire it may not be used to generate further flames. New bodies thrown into the haze emitted by this spell will burst into corpsefire flames as soon as they land within the affected area.

Material Components: A finely carved crystalline flame with a value of at least 800 gp.

Corrosive Burst

Evocation (Acid)

Level: Bm/Ew 1

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40ft./level)

Target: 10 ft. burst

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Your incantation creates an explosion of magical acid centred on the target you choose. Any creatures in the area of effect must make a Reflex save or suffer 1d8 hit points of damage, +1 hit point per caster level. The corrosive action of the acid also burns the eyes and skin, leaving living creatures unable to defend themselves to the best of their ability. All living creatures that fail their



Battle Magic - The Eldritch Storm

Reflex save also suffer a -1 circumstance penalty to their Armour Class and Reflex Saves for the next d6 rounds.

Material Components: A flask of acid.

Defencelessness

Transmutation (Chaotic)

Level: Bm/Ew 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: Spiral

Duration: Spiral duration + 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills the targets with an inability to focus on their own defences. While the targets can attack normally, they are blind to any gaps in their protection and do nothing to protect themselves from incoming attacks. All targets that fail their save are treated as if they were flat-footed when they are attacked.

Material Components: A miniature ivory shield that is crushed underfoot when the spell is cast (300 gp value).

Disarmament

Teleportation (Chaotic)

Level: Bm/Ew 4

Components: V, S, M

Casting Time: 1 action

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

Area: Stream

Duration: 1 round/4 levels of caster +1 level

Saving Throw: Reflex negates

Spell Resistance: No

A violent stream or cone of magical energy blasts forth from your palm when this spell is cast, wresting the weapons away from those caught in its area of effect. If a creature fails its saving throw all weapons on its person are teleported away to land at the caster's feet.

Material Components: A small silver sword replica worth at least 100 gp.

Dragonfly

Conjuration (Chaotic)

Level: Bm/Ew 4

Components: V, S, M

Casting Time: 1 action

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

Target: One or more creatures within range (see text)

Duration: Concentration (up to 1 round/level)

Saving Throw: No

Spell Resistance: No

A dragonfly formed of chaotic energy bursts into life over your shoulder and streaks toward the target of your choice within range. The dragonfly causes 3d6 damage on a successful ranged touch attack. If a ranged touch

attack succeeds, you may make another ranged touch attack in the same round against any target within 30 ft. of the last target. As long as each attack damages its target, you may continue making ranged touch attacks against targets (each of which must be within 30 ft. of the last damaged target) a number of times equal to your Intelligence bonus. You may only make one attack against each target each round and if you miss with any of the ranged touch attacks the dragonfly immediately returns to your shoulder until the next round.



Material component: A tiny dragonfly (carved from any gemstone) worth 150 gp.

Eldritch Enemy

Abjuration (Force)

Level: Bm/Ew 7

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One creature within range

Duration: Concentration (up to 1 round/level)

Saving Throw: Fort half

Spell Resistance: No

This spell creates a band of force loosely circling the target. Whenever the target begins to cast a spell, the band contracts sharply, causing 7d6 hit points of damage and forcing a Concentration check in order to finish casting the spell. A successful Fort save halves the damage, although the target will still need to make a Concentration check.

Material Components: A platinum band worth at least 500 gp.

Elemental Parasite

Conjuration

Level: Bm/Ew 6

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes (see below)

This spell calls into being a tiny creature of elemental power that appears within the selected target and begins burrowing through their body with frenzied hunger. This parasite consumes the host from within and, after killing its first target, immediately leaps to another body to begin the process again. When the spell is first cast, the target(s) of the *elemental parasite* is allowed a Fortitude save. If successful the target rejects the infestation and

suffers no further ill effects from the spell; the spell ends immediately. The same applies to spell resistance – if a target’s spell resistance is not overcome, the target is not affected by the *elemental parasite* and if any target successfully resists the spell it ends immediately.

When a target is infested, he immediately suffers 1d4 points + 1 point per three caster levels of temporary Constitution damage. At the beginning of each round thereafter, the target suffers another 1d4 points of temporary Constitution damage. If killed by this damage, the target’s body is utterly destroyed and only a *true resurrection* spell can return him to life.

On the round following a target’s death, the creature created by the *elemental parasite* spell attempts to launch itself into a new, randomly selected host within 20 ft. of the original target. The caster has no control over which host the infestation will choose after he selects the initial target. The new host is allowed a Fortitude save, but spell resistance is not effective against infestations once the elemental is already on this plane of existence. If the new target saves successfully, the elemental is immediately returned to its home plane. If the target fails, however, he suffers 1d4 points of temporary Constitution damage immediately and an additional 1d4 points of temporary Constitution damage at the beginning of each round thereafter. If the new target dies from this damage, the *elemental parasite* will attempt to attack a new host, as detailed above.

Targets that are infested may take no action other than movement each round and suffer a –4 circumstance penalty to all skill checks due to the internal destruction taking place. Note that the elemental creatures summoned are not true elementals.

This spell continues until its duration expires or a target successfully resists infestation.





If a *dimensional anchor*, *lesser planar binding*, *planar binding* or *greater planar binding* spell is cast on the current target of the parasite, the creature will not be able to switch bodies when the current host dies. Instead, the spell will end and the creature will dissipate harmlessly. The *banishment* spell will end the effects of the *elemental parasite* spell immediately if cast upon the parasite's current host.

Material Components: A gemstone (400 gp value).

Elemental Rupture

Evocation (Varies, see below)

Level: Bm/Ew 5

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 50 ft. radius spread

Duration: 1 round/3 levels

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes a spreading cloud of damaging elemental energy to flood the area of effect. At the time the spell is cast, you may decide which descriptor to apply to the spell from this list: acid, cold, electricity, fire or sonic. Any creature caught in the elemental rupture suffers 1d8 points of damage per caster level (maximum 15d8); this damage is suffered again every round the creature remains in the area of effect and no saving throw is allowed to reduce damage in subsequent rounds.

Any creature that makes a successful Reflex save when the *elemental rupture* is first cast must, on their next action, take a full move out of the area of effect if possible. Creatures that cannot move, or are not able to move outside the area of effect, will suffer full damage on the following round.

Material Component: A small golden barrel, worth at least 200 gp, crushed during the casting of the spell.

Engulfing Doom

Evocation

Level: Bm/Ew 9

Components: V, S, M

Casting Time: 1 action

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

Target: 20 ft. radius Emanation

Duration: 1 round/spell casting level

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell summons forth a shrieking maelstrom of magical force that completely fills the target area to a height of 30 ft. Any creature caught in the initial burst suffers 5d6 hit points of damage, though a successful Fortitude save reduces this damage by one-half.

For each creature in the area of effect that is killed by the *engulfing doom*, the radius of the emanation increases by 5 ft. at the beginning of the following round and the damage caused increases by 1d6. If 3 targets are killed by the spell then, at the beginning of the next round, the radius increases by 15 ft. and the damage caused increases by 3d6 to cause a total of 8d6 hit points of damage to all creatures caught in the area of effect. The maximum damage this spell can cause in a given round is 25d6 hit points, but there is no maximum to the area of effect.



Material Components: A globe of obsidian wrapped in alternating bands of gold, silver and copper (1,000 gp value).

Exploding Bones

Transformation (Electricity)

Level: Bm/Ew 3

Components: V, S, M

Casting Time: 1 action

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

Target: One creature (see below)

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

This spell infuses the target with a blast of electrical energy that causes its bones to explode out of its flesh, showering those nearby with flaming bits of gruesome shrapnel. If the target fails its saving throw, it suffers 10d6 damage as its bones explode from the power of the electrical current. All creatures within 15 ft. of the target must make a Reflex save (cover bonuses apply to this save) to avoid suffering one-half the damage taken

by the original target as shards of sparking bone rip through the area.

The original target also suffers temporary Strength and Dexterity damage equal to half caster level due to the tremendous damage caused to his skeletal structure.

Material Components: A bone wrapped in 75 gp worth of copper wire.

Fatal Attraction

Transmutation (Teleportation)

Level: Bm/Ew 6

Components: V, S, M

Casting Time: 1 action

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

Target: Target creature or 5 ft. square

Duration: 1 round per spellcasting level

Saving Throw: Fortitude to resist for one round

Spell Resistance: Yes

The target designated by this spell becomes a vortex and inexorably draws creatures into its grasp. At the end of the round in which the spell is cast, all creatures within 20 ft. of the target who fail their Fortitude save are instantly teleported 10 ft. closer to the target. At the end of the round after the spell is cast, all creatures within 30 ft. of the target (including those in the original area of effect) who fail their Fortitude save are instantly teleported 20 ft. closer to the target. At the end of every subsequent round, the affected area expands by 10 ft. and the distance teleported also increases by 10 ft. On the fourth round, all creatures within 50 ft. who fail their saving throw are teleported 40 ft. toward the target. If the original target of this spell was a creature, it may not move for the duration of the spell and suffers damage each round as noted below.

Any creature that is teleported to the target area immediately takes 5d6 hit points of damage and is then teleported 50 ft. in a random direction. Note that the target of this spell is never teleported, but suffers 1d6 hit points of damage each round. A successful Fortitude save will resist the damage for a single round and a save is allowed each round until the spell's duration expires.

Material Components: A magnet wrapped in gold-embroidered silk, value 300 gp.





Gelid Stream

Transmutation (Cold)

Level: Bm/Ew 1

Components: V, S, M

Casting Time: 1 action

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

Effect: Stream

Duration: 1 round/ 2 levels

Saving Throw: Reflex Negates

Spell Resistance: Yes

Your hand emanates a stream of chilling cold that reduces the mobility of any target it touches. A target that fails its Reflex save may only take a partial action each turn for the duration of the spell and suffers 1d3 hit points of damage every round for the duration of the spell.

Material Component: A small icicle carved from crystal (50 gp value).

Hungry Shadow

Conjuration (Evil)

Level: Bm/Ew 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One creature/round

Duration: Concentration (up to 1 round/level)

Saving Throw: None

Spell Resistance: No

A fanged, shadowy figure emerges from your mouth when this spell is cast (causing 1d4 hit points of damage

to you as it does so). You may direct this shadow at any creature within range of the spell and order it to attack that target. The shadow must make a touch attack (using your Base Attack Bonus) in order to unleash its power. If the attack succeeds, the target suffers 2d4 hit points of damage and is wrapped in the body of the shadow. As long as the shadow continues to attack the target, the target also suffers a –1 penalty to all attack, save and damage rolls. Once the shadow latches onto a target with a successful attack, the target suffers 1d4 hit points of damage each round. The shadow will not attack again unless it is directed to attack another target.

The caster may, as a standard action, instruct the hungry shadow to attack another target. The shadow immediately moves to the new target and makes another attack, as noted above. The shadow can make only one attack each round, regardless of how many actions the caster has.

Material Components: A square of black silk worth 30 gp.

Lava Wurm

Conjuration (Fire)

Level: Bm/Ew 8

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One unoccupied 5 ft. square

Duration: Concentration (up to 1 round/level)

Saving Throw: Reflex to avoid

Spell Resistance: No

This spell creates a serpentine flow of lava emerging from the earth at a spot designated by the caster. The wurm has a facing of 5 ft. x 20 ft., with a flexible body. The wurm can be repositioned by the caster whenever it moves, but each segment of the body (save for the two ends) must be in squares adjacent to at least two other body segments at all times. Diagonal squares are considered adjacent when repositioning the lava wurm.

As a move equivalent action, the caster may direct the wurm to move up to 30 ft., measured from the wurm's head. At this time, the body may be repositioned in any form, as long as it adheres to the restrictions listed above. If any portion of the wurm's body passes through a square containing a creature, that creature suffers 10d6 hit points of fire damage unless a successful Reflex save is made.

The wurm may not move through a square containing any obstruction of Huge size or larger.

Material Component: Three small rubies strung along a golden wire (value of 600 gp).

Lightning Vice

Conjuration (Electricity)

Level: Bm/Ew7

Components: V, S, M

Casting Time: 1 action

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

Target: 50 ft. spread

Duration: Concentration (up to 1 round/level)

Saving Throw: See below

Spell Resistance: No

Coruscating sheets of lightning blaze from your fingertips when this spell is cast, forming a cage of lighting around the target area. The 30 ft. tall wall hisses and pops ominously and peals of thunder intermittently blast forth from the flat ceiling. As long as any creatures within the wall do not move, they are perfectly safe. If a creature does move, however, a bolt of lightning licks out of the wall to strike him, causing 5d6 points of damage (a successful Reflex save negates this).

Targets within the cage are treated as if they had 100% cover from physical melee or ranged attacks of any kind. Magical attacks, including spell-like abilities such as breath weapons, pass freely through the cage to strike those within. If a spell moves a target within the cage,



including movement through teleportation, the target suffers damage for each round in which it is forced to move.

The caster may, at any time, choose to contract the lightning vice, reducing the area of effect by 10 ft. each round. Once the contraction process begins it cannot be halted (although the spell can still be ended or dispelled in the usual ways, including if the caster stops concentrating) until the spell has a 0 ft. radius at which point the spell's effect ends. During the contraction of the vice, any creature the walls of the cage pass over suffers 10d6 points of damage (no save). If the spell's duration ends without the caster having chosen to contract the vice, the spell simply ends rather than contracting.

Material Component: A tiny cage of golden wires with a value of at least 500 gp.

Magma Pit

Transmutation (Earth, Fire)

Level: Bm/Ew 5

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Mobile Emanation, 20 ft. radius



Battle Magic - The Eldritch Storm

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No

The very earth boils in response to this spell, transforming into seething magma that sears flesh and can destroy flammable materials and metals with a low melting point (such as lead, gold, copper, silver, or bronze). Creatures in the area of effect suffer 2d6 hit points of damage plus an additional 1d6 per two caster levels (fortitude save for half damage), move at half normal speed, and may not run as their lower legs become mired in magma. Creatures of Huge size or larger do not suffer the reduction in speed or prohibition against running, but take damage as normal. Any creature of the cold type suffers double normal damage and must immediately begin moving out of the area of effect if possible. When the area of effect is moved, the ground immediately cools and any creatures caught in the original area of effect

stop suffering damage. Creatures mired in magma are left unhindered when the area of effect is moved.

Material Components: A chunk of igneous rock rolled in ruby dust (200 gp value).

Painblast

Conjuration (Force)

Level: Bm/Ew 3

Components: V, S, M

Casting Time: 1 action

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

Area: A 10 ft. wide straight line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A line of power erupts along the ground between you and the limit of the spell, creating a line of painful force that tosses anyone in its area of effect 5 ft. to either side (roll 1d4 for each moved target, on an even roll targets move right and on an odd roll targets move left). All creatures in the area of effect suffer 1d4 points of damage per caster level (maximum 15d4).

If a creature is knocked into another creature, each must make a Reflex save (DC 15) or be knocked prone.

Material Components: A hollow glass rod containing a glob of quicksilver (30 gp value).

Razor Trap

Conjuration (Force)

Level: Bm/Ew 3

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One 5 ft. square per level within range

Duration: 10 minutes/caster level or until triggered, whichever is soonest

Saving Throw: Reflex half

Spell Resistance: No

This spell creates several eldritch traps that are triggered when a creature enters one of the affected squares. The caster indicates which areas are trapped when the spell is cast, with the following restrictions:

† One 5 ft. square may be trapped per caster level.



- † A *razor trap* may not be placed adjacent to another *razor trapped* square.
- † All squares must be within the spell's range, but the range is counted as a radius centred on the caster. Thus, a 10th level caster could put one trapped square 800 ft. ahead of him and another 800 ft. behind him without penalty.

When a creature steps into a trapped square, the *razor trap* is activated and causes 1d6 points of damage per level (maximum 10d6) to the unfortunate standing in the trapped square. This immediately halts the creature's movement, although if the creature made its Reflex save for half damage it may take an additional 5 ft. step in any direction after the trap is triggered.

A *razor trapped* square can be detected with a successful Spot check (DC 20). When successfully spotted, a trapped square seems to glitter with a faint red light. A rogue that is able to disarm magical traps can disarm an individual *razor trapped* square (DC 28).

Material components: A silver razor blade and a length of silver wire (value 75 gp).

Search Light

Conjuration (Light)

Level: Bm/Ew 2.

Components: V, S, M.

Casting Time: 1 action.

Range: Long (400 ft. + 40 ft./level).

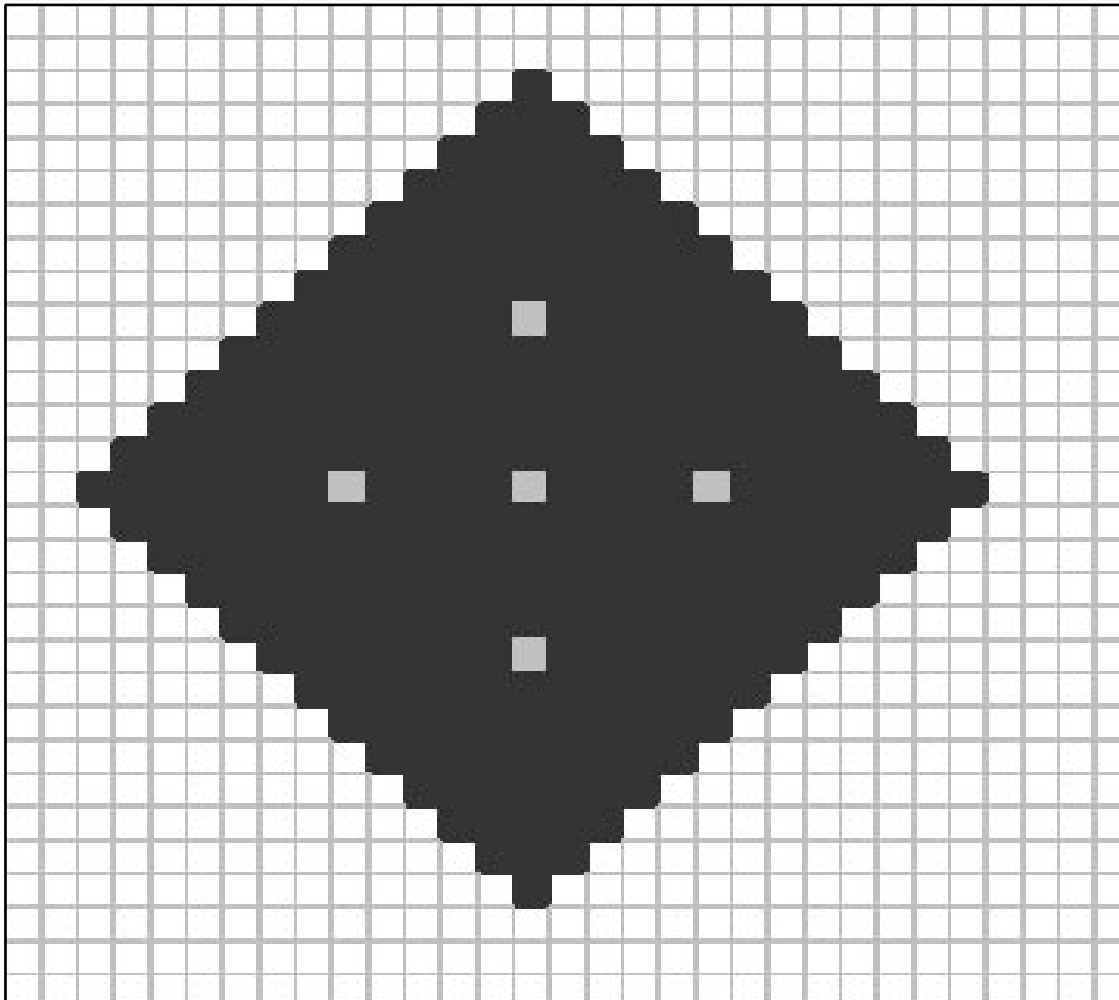
Target: See text.

Duration: 1 round/level.

Saving Throw: None.

Spell Resistance: No.

Casting this spell launches a blazing globe white light skyward from your hand. The globe arcs up 100 ft. in the air over the target area where it bursts into four smaller globes that launch themselves out from the target area as shown in the diagram below. Each of these globes streaks to earth where it erupts in a geyser of light that illuminates a 75 ft. radius from its point of impact as if the area were bathed in sunlight.

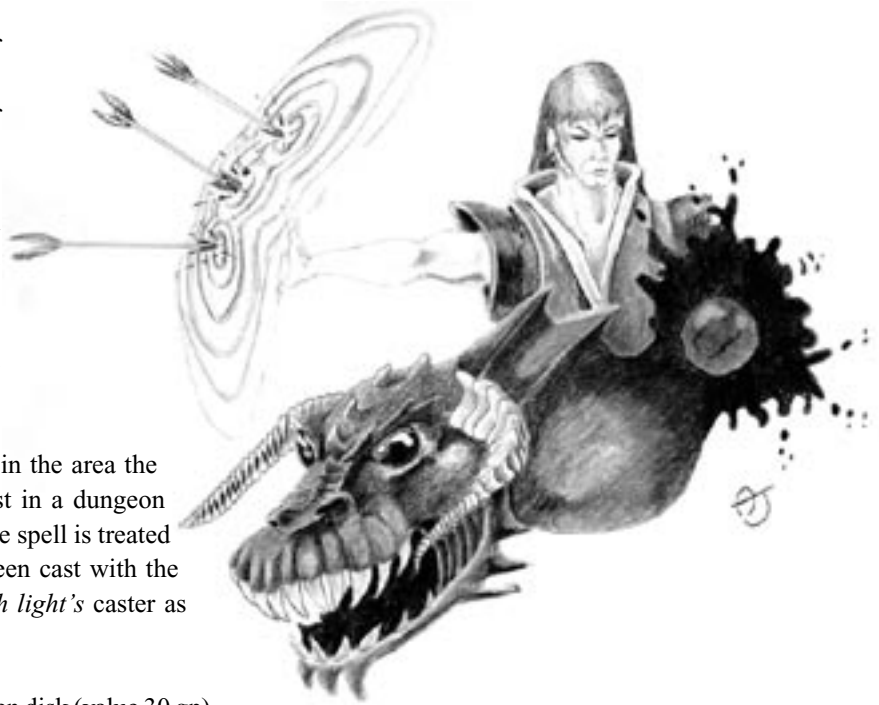


Battle Magic - The Eldritch Storm

Any creatures so unfortunate as to be in any of the areas of impact when the globes actually hit the earth suffer 1d4 points of damage and are blinded for 1d4 rounds. Creatures within the illuminated area are also deprived of any concealment bonus from darkness, fog or similar effects. Likewise, the *search light* spell instantly reveals any creature that is hiding in the shadows.

If there is not 100 ft. clearance in the area the spell is cast (such as if it is cast in a dungeon corridor or short cavern), then the spell is treated exactly as if a *light* spell had been cast with the ceiling directly above the *search light*'s caster as the target.

Material Component: A flat golden disk (value 30 gp) enchanted with a *continual flame* spell.



Tangrin bowed low before the king and his glittering robes pooled around him with a whispery hiss. The spellblade sheathed across his back gained prominence as the eldritch warrior inclined his head to combine a gesture of obeisance with the implicit threat represented by the weapon. 'I am glad that you could receive me this day, King Lotros.'

'You have limited time, Tangrin, get on with your pitch.' The young king, his eyes still sharp with the wolfish hunger of new power, motioned at the eldritch warrior impatiently.

'Of course, I would not take up more of your time than necessary.' Tangrin rose to his feet and smoothed his robes with the backs of his hands, banishing the creases with a simple brush down each leg. 'You are aware, I am sure, that the services of the Olgarin Guild have been requested by the Hill Lords?'

Lotros blew out a noisy gust of air and banged his fist off the arm of his throne. 'Of course I know; your point is?'

'Well, your majesty, we would like to offer you the chance to make a counter offer, if you are so inclined.'

'Counter offer? I have wizards of my own. Take whatever contracts you wish, it will do you no good when I am hanging your corpses from the war towers.'

'Ah, I see. Well, then, your majesty, I regret I must take my leave.' Tangrin backed away from the throne quickly, making for the exit with graceful haste. 'I have your answer and you will have mine, any moment now.'

The young king realised too late his mistake but his howls of outrage were drowned out by the sound of fireballs shrieking over the walls of his castle in lofty arcs. Tangrin turned and ran then, his robes bristling with magical energy to protect him from the debris that was sure to begin flying any second.

Behind him, the young king died on his throne, roasted alive with his guards inside his throne room while the eldritch warrior escaped into the mayhem of battle raging outside.

Spears of Oblivion*Conjuration (Force)***Level:** Bm/Ew 9**Components:** V, S, M**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft./level)**Area:** 25 ft. mobile emanation**Duration:** Concentration (maximum 1 round/level)**Saving Throw:** No**Spell Resistance:** Yes

Each person in the area affected by the spell is immediately attacked by 1d3 spears of oblivion. The spears use the caster's Base Attack Bonus to make ranged touch attacks, and receive a competence bonus on each attack roll equal to the caster's Intelligence modifier. Targets immediately suffer 2d10 hit points of damage for each spear that strikes them. On subsequent rounds, any creature that spends any time in this spell's area of effect is attacked by 1d3 spears and suffers damage, as noted above, if hit.

Material Components: A miniature, gem-encrusted platinum spear worth at least 1,000 gp.

Vorpal Spray*Conjuration (Teleportation)***Level:** Bm/Ew 9**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Area:** Stream**Duration:** 1 round/5 caster levels**Saving Throw:** Reflex reduces**Spell Resistance:** Yes

A glittering stream of power erupts from your hand when this spell is cast and any creature so unfortunate as to be caught in its path may be slain instantly. Creatures that are touched by the stream and fail their Reflex save have their heads removed instantly; those who succeed suffer a loss of one-half of their current hit points and will lose 1d10 hit points each round thereafter until they receive first aid or magical healing of some type. Damage from this spell can be regenerated normally, though creatures that fail their Reflex save die instantly unless they can survive without their heads.

Vorpal Spray can affect a total of 60 HD worth of creatures. The spell ends either at the expiry of the

duration, or when affecting a further creature would take it above the 60 HD total, whichever happens sooner.

This spell actually functions by teleporting razor-thin slices out of the necks of affected targets to random locations around the battlefield. The aftermath of the spell can be quite gruesome, as strips of skin and fragments of bone rain down around the affected area in a bloody storm.

Material Components: A golden straight razor floating in quicksilver (1,000 gp value).

Vulnerability*Transmutation (Variable, see below)***Level:** Bm/Ew 3**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Area:** Cone**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

A cone of swirling light springs from your hand, leaving all in its path highly vulnerable to further magical attack. When the spell is cast, you must determine which of the spell descriptors (acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic or teleportation) to which the target will be vulnerable. Targets who fail their Will save suffer a -4 penalty to all saving throws against spells with that descriptor for the duration of the spell.

Material Component: An ornate crystal dagger (value 75 gp).



THE ARMOURY

While *The Book of War* is the core of battle magic, the weapons and other magical items created by battle mages over the years are powerful indeed. With their focus on destruction, these items were designed to be useful under specific circumstances of war and provide the means to unleash magical hell.

The best tool for any job is the one which kills your enemies quickest.

— The Book of War

Based on the knowledge held in *The Book of War*, battle mages create items that fall into one of two categories. The first contains single-use items designed to provide common soldiers with extra firepower. These items have a natural decay built in to them and most will not remain magically active for more than a week after their creation. Battle mages are very cautious with magical items that could potentially be used against them and do their best to provide tools which are useful for as short a time as possible.

Battle mages also create weapons of war which may only be used by other battle mages. While ludicrously expensive to create and maintain, these weapons of war are amongst the most impressive instruments of destruction ever assembled. *Mortis harnesses* play an important part in this type of magic item and most of the weapons created by battle mages for their own use are tightly integrated with the mortis harness itself.

The description of each magic item presented here contains information on the levels of battle mage or eldritch warrior a character must attain to create the

item, along with other prerequisites and market price. Battle mages can create the items detailed in this chapter for one-half the market price, provided they have access to a battle guild's workshop.

DISPOSABLE DEATH

The items found in this section are not intended for use by battle mages. While eldritch warriors can (and certainly do) make use of these items, they are most commonly found in the hands of fighters and rogues who are able to more effectively deliver them to the front lines of combat. These items, in most cases, do not require any special training to use.

Breach Sphere

Designed to break through barriers, the *breach sphere* must be pressed onto a flat wooden, earthen, or stone surface to activate (this is a full-round action). The round after its activation the *breach sphere* begins emitting tendrils of magical corrosive that quickly destroy the surfaces they play across. Each round, the *breach sphere* destroys a 5 ft. wide by 5ft. high by 1 ft. thick section of the surface to which it is attached. As the surface breaks down, the sphere pulls itself inward, maintaining contact as it is broken down. A *breach sphere* will continue to cause damage for five rounds, or until the item it was placed into contact with is destroyed, whichever is first. *Breach spheres* remain potent for one week after their creation after which time they become magically inert.

Battle Mage Level: 5th level; *Prerequisites:* Craft Wondrous Item; *Cost:* 3,000 gp; *Weight:* 1lb.

Climbing Vines

Cracking against a vertical surface activates this egg-shaped item. The contents, glowing slime, immediately adhere to the wall and begin to expand upward at a rate

Battle Mages and other Magical Items

Battle mages and eldritch warriors are able to create any type of magical item they possess the feats to craft. However, their limited number of spells greatly restricts the types of magical items they can create and use. Battle mages commonly craft arms and armour for their clients, following the rules found in *Core Rulebook II*.

When creating magical items that store spells (rods, staves and wands, for example), battle mages and eldritch warriors may not use metamagic feats. They can, however, use metamagic feats on spells released from such storage items so long as they can pay the spell slot cost. This cost is the same as if the battle mage had cast the spell himself.

of 10 ft. each round. The slime continues to climb for 10 rounds, after which it dries into criss-crossing vines able to support up to 2,000 pounds. These vines allow anyone to climb the surface at three-quarters normal movement if they have both hands free, or one-half normal movement rate if only one hand is free. *Climbing vines* remain potent for one week after their creation after which time they become magically inert, although once a vine is used it will remain adhered to the wall until somehow removed.

Battle Mage Level: 1st level; *Prerequisites:* Craft Wondrous Item; *Cost:* 500 gp; *Weight:* 2lb.

Dragon Dust

Stored in a clay vial, this dust bursts into flame at the end of the round in which it is released from its tube. Simply opening the tube causes the dust to burst from the container to form a 10 ft. radius cloud; whomever opens the tube intentionally can aim the cloud so its centre is 15 ft. in any direction from his current position. At the end of the round in which it is released, the dust bursts into flame causing 10d6 hit points of damage to all within the area



of effect. Those within the cloud who make a successful Reflex saving throw suffer only one-half damage.

If the vial the dust is in is shattered, the dust immediately fills a 10 ft. radius sphere centred on the location of the vial when it broke. At the end of this round, the dust becomes a roiling cloud of flame, as noted above.

Battle Mage Level: 3rd level; *Prerequisites:* Craft Wondrous Item; *Cost:* 1,350 gp; *Weight:* -.

Focus Missile

This item comes in both arrow and crossbow bolt form. The battle mage who created the *focus missile* may, on the round after it is fired, cast any one area effect spell as if it were centred on the *focus missile*, so long as the missile is still on the same plane of existence. The distance between the battle mage and the *focus missile* is irrelevant; the energy of the spell is simply transferred to the missile at its current location. The missile is destroyed when a spell is cast through it.

Battle Mage Level: 4th Level; *Prerequisites:* Craft Magic Arms and Armour; *Cost:* 1,000 gp; *Weight:* as bolt or arrow.

Murder Hedge Marble

Placing this one-inch diameter marble on a flat surface and uttering a command word activates the *murder hedge*. The hedge then expands to create a 40 ft. long and 10 ft. high barrier, extending 20 ft. to either side of the activation point. This barrier provides 90% cover to those behind it, and allows them to fire arrows or spells through it at no penalty. The barrier has a Hardness of 8, can only be damaged by magical weapons, and can absorb 100 hit points of damage before collapsing. The barrier provides no protection of any kind against spells. A *murder hedge marble* remains magically potent for one week after its creation.

Battle Mage Level: 2nd level; *Prerequisites:* Craft Wondrous Item; *Cost:* 1,000 gp; *Weight:* -.

WEAPONS OF WAR

When a common soldier thinks of battle magic, these are the fearsome tools which spring to mind. Cannons able to destroy entire units in sizzling blasts of power and eldritch rams that crush castle walls with massive heads studded with lightning-spitting spikes. These are the





Battle Magic - The Eldritch Storm

tools of war the battle mages reserve for their own use and they are horrifying indeed.

To use any of the items in this section requires a great deal of specialised training available only within the battle guilds. While it is certainly possible for a non-battle mage to be instructed in the use of these massively destructive weapons, such occurrences are very unlikely. The battle guilds prefer to keep their weapons carefully guarded and their operation shrouded in the utmost secrecy. The most deadly of weapons require not only specialised training but also a powerful *mortis harness*. Through the harness a battle mage can merge a portion of his mind with his weapon, directing it with only a thought.

These weapons are also ludicrously expensive to produce and to use. Their power is undeniable but the cost is enough to bankrupt a small kingdom. When seen in use, the majority of these items will be on a battlefield in support of an army and are bankrolled by the wealthiest of nobles. Even then, many battle magic weapons are too expensive to use extensively and are called in to deal with especially thorny problems or heavily defended areas. In the following sections, both personal and battlefield items are explained. Unless otherwise stated, only battle mages and eldritch warriors are permitted to use these magical items. Though the term battle mage is used throughout, these rules apply equally to eldritch warriors.

PERSONAL MAGIC

Arcane Cannon

This weapon is useless at short ranges but devastating at distance. The cannon fires blasts of raw energy, which bounce wildly on impact, wreaking havoc around their impact sites.

An arcane cannon can be fired at ranges from 400 ft. to 2000 ft., provided a line of sight is available. Most are mounted on tall hills or the slopes of mountains to provide the widest arc of fire and greatest visibility to the battle mage. To fire the cannon, the battle mage must use a full-round action. The target area is selected and then the deviation of the shot determined by rolling on the Grenadelike Weapons diagram found in Chapter 8 of *Core Rulebook I*. The shot deviates 1d10 ft. for every 100 ft. travelled. Each shot expends a gem of at least 100 gp value.

When the actual impact site for the arcane cannon's shot is determined, the bolt deals 3d10 hit points of damage.

This damage is reduced by one-half if the target makes a successful Reflex save (DC 20). Once damage for the initial target has been determined, the rest of the shot's bounces can be worked out.

For every 50 ft. of range, the arcane cannon's shot bounces 10 ft., not including the initial deviation. Determine the direction of the bounce using the same diagram in *Core Rulebook I*. Any target in any squares the bouncing shot passes through or lands in suffers 2d10 hit points of damage which, again, may be reduced by one-half with a Reflex save at DC 20.

Battle Mage Level: 9th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 75,000 gp; *Cost per Shot:* 100 gp; *Weight:* 250lb.

Damage Buffers

One of these rods can be mounted on a *mortis harness* in place of a *focus rod*. Each buffer is able to absorb damage the battle mage would normally suffer. For every level of battle mage the creator of a *damage buffer* has attained, the buffer has five hit points which are fully restored at the beginning of each day. Whenever an attack or hostile spell would cause hit point damage to the battle mage, the hit points are first removed from the buffer. If a buffer is reduced to fewer than zero hit points, the battle mage must immediately make a Will save (DC 20 + number of excess hit points absorbed by the *damage buffer*). If the save fails, the damage buffer is destroyed by the attack. A successful save does not destroy a buffer but its total number of hit points is reduced by five.

Battle Mage Level: 3rd level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 500 gp/battle mage level; *Weight:* 1lb.

Eldritch Chariot

Up to a dozen Medium sized creatures can be seated in this chariot and an additional six Medium sized creatures can ride on small platforms on the outside of the *eldritch chariot*. Those seated within are provided with 75% cover from attacks launched from outside the chariot, though any attack that misses a target inside the chariot due to cover causes damage to the chariot itself. Those riding on the outside of the chariot are provided with no protection from any attacks.

The chariot itself moves at 60 ft. per round and can fly at altitudes of up to 150 ft. with average manoeuvrability. The chariot has a Hardness of 10 and 250 hit points. It can fly until reduced to zero hit points, at which time it

crashes to earth. To determine damage taken by those riding inside the chariot, add the chariot's altitude at the time its hit points were reduced to zero or less to its current movement speed, treating this as the distance those inside the chariot fell when it crashed (dealing 1d6 damage per 10 ft. fallen). Those on the outside of the chariot suffer a great deal more than those inside as the wreckage of the chariot rolls over them and grinds them into the ground. Any creature riding on the outside of the chariot when it crashes suffers the falling damage as noted above and must make a successful Reflex save (DC 25) to avoid an additional 3d6 hit points of damage from being crushed by the chariot and cut up by flying debris.

An *eldritch chariot* requires a battle mage pilot, who must be riding inside the chariot at all times. The chariot requires one empty wand socket on the battle mage's *mortis harness* for operation. Each hour the chariot is in use, it needs 500 gp worth of gold dust to function.

Battle Mage Level: 7th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 100,000 gp. *Operating Cost:* 500 gp/hour.

Eldritch Storage Stone

Crafted from gemstones mounted in precious metal fixtures, these items are screwed into wand sockets and allow battle mages to store a spell for instant release up to 24 hours later. The items are good for one use only, and cost 150 gp for each level of spell they are able to store. To place a spell into eldritch storage, the battle mage simply casts the spell and the energy is transferred into the gemstone. If any metamagic feats are desired, they must be applied to the spell when it is stored and each spell slot used to power these feats is deducted from the total storage capacity of the stone. The stored spell can then be released at any time as a free action by the battle mage. When a spell is released, the battle mage may make no adjustments to it other than selecting a target for the effect. At the moment the spell it contains is released, the *eldritch storage stone* is completely consumed by the liberated magical energies.

Battle Mage Level: 4th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 150 gp/level of storage capacity; *Weight:* -.

Focus Rod

When a battle mage casts a spell, he may use a *focus rod* to offset any additional spell levels accrued by applying



metamagic feats to the spell. Only one *focus rod* may be used for each spell and the battle mage must state at the time the spell is cast which of his rods will be used. When created, a rod contains a number of spell levels equal to the levels of battle mage attained by the rod's creator. These levels are replenished each day when the battle mage rests. When using a metamagic feat on a spell would increase the spell's level, the battle mage may instead choose to remove the spell levels from one of his *focus rods* rather than from his available spell levels for the day.

Battle Mage Level: 5th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 100 gp/spell level contained; *Weight:* 1lb.

Mortis Harness

Mortis harnesses consist of elaborate straps of woven metal (copper, silver and gold being the most common elements) wrapped around the battle mage's torso and extending down his arms and legs to the elbows and knees. The surface of the harness is studded with dozens of runes, all mounted in swivelling settings which slide along the straps to form the specific patterns needed to unleash the power of battle magic.



Battle Magic - The Eldritch Storm

The complicated formulae of battle magic are very difficult for even the most experienced practitioners to keep in mind at all times. The *mortis harness* helps the battle mage focus his thoughts and provides a mechanical representation of the formulae necessary to unleash battle magic spells. Set into the harness surface are a number of runes and sigils fixed into dials that rotate and slide along grooves in the harness.

When a battle mage prepares a spell, manipulation of these symbols provides the somatic components of the spell. A battle mage deprived of his *mortis harness* is unable to cast any spells until he can regain the harness – it is simply too difficult to formulate the spells of battle magic without the eldritch calculations provided by the *mortis harness*.

The stress of focusing so much magical energy can wear out pieces of the harness, leading to ‘blown runes’ or ‘burnt sigils’. The greatest danger to a *mortis harness* is overuse of a single level of spells. Each spell is channelled through a different series of runes but all spells of a given level must first travel through a rune that represents the overall power of the spell. While up to four spells of a given level can be channelled through a *mortis harness* each day without danger, attempting to cast more spells of each level (perhaps by using recurring spells, or receiving additional spells by the Transfer feat) runs the very real risk of burning out a magnitude rune.

When a battle mage casts more than four spells of the same level during a single day, he must immediately make a Will save (DC 25). After every subsequent spell casting of the same level during the same day, the battle mage must make another Will save (DC 25) with a cumulative –2 circumstance penalty. If the save fails, the rune for that spell level burns out. A rune can only be replaced by the *mortis harness*’ owner after a full night’s rest and requires a Spellcraft check (DC 20) to replace. A mortis stone costs 100 gp per level and requires a battle guild workshop to craft successfully. Most battle mages carry several extra stones for their harnesses and craft new ones whenever they have return to their guilds for additional training.

Runes from a *mortis harness* burn out regularly and replacing at least one stone each day is not an uncommon occurrence if the battle mage is casting numerous spells. Wise battle mages do their best to limit the chances of this occurring by rotating through their available spells and not over-using spells from a given level. Research

into regenerating harnesses is an ongoing project among all battle guilds for if such an item could be created, it would free battle mages from the few restraints they must operate under, radically increasing their power.

When a stone burns out, it shatters and emits a bright flash of light and a cloud stinking of burnt metal and stone. The more powerful the spell cast, the louder the noise and the brighter the light created when the stone is destroyed. For a first level spell, all within 10 ft. of the battle mage can hear the sound and those within 50 ft. can see the light. For each additional level of the spell being cast, the radius that the sound can be heard at and the light can be seen at increases by ten feet.

Wearers heavily customise *mortis harnesses* and no two look much alike. While the general structure remains the same from harness to harness, the exact materials used in their construction, the appearance of the runes, and the types of ornamentation favoured vary from battle mage to battle mage. What does remain consistent, however, is the functionality of the harness, from the runes down to the focus sleeves and wand sockets.

Each harness is able to hold five *focus rods*, one on each arm, one on each leg, and one mounted in the centre of the chest. *Focus rods* are used to offset level increases from tuning a spell but burn out quickly and are extremely expensive.

A *mortis harness* can be fitted with up to ten wand sockets, though each socket requires 3,000 gp and the expenditure of 250 experience points to create. Once created, a socket can hold any wand simply by slotting the tip into the socket and fastening it into place with a strap. When one or more wands are socketed into a *mortis harness*, the battle mage wearing the harness can activate any one of the wands as a standard action, without provoking an attack of opportunity.

Mortis harnesses are also a requirement for using many of the magic items listed in this chapter. If an item does require a *mortis harness*, then it also requires one empty wand socket to hold the item’s control mechanism. This completes the connection between the battle mage and the item in question. A rare few items require more than one empty wand socket (particularly the war golem) but the majority need only a single open socket.

A *mortis harness* counts as a robe, and so no other robe may be worn with it. Its encumbrance is 20lb.

Battle Mage Level: 1st level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 5,000 gp; *Weight:* 20lb.

Runeweave Robes

Eldritch warriors are well aware of their inherent frailty. As close-combat specialists, they need an edge to help them stand up to the rigors of their profession. The *runeweave robe* is their solution, a lightweight covering that does not deflect attacks as a suit of armour would, but instead absorbs the damage of those attacks to protect the warrior from injury. Unfortunately, the *runeweave robe* is only able to absorb a finite amount of damage each day, tied directly to the spellcasting ability of the eldritch warrior. Combined with the spellblade, the *runeweave robe* consumes most of an eldritch warrior's available spell slots for a day, forcing them to rely on melee attacks more often than not.

Any time the wearer of a *runeweave robe* is injured by a melee attack, he may choose to have the robe absorb the resulting damage. This requires one spell level for every five hit points (or fraction thereof) the attack causes. The robe does not protect the eldritch warrior from damage caused by magical attacks or damage from other sources, such as falling, poison, or exposure to hostile elements.

The *runeweave robe* is also unable to absorb the damage caused by a critical hit. Such an impressive attack bypasses the protection offered by the robe, leaving the eldritch warrior dangerously exposed.

Battle Mage Level: 7th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 45,000 gp; *Weight:* 11b.

Spellblade

The weapon of choice for all eldritch warriors, the *spellblade* can be forged in the form of any bladed weapon. A *spellblade* can be wielded by anyone proficient with the weapon it is based on but only an eldritch warrior can make use of its special abilities. Once an eldritch warrior has bonded a *spellblade* it imposes a -1 circumstance penalty to attack rolls made with it by any other wielder. This penalty increases by one every time the eldritch warrior enhances the weapon. The blade knows its owner and resists any attempts by another to use it.



Spellblades are forged as part of every eldritch warrior's initiation. The *spellblade* is part of the eldritch warrior, more an extension of his arcane essence than a simple weapon. Because of this bond between the weapon and its eldritch warrior, the *spellblade* grows in power as its master gains levels. From increased accuracy to improved damage, the *spellblade* becomes a powerful extension of the eldritch warrior's capabilities. Fuelled by magic, the *spellblade* can also be used to deliver spells as a touch attack, inflicting additional damage on top of the injuries caused by the blade itself.

To increase the power of a *spellblade*, the eldritch warrior must return to his battle guild and bring with him magical items, which are used to increase the power of the *spellblade*. The type of item is unimportant and more than one item can be used for a single increase. To determine the value of item that must be sacrificed, consult the table below.

The table below illustrates the enhancements for the *spellblade* available at each level of eldritch warrior. If the eldritch warrior does not have the required value in magical items to sacrifice to enhance his blade at the time he gains a level, he may postpone adding enhancements



Battle Magic - The Eldritch Storm

until such time as he acquires the necessary supply of magical items. There are several enhancements available at each level and the eldritch warrior may take as many as he can afford magical items to fuel them, but a particular enhancement can be taken only once each level and the eldritch warrior may only purchase new enhancements available at his current level.

Reverse Strike: This ability allows the eldritch warrior to make a second attack immediately after his first attack. This attack must be made against the target of the first attack (as it represents a quick attempt to injure the original target as the eldritch warrior draws back into a defensive posture) and is made at one-half the eldritch warrior's Base Attack Bonus. This ability may be activated as a free action and expends one spell level every three rounds while active.

Spellblade Enhancements

Eldritch Warrior Level	Magical Enhancement	Item Value
1	+1 competence bonus to attack rolls	5,000 gp
1	+1 natural bonus to damage rolls	5,000 gp
1	+1 deflection bonus to Armour Class	5,000 gp
1	Drawing the <i>spellblade</i> is a free action	5,000 gp
2	+1 competence bonus to attack rolls (stacks with level 1 bonus)	5,500 gp
2	+1 natural bonus to damage rolls (stacks with level 1 bonus)	5,500 gp
2	+1 deflection bonus to Armour Class (stacks with level 1 bonus)	5,500 gp
2	+1 to the <i>spellblade's</i> threat range	5,500 gp
3	Reverse strike (see below)	6,000 gp
3	<i>Spellblade</i> can cause subdual damage at the wielder's discretion with no penalty to the attack roll	6,000 gp
3	+1 to the <i>spellblade's</i> threat range (stacks with level 2 bonus)	6,000 gp
3	+1 competence bonus to initiative when <i>spellblade</i> is wielded	6,000 gp
4	+1 deflection bonus to Armour Class (stacks with level 1 and level 2 bonuses)	7,000 gp
4	+1d4 bonus damage on any successful attack	7,000 gp
4	+1 competence bonus to attack rolls (stacks with level 1 and level 2 bonuses)	7,000 gp
4	Heightened Defence (see below)	7,000 gp
5	Grappling Avoidance	8,000 gp
5	Parry Defence	8,000 gp
5	Ray Deflection	8,000 gp
5	Weaving Target	8,000 gp
6	+1 Competence bonus to attack rolls (stacks with 1 st , 2 nd , and 4 th level abilities)	9,000 gp
6	+1 deflection bonus to Armour Class (stacks with 1 st , 2 nd , and 4 th level abilities)	9,000 gp
6	+1 to threat range (stacks with 2 nd and 3 rd level abilities)	9,000 gp
6	+1d4 hit points damage (stacks with 4 th level ability)	9,000 gp
7	Second Strike	10,000 gp
7	Fluid Casting	10,000 gp
7	Defeat Shield	10,000 gp
7	Fate Strike	10,000 gp
8	Dazzling Assault	12,000 gp
8	Concussive Attack	12,000 gp
8	+1 competence bonus to attack rolls (stacks with 1 st , 2 nd , 4 th and 6 th level abilities)	12,000 gp
8	+1 deflection bonus to Armour Class (stacks with 1 st , 2 nd , 4 th and 6 th level abilities)	12,000 gp
9	+1 to threat range (stacks with 2 nd , 3 rd and 4 th level abilities)	14,000 gp
9	+1d4 hit points damage (stacks with 4 th and 6 th level abilities)	14,000 gp
9	Crippling Attack	14,000 gp
9	Blood Siphon	14,000 gp
10	Eldritch Venom	16,000 gp
10	Deathblow	16,000 gp
10	Grave Retribution	16,000 gp
10	Impenetrable Defence	16,000 gp

Heightened Defence: If the eldritch warrior makes no attacks and casts no spells this round, he receives a deflection bonus to his Armour Class equal to double his Base Attack Bonus. This bonus applies to all attacks, including touch attacks. This ability may be activated as a free action and expends one spell level every five rounds while active.

Grappling Avoidance: The eldritch warrior gains an enhancement bonus to his Armour Class equal to his Intelligence modifier. Any creature that does make a grappling attempt and fails to hit also suffers one hit point of damage as the eldritch warrior uses his weapon to fend off the attack. This ability may be activated as a free action and expends one spell level every four rounds while active.

Parry Defence: While wielding the *spellblade*, the eldritch warrior gains one point of Damage Reduction against all melee attacks made by attackers while he is not flat-footed. This Damage Reduction does not apply in any way to spells or spell-like abilities. This ability may be activated as a free action and expends one spell level every three rounds while active.

Ray Deflection: The eldritch warrior uses this ability to deflect any touch-attack spells with his *spellblade*. To successfully deflect such a spell, the eldritch warrior is allowed a Reflex save against the spell (even if the spell normally requires another type of save). If this save is successful, the spell targets one random creature within 5 ft. of the eldritch warrior. If the eldritch warrior fails his Reflex save, he does not receive another save (even if the spell would allow a different type of save) and the spell affects him as normal. If there are no targets within 5 ft. of the warrior when he successfully deflects a touch-attack spell, the spell dissipates harmlessly. This ability

requires a standard action to activate and expends one spell level each round (including the round in which it is activated) while active.

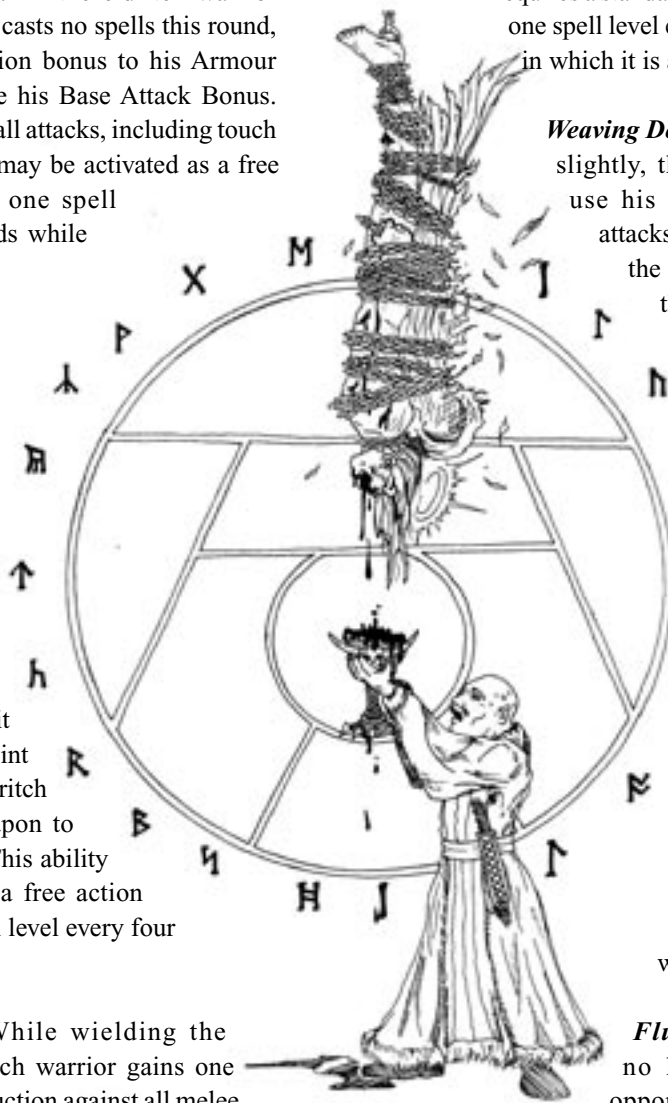
Weaving Dodge: By adjusting his position slightly, the eldritch warrior is able to use his opponents as cover against attacks. For every attacker engaging the eldritch warrior in melee after the first, the warrior gains a +2 cover bonus to his Armour Class though this bonus may never exceed +6. This ability requires a standard action to activate and expends one spell level per round (including the round in which it is activated) while active.

Second Strike: You may make an additional attack (at +0 attack bonus) against any one target you have already attacked this round. This ability can be activated as a free action and expends one spell level every other round while active.

Fluid Casting: Casting spells no longer causes an attack of opportunity for you. By weaving your *spellblade* in the spellcasting procedure, you are able to maintain your defences even while preparing a spell. This ability can be activated as a free action and expends one spell level every round while active.

Defeat Shield: Shields provide only one-half their normal cover bonus to Armour Class against your attacks. When this enhancement is gained, the *spellblade* becomes flexible and is able to actually bend slightly around the edges of shields to strike at covered opponents. This ability is activated as a free action and expends one spell level per attack made using the ability.

Fate Strike: You may choose to accept a strike from one opponent (which hits for full damage and ignores any Damage Reduction or other defences) in order to automatically strike the opponent in return. Your return





strike causes the maximum possible damage for your weapon and an additional amount of damage equal to the damage you suffered from the initial attack. This ability is activated as a free action at the start of a round (before any attacks have been made) and expends three spell levels per use.

Dazzling Assault: You launch a relentless series of attacks against the same foe, slowly wearing down his defences through repeated strikes. For every attack after the first made against the same foe, any attacks directed at him in the following round gain a +1 circumstance bonus. This bonus is cumulative and persists until you miss an attack against this target. When you use this ability all of your attacks each round must be directed against this target until you choose to stop the dazzling assault. If you fail to make a melee attack against this target for any reason, including casting a spell, the assault ends immediately and the bonuses to attacks against the target end at the beginning of the following round. This ability requires a standard action to activate and expends two spell levels per use.

Concussive Attack: This enhancement causes the *spellblade* to deliver blows with crushing force, often knocking targets back several feet. While this ability is active, any target struck by you in melee must make a Fortitude save (DC 15 + damage caused by the attack) or be knocked straight back 1d10 feet. This ability may be activated as a free action and expends one spell level per attack made while it is active.

Crippling Attack: This enhancement permanently damages a target, draining them of strength and leaving them dazed and confused. When an attack causes damage while this ability is active, the target suffers an immediate loss of 1d6 permanent points of Strength and is stunned for 1d4 rounds. A successful Fortitude save (DC 10) halves the strength loss and reduces the duration of the stun to a single round. This ability requires a standard action to activate and expends four spell levels per attack made.

Blood Siphon: Any attack that hits and causes damage while this ability is active causes an additional 1d4 hit points of damage to the target and restores 1d4 hit points to the eldritch warrior. Activating this ability is a free action and two spell levels are drained with each use of the ability.

Eldritch Venom: When this ability is active, any attack that causes damage also injects an eldritch poison into the target. The initial damage of the poison is 1d4 points of Intelligence and the secondary damage is 2d8 points of Intelligence. The save DC for the poison is 20. This ability requires a full-round action to activate and expends five spell levels per attack.

Deathblow: On a successful attack, this ability unleashes a powerful arcane blast into the target, disrupting their body. The target is immediately reduced to zero hit points unless a Fortitude save (DC 20) is successful. Those who save against the deathblow lose one-half their remaining hit points. This ability requires a full-round action to activate and expends ten spell levels per attack.

Grave Retribution: This ability is activated only if the eldritch warrior is slain. Immediately upon his death, the eldritch warrior's *spellblade* launches an attack on its master's killer, provided the killer is within 20 ft. of the eldritch warrior at the time of his death. The target of the attack must make a Will save (DC 20) or be slain instantly. If the target succeeds in this save, he is still reduced to zero hit points. When a target fails to save against the Grave Retribution ability, the eldritch warrior is restored to zero hit points immediately.

Impenetrable Defence: The eldritch warrior may use this ability to defend himself against all melee attacks while it is active. Any melee attack which would cause damage instead expends a number of spell levels equal to the hit points of damage the attack would have caused. This ability requires a full-round action to activate and expends spell levels as noted above.

Battle Mage Level: 1st level; *Prerequisites:* Craft Magic Weapons and Armour; *Construction Cost:* 45,000 gp; *Weight:* as per weapon.

Wall Crusher

These magical items are 5 ft. long by 5 ft. wide and roughly 20 ft. long. They appear as heavily ornamented battering rams supported on stout, wheeled legs. Unlike battering rams, however, the wall crusher does not have to be manned by a crew of heavily muscled warriors but, instead, is operated purely by magic.

The wall crusher moves at a ponderous 20 ft./round under its own power, so is often brought in close to the action through magical means. The wall crusher cannot defend itself in combat and is treated as an inanimate object with a Hardness of 20 and 300 hit points. A wall crusher can continue to operate until its hit points are reduced to zero, at which point it explodes in a coruscating ball of eldritch flame with a 10 ft. radius. All caught within the blast suffer 2d10 hit points of damage, though a Reflex save reduces the damage caused to a target by one-half.

When attacking a wall or other barrier, the wall crusher can destroy a 10 ft. cube of stone in five rounds, a wooden door in one round, or an iron door in two rounds. It requires a combined Strength of 100 to move the wall crusher against its will and a combined Strength of 200 to keep it from moving each round.

This item can only be controlled by a battle mage and requires one open wand socket on the battle mage's *mortis harness*.

Battle Mage Level: 6th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 30,000 gp; *Operating Cost:* 500 gp/hour.

War Golems

One of the most carefully held secrets possessed by the battle guilds is the engineering of war golems. These constructs are much more powerful than a typical golem but also require significant maintenance expenses. Those golems with projectile weapons or other special attacks must also be refuelled or their ammunition restocked on a regular basis, which can lead to great expense. More importantly, a war golem will often need a battle mage operator for more elaborate operations. These operators are often at risk when the golem suffers damage as the connection between operator and war golem allows some of the damage suffered by the golem to filter through to the operator.

Constructing a War Golem

The creation of a war golem is a major undertaking and involves numerous battle mages. While a battle guild will never fail in the creation of a war golem (the process is far too well-documented and understood for a total failure to occur), there is always the chance the project will run over cost. When construction of a golem begins, one battle mage in the guild is nominated as the lead engineer and will make all skill checks or other rolls necessary during the process.

To create a war golem, the battle guild first selects a type of golem to construct from the list provided below. These golems provide a base from which to make modifications or additions, but many battle guilds find them suitable for their use without any additional engineering.

Golem, Soldier

Medium-size Construct

Hit Dice: 2d10+20 (31 hp)

Initiative: 0

Speed: 40 ft.

Armour Class: 20 (+10 natural), touch 10, flat-footed 20

Base Attack/Grapple: +1/+2

Attack: Slam +2 melee

Full Attack: 2 slams +2 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft.

Special Attacks: Spellcasting*

Special Qualities: Construct, magic immunity, damage reduction 5/adamantine



Saves: Fort +0, Ref +0, Will +0 (or as caster, see below)

Abilities: Str 12, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate Terrain: Any land or underground

Organisation: Solitary or in units (2-5)

Challenge Rating: 3 + ¼ controller's level

Treasure: None

Alignment: Always neutral

Advancement: None, see *War Golem Enhancements*

Golem, Assault

Large Construct

Hit Dice: 4d10+30 (52 hp)

Initiative: 0

Speed: 30 ft.

Armour Class: 19 (+10 natural, -1 Size), touch 9, flat-footed 19

Base Attack/Grapple:

+3/+8

Attack: Slam +8 melee

Full Attack: 2 slams +8 melee

Damage: Slam 1d8+5

Face/Reach: 5 ft./10 ft.

Special Attacks: Spellcasting*

Special Qualities: Construct, magic immunity, damage reduction 10/adamantine

Saves: Fort +1, Ref +1, Will +1 (or as caster, see below)

Abilities: Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate Terrain: Any land or underground

Organisation: Solitary or in units (2 – 5)

Challenge Rating: 5 + ¼ controller's level

Treasure: None

Alignment: Always neutral

Advancement: None, see *War Golem Enhancements*

Golem, Juggernaut

Huge Construct

Hit Dice: 12d10+40 (66 hp)

Initiative: -1 (Dex)

Speed: 25 ft.

Armour Class: 17 (+10 natural, -2 size, -1 Dex), touch 7, flat-footed 17

Base Attack/Grapple: +9/+26

Attack: Slam +16 melee

Full Attack: 2 slams +16 melee

Damage: Slam 2d6+9

Face/Reach: 15 ft./15 ft.

Special Attacks: Spellcasting*

Special Qualities: Construct, magic immunity, damage reduction 15/adamantine

Saves: Fort +4, Ref +3, Will +4 (or as caster, see below)

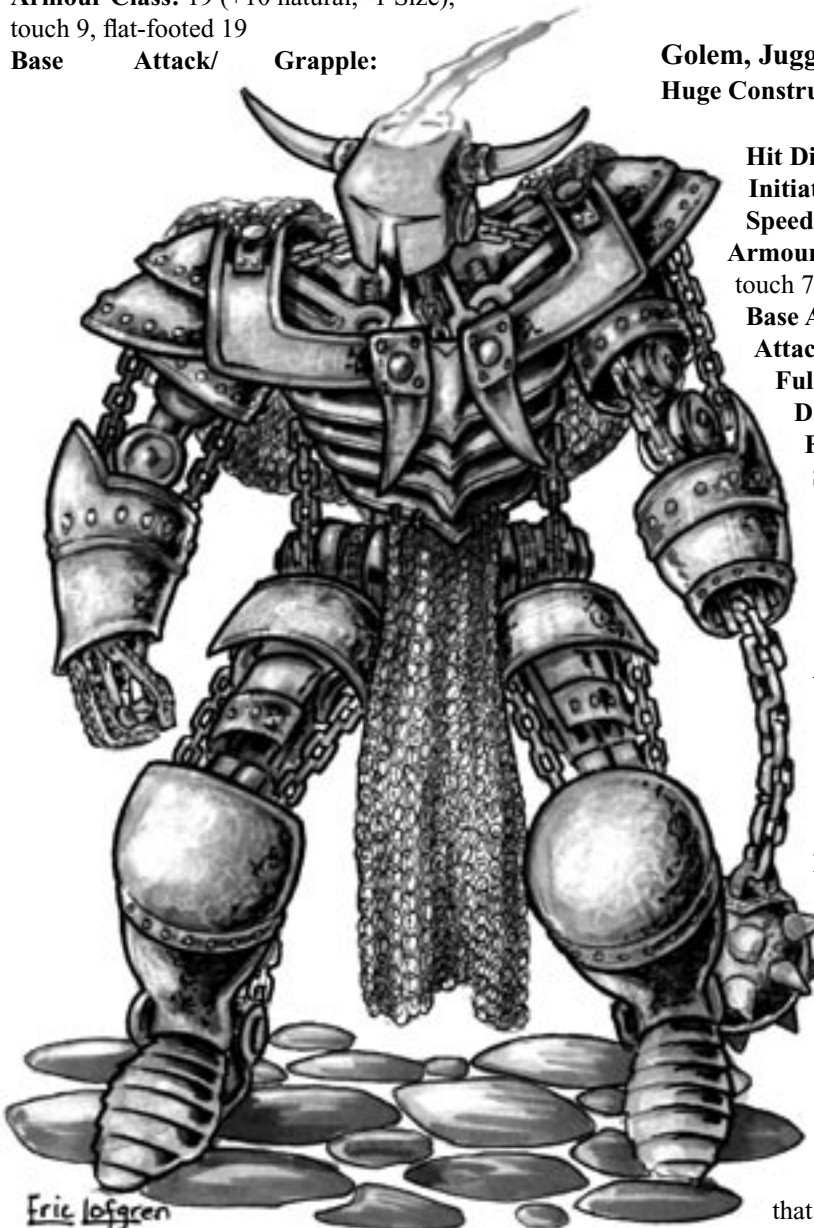
Abilities: Str 28, Dex 9, Con -, Int -, Wis 11, Cha 1

Climate Terrain: Any land or underground

Organisation: Solitary

Challenge Rating: 12 + ¼ controller's level

Construction: War golems can only be built inside a battle guild workshop. Each golem is crafted according to a stringent set of requirements laid out by the battle guild's leadership. While each golem is functionally very similar, regardless of which guild built it, war golems have a very distinctive look that allows knowledgeable observers to tell



Using Encyclopaedia Arcane - Constructs

Encyclopaedia Arcane – Constructs describes a system for construct creation that allows you to create any sort of construct that your mind can think of. This is the necessary information to adapt the war golems for the system presented in that book.

War Golem

Caster Level: 6th

Skill Required: Craft (armoursmithing) or Craft (weaponsmithing)

Special Ability Slots: 1

Attacks: 2 slams

Magic Immunity (Ex): War golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures one point of damage for each three points of damage it would otherwise deal. An acid effect reduces the golem's Damage Reduction by one point for every five points of damage the golem suffers from the attack (that is, damage in excess of the golem's current Damage Reduction). All battle magic spells affect war golems normally.

Flaw: Dependency (Su). For any task more complex than straightforward combat within line of sight, a war golem needs the guidance of a battle mage of at least 6th level and possessing the Craft Magical Arms and Armour feat. Additionally, for every four Hit Dice of the base golem, the spellcaster needs the assistance of another battle mage in the construction phase.

War Golem Construction Table

Type	Size	CP	BR	Skill Checks DC
Soldier	Medium	40	30	20
Assault	Large	64	40	20
Juggernaut	Huge	120	80	20

War Golem Statistics Block

Type	Size	HD	Init	Speed	AC	Damage	Str	Dex	DR	CR
Soldier	Medium	2d10	0	40 ft.	20 (+10 natural)	1d6+1	12	10	5/+1	+3
Assault	Large	4d10	0	30 ft.	19 (-1 size, +10 natural)	1d8+5	20	10	10/+1	+4
Juggernaut	Huge	12d10	-1	25 ft.	17 (-1 Dex, -2 size, +10 nat.)	2d6+9	28	9	15/+1	+7

Construct Feats

Eldritch Crossbow

Caster Level: 7th

Special: Ammunition costs 10 gp/shot

Construction Points: 20

CR Value: 1

Applies to Body Rating: Yes

Additional Hit Dice

Caster Level: 7th

Construction Points: 8 per HD

CR Value: ½ per HD

Applies to Body Rating: Yes

Increased Strength

Caster Level: 8th

Construction Points: 16 per point



CR Value: ½ per point
Applies to Body Rating: Yes

Enhanced Dexterity

Caster Level: 10th
Construction Points: 24 per point
CR Value: ½ per point
Applies to Body Rating: Yes

Increased Damage Reduction

Caster Level: 8th
Construction Points: 28 per point
CR Value: 1/3 per point
Applies to Body Rating: No

Construct Special Abilities

Spellcasting (Sp) [Special Attack]: A war golem controlled by a battle mage can serve as a conduit for the battle mage's spells. The battle mage may cast any spell through the war golem just as if the battle mage were standing at the war golem's position. A controlled war golem is significantly more powerful than one running under its own volition; see below for more information.

Applicable To: All constructs
Spell Components: *Limited wish*
Slots: 1

where a particular golem was built. Ornamental spikes, oddly angled armour plating, even precious metal wires wound around the limbs of the golem are all ways in which a battle guild creates a particular 'look' for their war golems.

The base cost of a war golem is as follows:

Golem, Soldier: 50,000 gp
Golem, Assault: 80,000 gp
Golem, Juggernaut: 150,000 gp

When the lead engineer begins creating the body of the golem, he must make a craft (armoursmithing or weaponsmithing) check (DC 20). If the check succeeds, the body of the golem is created at the base cost. A failure, however, raises the base cost by 1d10 x 1000 gp. The lead engineer can continue making attempts until he succeeds at the skill check, though each failed check increases the cost as noted above.

The first attempt requires one month of steady work, but subsequent attempts require only one week of effort per attempt. A golem requires 500 pounds of raw iron per hit die of the base body and a wide variety of other metals, gems and magical components to complete. The entire process is completed according to the very detailed plans laid out in *The Book of War*.

A war golem can only be constructed under the leadership of a battle mage of at least 6th level who is assisted by another battle mage for every four Hit Dice of the base golem. The lead engineer handles all enhancements on his own, as detailed below. The lead engineer must possess the Craft Arms and Armour feat in addition to any other requirements.

Combat

War golems, when undirected, will attack any member of the enemy force within 20 ft. of their location. The golem can also be instructed to attack distant targets, as long as those targets are visible when the orders are given. For missions with a longer range, the war golem is operated by a battle mage who can direct it toward targets as needed.

In battle, the war golem will make two slam attacks each round as its primary attack and will then launch assaults with its secondary weapons if a target presents itself. If uncontrolled, a war golem will do its best to cause as much damage as possible in as short an amount of time as possible. Those with ranged weapons will fire them relentlessly at targets as they close and those equipped with area of effect weapons use them early and often in battle. War golems controlled by battle mages, of course, use their weapons only as directed by the battle mage.

Magic Immunity (Ex): War golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows.

Cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures one point of damage for each three points of damage it would otherwise deal. An acid effect reduces the golem's Damage Resistance by one point for every five points of damage the golem suffers from the attack (that is, damage in excess of the golem's current Damage Resistance). All battle magic spells affect war golems normally.

Spellcasting (Sp): A war golem controlled by a battle mage can serve as a conduit for the battle mage's spells. The battle mage may cast any spell through the war golem just as if the battle mage were standing at the war golem's position. A controlled war golem is significantly more powerful than one running under its own volition; see below for more information.

Enhancing the War Golem

While the war golems outlined above are impressive in action, they are also ridiculously expensive. Rather than build large numbers of these war machines to do their bidding, battle mages tend to load each golem with a number of enhancements to improve its performance. For much less than the cost of a second war golem, a skilled battle mage engineer can instead add powerful improvements to an existing war golem. This allows war golems to be outfitted with equipment specific to their current mission so new golems do not need to be created just to fill a particular role.

The following enhancements are available for each war golem. The requirements for each enhancement are listed below the descriptions and detail the battle mage level, cost and ammunition or fuel cost, where applicable.

Eldritch Crossbow

This weapon fires a bolt of magical energy with a range of 300 ft. The bolt causes 2d10 hit points of damage and any attack made with this weapon is treated as a ranged touch attack. The crossbow can be loaded with enough ammunition for 20 shots. Reloading the crossbow requires ten minutes and a battle mage's attention. If this weapon is loaded and ready for use, it adds one to the Challenge Rating of the golem it is installed

on. Crafting and initially installing the crossbow on a golem requires one week.

Battle Mage Level: 6; *Cost:* 25,000 gp; *Ammunition Cost:* 10 gp/shot.

Additional Hit Dice

Increasing the density of the support structure for a golem and incorporating ablative plates on its exterior are methods used by battle mages to increase the Hit Dice of their golems. There is a limit to the amount of additional Hit Dice that may be purchased for a war golem as shown below:

Soldier Golem: Up to four additional Hit Dice (for a total of 6 HD) can be added to golems of this size.

Assault Golem: Up to eight additional Hit Dice (for a total of 18 HD) can be added to golems of this size.

Juggernaut Golem: Up to 12 additional Hit Dice (for a total of 26 HD) can be added to the golems of this size.

It requires three days to install each additional hit die on an existing war golem. If the Hit Dice are added during the golem's construction, no additional time is required. Each additional hit die added to the golem increases its Challenge Rating by ½ point.

Battle Mage Level: 7; *Cost:* 10,000 gp/hit die.



Increased Strength

It is possible to increase the strength of a war golem by using more powerful springs and sturdier gears in its construction, but the cost can quickly become prohibitive. A golem may have its Strength increased by up to ten points at any time during or after its creation. If strength is added to the golem during its initial construction, there is no additional time required. For each strength point added after the golem is constructed, though, the battle mage must spend two days replacing springs and gears. Each point of Strength added to a golem increases its Challenge Rating by ½ point.

Battle Mage Level: 8; Cost: 20,000 gp/point.

Enhanced Dexterity

Fine-tuning a golem's primitive nerve structure can add to its dexterity. Unfortunately, the cost to do so borders on the ridiculous and only the wealthiest of battle guilds can make use of this enhancement. The benefits, however, can be most impressive when what appears to be a lumbering juggernaut is revealed to be an agile golem capable of dodging attacks with startling nimbleness. Any golem may have its Dexterity increased by up to five points, at the cost listed below. If Dexterity is increased at the time of the golem's creation, it does not add to the time needed to build the golem. A Dexterity enhancement after the golem is built, however, requires five days to complete. Each point of Dexterity added to a golem increases its Challenge Rating by ½ point.

Battle Mage Level: 10; Cost: 30,000 gp/point.

Increased Damage Reduction

War golems are very expensive to repair, which leads to many battle guilds increasing their ability to resist damage to ridiculous levels. Unfortunately, the more resistant the golem becomes to damage, the

slower it moves and the more vulnerable it is to being overrun by large numbers of weaker foes. Still, the advantage of being able to shrug off attacks from most hand-held weapons cannot be underestimated and most golems undergo at least some 'toughening' via this enhancement.

A golem can have its natural Damage Reduction increased by up to six points, either during its creation or at any point thereafter. No additional time is required to apply this enhancement during the initial creation of the war golem, but if Damage Reduction is increased after the golem has been built, each additional point requires three days to install. Each point of Increased Damage Reduction applied to a golem increases its CR by one third.

Battle Mage Level: 8; Cost: 35,000 gp/point.

Repairing the War Golem

It costs 1,000 gp/hit point to repair a war golem. Up to six battle mages can work on a war golem in a given day and each can repair a 10 + their Intelligence modifier in hit points each day, provided they have the raw materials to do the job.

Outside of a battle guild, each mage can only repair one-half this amount and the cost per hit point repaired increases to 1,500 gp.



BATTLE GUILDS

There is no single organisation more important to a battle mage or eldritch warrior than his battle guild. The guild provides initiation rites, research laboratories and workshops found nowhere else. More importantly, the guild provides protection, employment and a steady flow of information that can lead to adventure. The guild is the centre of any battle mage's, or eldritch warrior's, life.

This section provides information on every aspect of guild life, from initiation to advancement to working for the movers and shakers of the campaign world. Games Masters are encouraged to read this section carefully to determine how to best fit battle magic into their existing game.

JOINING THE GUILD

Battle magic is a demanding course of study and not one to undertake lightly. The battle guilds are very careful in their admissions and will take only those who can prove they are willing to commit to the study of battle magic. For this reason, gaining entry into a battle guild is a difficult, costly process.

The Price of Admission

After meeting the requirements for the battle mage (or eldritch warrior) prestige class, the aspiring character must pay an interview fee to the battle guild of his choice. This fee is equal to 1,000 gp per character level and is non-refundable. Even if the character fails to be admitted, this money is not returned.

No two battle guilds have exactly the same test structure but the following tests are often used to get a feeling for the character's arcane capabilities and his general level of knowledge.

Spellcasting. The applicant must cast a 5th level spell. The most frequently requested spell is a *cone of cold*.

Spell Identification. Five battle mages will each cast a single 9th level battle magic spell and the applicant must successfully identify the spells as they are cast.

Mock Melee. The character must successfully cast at least three spells of 3rd level or higher while being 'attacked' by war golems. To succeed, the applicant must

take the Cast Defensively action each round until three spells of the appropriate level are cast. The character has seven rounds to complete the task.

While other tests may be administered by a battle guild, all are designed to prove the would-be battle mage's coolness under fire and ability to master the arcane principles underlying battle magic.

Applicants who succeed in their test are inducted into the battle guild within one week. Those who fail are allowed to re-apply in one year, or may apply to another battle guild after one month. Battle guilds communicate with one another extensively (see below), so attempting to shorten the application period by approaching another guild before the required month has expired automatically bars the applicant from *ever* joining a guild. There are rumours of battle guilds with less stringent application requirements (see *Renegades*, below), but these are very carefully concealed and difficult to find.

THE INDUCTION

For some, death is the price of knowledge.

— The Book of War

While the test required to enter a battle guild is difficult, the induction itself can be dangerous. Because battle magic requires attuning the *mortis harness* and 're-educating' the new battle mage in regard to arcane principles, there are occasional accidents resulting in injury, mutilation and, sometimes, death. Battle mages write these mishaps off as the cost of doing business – after all, if an applicant dies during the process, he probably wasn't strong enough to succeed in this line of work, anyway.

The first step in the induction process is the fashioning of the *mortis harness*. Because each harness must incorporate some portion of the battle mage who will wear it, this can be a particularly painful step. Ritual knives are used to remove sections of skin from the applicant's back and thighs. These scraps of flesh are treated with a variety of alchemical compounds to preserve and reinforce them. The strips are then



braided carefully with strips of precious metal and fashioned into the chest straps of a *mortis harness*. This procedure inflicts 1d12 hit points of damage on the applicant and requires roughly an hour to complete. The applicant may reduce this damage by one-half if he can make a successful Fortitude save (DC 20). The rest of the process of constructing the *mortis harness* simply requires a Craft (metalsmith) roll (DC 20), as with creating any other item.

The second step of the induction involves re-educating the character so his mind can absorb the information presented to him. Battle magic is not the same as other arcane arts and its practitioners require a unique view of the eldritch world in order to survive. Unfortunately, this hours-long ritual can sometimes cause significant mental damage to an applicant. At the conclusion of this phase of the induction, the applicant must make a successful Will save (DC 15) or suffer 1d6 points of temporary Intelligence damage.

During the third phase of the induction ceremony, the *mortis harness* is tuned to recognise its new master. This process is virtually painless – the trainee battle mage is strapped into his new gear and the harness spends a few moments adjusting to its wearer. At this time, the applicant is considered a battle mage and is given over to his new instructors.

LEARNING THE NEW WAYS

The new battle mage still requires training before he will be of any use to the guild or his adventuring companions. Training eats up a month of time, during which the character is instructed in the methods and philosophies of battle magic, including the operation of the *mortis harness* and imprinting of *The Book of War*. There is no personal time during this training period and the battle mage is left weak and drained after each day's lessons.

The most difficult part of the training revolves around *The Book of War*. Most arcane spellcasters have developed their own style and way of doing things before they choose to become a battle mage. These bad habits and inefficient practices must be stamped out before the battle mage can truly understand how to cast battle magic. Some battle mages steal away from their guild during this time and become renegades, unfortunate outcasts who tend to go insane or suffer debilitating mental breakdowns when they discover they can no longer cast spells at all. More information on renegades can be found in the following sections.

After their training period has passed, battle mages emerge from their guild with the techniques and spells to perform battle magic firmly ingrained into their psyches.

Eldritch warriors go through a similar training process, with the focus not so much on spells as the power of their *spellblade* and how the weapon can be used to perform amazing attacks and impenetrable defensive manoeuvres. This shift in focus bonds the eldritch warrior more closely to his weapon and teaches him how to survive in combat situations that would destroy other mages. Their training, too, takes about a month. At the end of their course of study, the eldritch warrior enters a new life, very different to his old ways.



THE NEEDS OF THE MANY

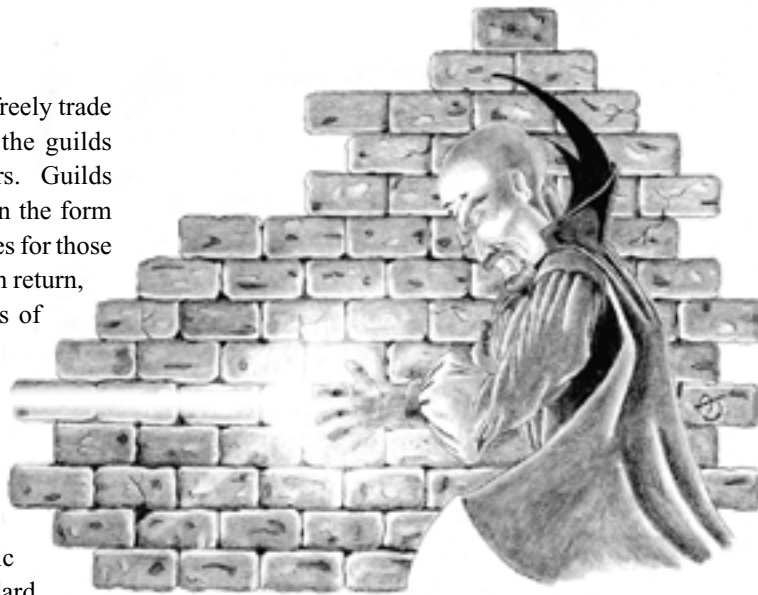
Battle magic is a community effort. Guilds freely trade new spells with one another and, in turn, the guilds distribute these new spells to their members. Guilds also share the wealth from their contracts, in the form of better research facilities and service bonuses for those battle mages who perform required duties. In return, the battle guild demands at least two weeks of service from each of its members per year. The nature of the required service varies, based on the needs of the guild, but common duties include:

Research. Battle guilds constantly search for new spells to fit within the battle magic paradigm. Because they do not rely on standard arcane formulae to create spells, this research process requires a vast amount of time and manpower. Eldritch warriors are sometimes given a research service but, in their case, this usually involves the theft of magical texts or items from a spellcaster hostile to the battle guild.

Engineering. Creating or repairing battle magic items is an ongoing process and battle guilds struggle to keep up with these tasks. Because it is much easier to destroy a war golem, for example, than it is to build one, battle guilds must constantly race to repair their damaged weapons so they can be ready for the next contract. The more successful a battle guild is, then, the more likely it is to have a large number of weapons in the workshop at any one time.

Training. Successful battle guilds have an ongoing recruitment program that requires a steady supply of trainers to get the applicants ready to assume their roles within the guild. Only the most experienced battle mages are entrusted with this task, as it can have a great impact on the future of the guild. Poor training leads to poor battle mages who are a great liability to any battle guild. Eldritch warriors receive training services often, simply because this training is so difficult. While a single battle mage can train five, sometimes ten, other battle mages, eldritch warriors require much more personalised hands-on training so one eldritch warrior can rarely train more than three apprentice warriors.

Field Work. Battle guilds survive by laying waste to their employers' enemies. Battle mages are thus called up for duty from time to time and given assignments



which mesh well with their skills and experience. A battle mage character can expect to take part in a serious combat on behalf of his guild at least once every six months and sometimes as often as once every three months. Again, the more successful battle guilds keep their battle mages on a heavier combat rotation than guilds with fewer contracts. Eldritch warriors receive this type of assignment more often than any other.

Advisement. Before a battle guild accepts a contract, it sends one or more battle mages out to speak with the potential employer and study the situation. Battle guilds require a very clear statement of work from their employers and will stick to the contract exactly as written. Because of this, they prefer to only accept work where there are clear-cut battle lines and a very definite 'winning' condition to a given war. Advisors must research the situation and come to a conclusion, which they then present to the guild as a whole. The role of an advisor is important to the guild's success and those who show good judgement on these assignments will be used again and again when new contracts must be investigated.

Treasure Hunting. Battle guilds are no different from any other powerful group – they know money and power are the only two constants of any importance in the world. If a suitably large or impressive treasure is hinted at in their research, the guild will often dispatch a battle mage and his companions to investigate the area and claim the treasure for the guild if it is discovered. Treasure hunters can bring in a great deal of money for the guild and are rewarded admirably for their efforts. Still, this type of



job is very difficult and leads to more fatalities than any other guild assignment.

Target Elimination. When a battle guild picks up an enemy who it feels it can safely dispatch, a battle mage or eldritch warrior will generally be sent out to deal with the problem in as expeditious manner as possible. Eldritch warriors tend to receive this kind of job more often than a battle mage, simply because they can be more discreet in their attack than a battle mage. It's easy enough to cover up evidence of a simple assassination but considerably more difficult to conceal the sort of carnage left behind by a battle mage.

Support. Eldritch warriors and battle mages are expected to assist one another in times of need. If one battle guild finds itself set upon by enemies, the call goes out for help and other battle guilds are expected to send whatever forces they can to help the guild. If a guild falls under attack it can be certain of receiving at least a few battle mages and eldritch warriors from every guild which hears the call. This solidarity keeps all but the most desperate or insane from attacking the battle guilds, but the threat of someone strong enough, crazy enough, or hungry enough to do such a thing always exists.

Since its discovery and subsequent codification, battle magic has cemented itself into civilised kingdoms. While most cities cannot afford a battle guild of their own, groups of cities are often able to pool their resources to pay for the protection provided by a battle guild. Others have foregone more traditional defences to pay for the services of battle mages within the city, trusting completely in the power of battle magic to protect them from external threats.

The Battle Guild and the World

Battle magic, as noted before, did not come into being out of the blue. There was a need for a way to cause more damage to your enemy than he could do to you – battle magic just rose to fill the void. While other types of spellcasting could do this to some extent, none were as efficient as battle magic and so it rose to fill its niche.

The following sections describe how battle magic can exist in a typical fantasy campaign and what effect it will have on the surrounding area.

ALL THE KING'S MEN

This is the most profitable role for a battle guild. Assuming the kingdom is not teetering on the brink of collapse, a battle guild working directly for the ruler will rarely have monetary difficulties. Stationed in the capital of the kingdom, the battle guild is ready and able to respond to any demands the ruler may place on them. The very public presence of the battle guild provides security through intimidation, as few armies are willing to march into spell's reach of even one battle mage, much less a whole guild of them.

But a battle guild operating in close proximity to a ruler places itself in danger if it is too effective. If a king believes his battle guild is growing too powerful, he'll certainly have no second thoughts about cutting back their funding or finding other ways to reduce their base of power. In extreme circumstances, a king may even come to believe the battle guild is plotting against him and hire a few assassins to infiltrate the place and do away with the most troublesome members of the guild. This almost always ends up badly for all involved. The battle guild loses a few of its leaders, but the king may very well lose his life by provoking the battle mages to protect themselves.

To avoid many of the more common misunderstandings between the guild and the rulers they serve, battle guilds often provide advisors to explain to the king exactly what the guild does and where its loyalties lie. In return, the king has a direct conduit into the guild, which allows him to express any concerns or questions he may have. Battle guilds with any sense at all do their best to cultivate the relationship with their king, sparing no effort to prove their loyalty. To do otherwise will, at least, jeopardize their funding and support from the kingdom.

THE FRONTIERSMEN

Some battle guilds have discovered that there is a great deal of money to be made on the frontiers of any kingdom. Ancient ruins can often be found out in the hinterlands, many of which hold powerful secrets and forgotten relics that can be used by the battle mages or sold to provide funding. Battle mages can also prey on the 'barbarian' races found on the frontier – from orcs and goblins to giants and other, more powerful, creatures.

Battle guilds built on the frontier are often on the outside of any kingdom or other recognised border to preserve their independence and avoid stirring up any trouble

with powerful neighbours. As long as the battle guild keeps its attention turned away from civilisation, few will complain. The battle guild is, after all, protecting others from any number of monstrous races that would otherwise be free to begin encroaching on those less able to defend themselves.

The most dangerous part of having a group of battle mages living just across the border is their need for steady infusions of cash. If the monstrous treasure sources start running dry, the battle guild just might turn its attention to less honourable means of making money, even if this means a potential conflict with an organised army. Battle guilds are well-known for their risk-taking and thirst for battle, both of which are aspects universally admired within the guilds themselves. When times get lean, there are few foes more dangerous than a battle guild on the lookout for places to loot and pillage.

Frontier battle guilds may also civilise an area on their own. This can lead to problems with local rulers as villagers defect to the newly tamed lands. While a battle guild may have no intentions of creating a kingdom of their own (few guilds have the patience for the bureaucracy involved), most nobles are too insecure to take the chance. This can, of course, lead to some rather nasty problems between the guild and those nearby. The best case in this scenario is that the battle guild hires itself out to the threatened kingdom and life goes on much as before. The worst case involves the battle guild and its neighbour embroiled in a bitter war leading to destruction all around.

DEFENDERS OF THE CITY

Mercantile cities are often very rich and in need of strong defences to protect them from organised groups of bandits or the threatening advances of enemy nations. Because of the need to facilitate trade and encourage traders to travel to and from the city, standard defences (such as gates and walls) can be detrimental to the city's bottom line. Also, a large force of standing troops can be very expensive and leads to the presence of many bored, off-duty soldiers lounging around the seedier parts of town looking for excitement and/or trouble.

By convincing a battle guild to move in, a city can protect itself without the problems listed above. If the city has any naturally defensible positions, such as a river which needs to be crossed, a relatively small group of battle mages on a regular rotation can protect the city indefinitely.

The only problem with this is how expensive a battle guild becomes if it actually has to start fighting. An individual battle mage, supposing he casts all the spells he possibly can in a day, can easily burn up a few thousand gold pieces each day just in spell components. If he burns out any stones on his *mortis harness*, the cost only goes up. Most cities with a permanent battle guild tout the power and glory of their battle mages long and loud in the hopes they will never have to actually send them to fight.

If two rival cities employ battle guilds on a full-time basis, things can get very ugly as each city attempts to force the other into activating its battle mages. The idea is not to provoke an all-out war,



but to increase battle mage activity in your enemy's camp so as to bankrupt him with spell component expenses. This almost never ends well, as eldritch warriors get called out to perform assassinations on enemy leaders in order to cut the conflict short and save a little gold for one side or the other.

TRAVELLERS

It is possible for a battle guild to make a living on the road. While it is very difficult to keep the money coming in, there is a substantial income to be earned just fighting off brigands or hunting down wanted criminals for cities or kingdoms they pass through. A small battle guild could even make ends meet by attacking 'evil' spellcasters for 'good' employers.

The rigors of life on the road will certainly wear on a battle guild. Without the ability to craft magical weapons so popular with the employers of battle mages, the guild will be forced to take on more dangerous jobs with lower payments than would otherwise be possible.

Travelling battle guilds are desperate and hungry. No country wants to see them coming, but few have the power to warn them off. This rugged existence can lead a battle guild to fall from the true path of battle magic and become renegades, hated by their own tradition and hunted by eldritch warriors.

ORGANISATION

Battle guilds have very specific roles within their organisations and each battle mage or eldritch warrior knows his place in the arcane order. Those who attempt to rise above their station must be prepared for the consequences.

Offices

The head of any battle guild is known as the Preceptor. Responsible for the overall functioning of the battle guild, the Preceptor also manages relationships with other battle guilds. The Preceptor is the ruler of the battle guild and his word is law within the guildhall. Openly defying the Preceptor is tantamount to rebellion against the tradition itself, and may be punished harshly (see Punishment, below). A Preceptor is a battle mage of at least 9th level, making him quite powerful even if the resources of his guild are not taken into account. The Preceptor is not elected but is appointed by the Council of Wars.

Below the Preceptor are the Lictors. There are always at least two Lictors in any battle guild and at least one for every five Proctors. The Lictors carry out the orders of the Preceptor and oversee their execution. While the Preceptor is, ostensibly, supposed to make all decisions related to the guild's functioning, most of the day-to-day operations of the guild are handled by the Lictors. A battle mage may apply to become a Lictor once he has reached 8th level, but there are rarely openings in this position. Each Lictor is hand-selected by a Preceptor and serves until he dies or is removed by the Council of Wars.

For each guildhall, there is a Lictor in charge of battle mages and one who oversees the deployment and provisioning of eldritch warriors. They are, theoretically, on equal footing but the Lictor who manages the eldritch warriors is actually somewhat lower on the totem pole. Though the warriors are an integral part of each guild, they are not as cost-effective or visible in the daily activities of the guild as the battle mages. This has led to some hard feelings between the two groups, which are best smoothed over quickly by the Preceptor to avoid any unnecessary fighting between warriors and mages within the guild.

Proctors are the only officers of the guild who regularly interact with the majority of battle mages. They are the teachers of the inductees and make sure the rank-and-file members of the guild are carrying out their assignments properly. Proctors are also responsible for weeding through the applications and oversee the tests for new applicants with the assistance of the Lictors. For every ten battle mages who belong to a guild, there is at least one Proctor to keep them in line. The exact number of Proctors may shift within a guild, depending on the number of inductees seeking instruction and the number of applicants to be processed. Any battle mage of at least 5th level may apply to become a Proctor, but it is a demanding job few are qualified to take. Characters who become Proctors must spend at least half their time at the guildhall teaching lessons or dealing with new applicants. All Proctors are chosen by Lictors as the need arises. If a Proctor is no longer needed at the guildhall, he is released from duty and allowed to pursue other interests.

Above the offices of the individual guilds sits the Council of War. This body of battle mages is elected each year by all Preceptors on a given continent. The number of seats on the Council of War varies, based on the number

of active guilds – there is one seat for every three guilds operating on the continent. The Council members meet once each quarter to discuss current events and resolve any problems arising within the guilds under their control.

The Council is a law-making organisation, but it rarely goes to the effort of issuing any official edicts. Instead, it does its best to settle any problems or issues as quickly and equitably as possible. Council members know all too well the power at the disposal of a battle guild and do not wish to see their membership drawn into a destructive, wasteful battle that will do nothing but deplete their numbers and enrage political powers across the land.

New battle guilds can only be formed with the express permission of the Council of War. The extreme cost of maintaining a guild means there are a finite number of guilds able to profitably operate in a given region. As a rule of thumb, a guild requires a population of at least 200,000 to maintain its operations without unduly impacting the quality of life in a region. This means most kingdoms of any size can support one battle guild, perhaps two, but rarely more. Very wealthy regions (such as mercantile centres) might be able to support a guild of their own, but kings and queens are not terribly impressed with city leaders who hire battle guilds on their own. That way lies the seed of rebellion.

The Council does its best to keep the guilds spread throughout the lands, as well, to prevent one kingdom from acquiring a disproportionate number of guilds in its employ. While the battle guilds have no real political aspirations of their own by tradition, they do have an interest in keeping conflict going in the world. If peace were allowed to gain too strong a foothold in any given region, the services of the battle guilds would not be necessary. By ensuring no one kingdom is able to bring all the battle guilds in its area onto its payroll, the Council ensures all the guilds will have work and are not poaching patrons from each other.

BATTLE GUILD CONTRACTS

No gold, no blood.

— *The Book of War*

A battle guild does not begin dispatching eldrich warriors or battle mages until it has a contract in hand. At the very least, a contract gives the battle mages

something to fall back on in the event their patron decides to withdraw from the agreement. Though it may not be legally binding when dealing with a king or emperor, the contract provides moral justification to outsiders should the guild find it necessary to get their money the hard way.

A contract with a battle guild must clearly state what is expected of the guild and the length of the service the guild will provide. A typical contract spells out an objective to be destroyed or protected (such as a fortress or particularly thorny portion of a battlefield) and the amount of time it is expected to take for the goal to be reached. In all cases, the amount the guild will receive for its services is spelled out, up front, in the contract itself.

A guild always charges up front for the components for its spells and often demands that the components themselves be provided as needed. These charges are estimated in the contract as 5,000 gp per battle mage per day of service. If the charges exceed this amount, the client is expected to pay the difference and, should the component cost be less, the battle guild will refund the difference.

Guild advisors determine the number of battle mages and eldrich warriors who will be needed for any given contract and structure the price of the contract accordingly. For each battle mage retained through the contract, the guild will charge the client 10,000 gp per day, payable upon completion of the contract's terms. Eldrich warriors are billed at the rate of 7,500 gp per day, though this rate may be higher if the contract specifies assassination as its goals. The dangers to an eldrich warrior rise considerably if he is given an assassination contract, raising the fee to 12,500 gp per day of service. Flat fees may be negotiated for such tasks, but are rare due to the unpredictable nature of assassination contracts.

Each battle mage who works on a contract receives 500 gp per level of the battle mage per day of service. Eldrich warriors receive 400 gp per level of eldrich warrior per day of service.

If magical items become necessary, the client pays for all operating expenses for the item in question as well as any ammunition costs. In addition to operating and ammunition expenses, the client will pay 10% of the items creation cost (including any alterations added later for war golems) per day the item is in use.



BATTLE GUILDS IN OPERATION

The only sound defence is an obliterating assault; if you strike an enemy, strike to destroy.

— *The Book of War*

Once a guild has a contract signed and in hand, preparations for war begin. Eldritch warriors are dispatched to the battlefield ahead of battle mages and are expected to secure a location well to the rear of the front-lines for the battle mages to occupy. Any magical items needed are then delivered to the site and stored for later use. Battle mages arrive last and station themselves in the prepared positions. One battle mage is assigned as the leader of the operation and he receives reports from the commanding officers of the soldiers involved in the battle.

The first day battle mages are on the scene is spent gathering information and preparing a battle plan. The battle mages co-ordinate very closely with the mundane soldiers so as not to lay waste to their client's forces. If necessary, units are instructed in the proper use of the magical items they will be using or working with – nothing is more irritating to a battle mage than wasting a perfectly good magical item just because some grunt couldn't figure out which end to point at the enemy.

Battle mages believe in stretching their contracts out for as long as possible. Their planning reflects this mercenary attitude and will often take days to complete. Once the battle mages have agreed upon a plan, however, it is executed with alarming speed.

The Book of War instructs battle mages to shower enemies with an overwhelming display of force to cow the foe and shatter his resolve. In practice, battle mages will co-ordinate their attacks to deliver the maximum impact against leadership units where possible, hoping to remove the head of the enemy forces. If this is impractical, battle magic is used to tear apart enemy formations and open them to attack by eldritch warriors or allied soldiers.

Spirals are particularly effective in this regard, especially those incorporating a movement element. By setting off

a spiral spell in the middle of a unit, the battle mage can scatter the individual soldiers and break their defensive lines quite easily. Combined with co-ordinated archery attacks, this can devastate an enemy force.

Battle mages are also experts at breaking charges, preferring to use large area effect spells to shatter incoming forces. A *fireball* detonating in the centre of a charging orc horde is enough to turn an otherwise dangerous assault into a scattered group of flaming enemy soldiers looking for cover.

When battle mages enter warfare, they want to kill as many of the enemy as possible and then get out. The longer a confrontation lasts, the more likely it is someone will come looking for the battle mage who keeps raining fire down on his head every day. This leads battle guilds to send more battle mages than are absolutely necessary for any contract, hoping to end the actual fighting before the enemy gets time to launch an effective attack against the magical artillery.



FEATS OF BATTLE

Any metamagic feats known to wizards and sorcerers are also known to battle mages. Like spells, the battle mages have created a few metamagic feats all their own. Where these feats may be altered to work for traditional magic, this is noted in the feat's description.

Suffering is sometimes necessary to destroy your enemies. Do not hesitate to bleed if it means the death of those who oppose you.

— *The Book of War*

Arcane Buffer (General)

You are not as affected by damage to a war golem as other operators might be.

Prerequisites: *Mortis harness.*

Benefit: You suffer only one point of damage for every ten points inflicted on a war golem you are operating. You are still subject to losing consciousness if the war golem suffers a catastrophic injury, but receive a +2 natural bonus to the Will save.

Normal: War golem operators suffer one hit point of damage for every five hit points of damage caused to a war golem they are operating.

Bloodcasting (Metamagic)

You are able to exceed your daily allotment of spells by sacrificing your Constitution.

Prerequisites: The ability to cast arcane or battle magic spells of at least 3rd level.

Benefit: You are able to cast one more spell of up to the highest level you know. This spell does not have to be prepared (if you are a wizard). Immediately after casting this spell, you suffer 1d4 temporary points of Constitution damage. This feat may be used as many times a day as you wish but the Constitution damage is suffered with each use.

Compressed Spell (Metamagic)

You are able to reduce the area of effect of a spell in order to increase its damage.

Prerequisites: The ability to cast battle magic spells.

Benefit: You are able to reduce the radius of a spell's area of effect by 5 ft. to increase its damage by two dice. Spells affected by this feat require two additional spell slots to cast. Only spells with a radius listed in the area of effect can benefit from this spell.

Eldritch Knot (Metamagic)

You have learned to braid spells from different schools of magic.

Prerequisites: The ability to braid spells.

Benefit: You can now add any spell you know, from any school of magic, to a braid. The spell must still conform to the other requirements for the braid (such as maximum spell level). For each additional school of magic in the braid after the first school, saving throws for all the spells in the braid have a +1 bonus, and the caster's attack rolls with all the spells in the braid suffer a -1 penalty.

Normal: A character without this feat can only include spells from the same school in a single braid.

Enhanced Linkage (Metamagic)

Your linked spells series are faster than normal.

Prerequisites: The ability to cast linked spells.

Benefit: When casting a linked spell series, you are able to cast two spells each round. Each spell in the



Filkin squatted on his haunches near the top of the ridge, eyes half-closed. His fingers moved rapidly in front of his face, trailing many-coloured lines of magical energy. First he wove together the flickering reds and charred blacks of a *fireball* and a *wall of fire*, intending to aim his attack at the back of the cloud giant unit. There were only a couple of dozen of them but Filkin's employer, Baron Steinberg, had not anticipated their presence at all – he had expected the mining town of Blackcrag to be easy enough pickings for his army, with only the militia and a handful of mercenaries to deal with. Those two spells should soften the giants up and separate them from the rest of the Blackcrag forces, preventing them from getting healed and leaving them easy prey for the Baron's cavalry.

Quickly he plaited the thick, shimmering yellow-brown strand of a *magma pit* into the weave. With this he might finish off any particularly lucky or tough giants. He strained with the effort of knotting the disparate threads together, into the shape of something new and strange. Finally the braid was complete, and Filkin allowed himself a touch of pride as he stood up, about to unleash devastation.

The first thing he saw over the ridge was the swordsman. The sabre sliced down at Filkin. The battle mage took the blow, confident in his damage buffers, already sighting ahead for the giants. A moment too late he realized just who – and what – had hit him, as the eldritch warrior's own spells froze and battered him. His knot was gone, unravelling from his fingers, and his last thought was the bitter satisfaction of taking his killer with him to death as his own spells exploded around them both.

linked series requires an additional spell slot to cast, however.

Normal: A linked spell series normally allows a battle mage to cast three spells every two rounds.

Farcasting (Metamagic)

You have mastered the art of casting spells at extreme ranges.

Prerequisites: Enlarge spell.

Benefit: You are able to increase the range of any spell that you can cast by 100 ft. by expending an additional spell slot at the time the spell is cast. This feat may be used more than once per casting as long as the additional spell slot is expended for each use. Its effects are cumulative with those of Enlarge Spell, if used.

Lightning Activation (Metamagic)

You are able to activate your eldritch warrior abilities faster than normal.

Prerequisites: You must be an eldritch warrior.

Benefit: You can activate any eldritch warrior ability that normally requires a standard action as a move-equivalent action, instead.

Transfer (General)

You are able to transfer your own spell slots to another battle mage within 300 ft.

Prerequisite: Both the sender and receiver of the spell slots must be wearing an operational *mortis harness*.

Benefit: As a standard action, you can expend a spell slot of any level between 1st and 9th, transferring its energy to another battle mage within 300 ft. The recipient gains a spell slot one level lower than the one you expended.



HELP FOR GAMES MASTERS

Battle magic adds a powerful new weapon to your players' arsenal. While the thought of all the damage they can cause might be a bit daunting, at first, remember that it comes with a serious cost – a cost that allows you to tailor the use of battle magic in your campaign.

POWER

A battle mage has a higher damage output available at any given time than a wizard or sorcerer. He has a great deal more flexibility in how this power is used, as well, which allows a battle mage to tailor his spells to the situation at hand with more precision than other casters. The battle mage also has the ability to apply metamagic to his spells more freely than other casters, which gives his spells a bit more punch in the pinch than a wizard or sorcerer. All things considered, a battle mage can probably cause about half-again as much damage in a single battle as a wizard or sorcerer of the same level.

Battle mages also have access to some impressive magical items that you just will not find laying around in a wizard's tower. The war golem, especially, can be a powerful addition to the battlefield. Fortunately for his enemies, a battle mage has some very real limits, too. As a Games Master, it is important that you remember these limits and enforce them.

PRICE

Battle magic spells require spell components that are extremely expensive. It is crucial that you require the players of battle mage characters to keep track of their available components carefully. The cost of his spells is one of the balancing factors of the battle mage so failing to make him accountable for this cost can create a serious imbalance in the game.

A less tangible price to be paid is the need for a battle mage to tie himself to a guildhall. It is simply impossible to learn battle magic (or the arts of an eldritch warrior) without a battle guild, and their instruction is not cheap. The required service can be used to rein in battle mages who get a little out of control and is an excellent way to jumpstart adventures. Want to send the adventurers into

a wartime scenario? The battle guild provides a perfect avenue to introduce the characters into the conflict.

As the Games Master, remember that you have complete control over how much battle magic gets used in your campaign. By reducing the amount of treasure available to a battle mage, you also reduce his ability to cast spells. The system is designed so that a battle mage must use roughly 30% of the loot he gains each level on casting the spells that allow him to gain the next level, assuming the adventurers are gaining treasure as outlined in *Core Rulebook II*. Adjusting the amount of treasure gained is the simplest way to control the use of battle magic in your game – poor battle mages simply cannot afford components and will begin hoarding their spells for really dire situations.

It is also possible to indirectly increase the cost of battle magic by decreasing the amount of experience gained in each encounter, because the system is designed on the assumption that most adventurers will gain a level every 13 to 15 encounters. If it requires more encounters to gain a level, the battle mage will be spending proportionately more gold on casting spells during that level.

These two aspects of a campaign – the amount of treasure gained per level and the number of encounters required to advance a level – will have a great impact on the ability of a battle mage. Games Masters are encouraged to make slight adjustments to both of these variables if they are unhappy with the way battle magic is working in their game. For most campaigns, however, the system as presented will keep the battle mages roughly equivalent to other spell casters in overall utility.

BATTLE MAGIC IN THE CAMPAIGN

Battle magic can be easily slotted into an existing campaign. Because it is simply an altered version of more traditional arcane arts, its appearance is not as disruptive to a game world as a totally new and unrelated type of magic. Characters could hear rumours of a battle guild in a foreign kingdom or might even face battle magic in the midst of a war. If any spellcasters in a game are addicted to fighting, they will certainly want to find out



just what the hell are those spells they have just seen in action.

AS ALLIES

Games Masters might also introduce a battle guild to provide a base of operations for otherwise rootless characters. While only arcane spellcasters can learn the art of battle magic, a battle guild can certainly find a use for other types of character. Clerics are useful for patching up the wounded, and a battle guild might even go so far as to add divine magic to the services it offers its clients. A rogue or two can do wonders to pave the way to an eldritch warrior's target, allowing the mystical fighter to preserve his own abilities for when they are needed most. Warriors are useful on the battlefield against mundane threats, so there's no reason that a battle guild would not employ a few standard bodyguards for its valued personnel. Rangers, druids, and barbarians can all find work leading battle mages through hazardous terrain or tracking down their enemies. Bards make useful propaganda artists and any new battle guild is sure to hire two or three to spread the word.

Any non-battle mage, non-eldritch warrior character can probably find work with the battle guild. While not as highly prized as battle mages, these characters can earn about 100 gp/level per month of service and up to five times that amount if they are asked to help a battle guild to fulfil a contract. Wizards and sorcerers may find short-term assignments with a guild, but will rarely receive more than 100 gp/level per week of service and their contracts will never last more than a month. The two types of arcane magic simply don't mesh well, and the egos will quickly get out of hand in these relationships.

THE ENEMY

If a battle guild becomes the enemy of a campaign's main group of characters, life will certainly get very interesting. Battle guilds have powerful friends in addition to their own impressive array of spells and skills. An extended series of adventures could easily be built around the conflict between the characters and a battle guild, culminating with an explosive encounter between the guild's Preceptor and the characters.

Battle guilds can be subtle when it's called for, which is how they will attempt to deal with their enemies at first. As long as the characters do not directly attack the battle guild, the guild will simply use a small amount of its

local influence to inconvenience the characters whenever possible. Merchants may refuse to sell spell components to the party wizard and warriors might be unable to find anyone willing to sell them arms and equipment. Even innkeepers can be in on the conspiracy, barring characters from finding a comfortable place to rest in a particular area.

If the characters do something that really gets the battle guild upset, though, the gloves come off. The characters may be framed for crimes (with the collusion of local guards and law enforcement officials) or accused of treasonous activity. At this stage of the game, the battle guild is willing to call in serious favors to have the characters arrested, executed, or simply shipped out of the area in a box.

Characters who survive the second level of conflict with a battle guild are in for a fight. Eldritch warriors and other heavy hitters will be dispatched in an attempt to assassinate the characters quietly. If that fails, the guild will haul out the big guns, assaulting the characters with war golems and the full fury of battle magic. The only hope that characters have at this point is to escape beyond the influence of the battle guild or succeed in destroying the guild's Preceptors and Lictors. Characters with some influence of their own may be able to lean on the Council of War to resolve the issue, but may not be given the chance to state their side if they *have* committed crimes against the guild.

RENEGADES

Battle mages are not all part of one happy family. Battle guilds sometimes come into conflict with each other over patron-poaching or other slights, waging quiet wars behind the scenes and using their political influence to inconvenience their rivals. There are times when real fights break out between two guilds, but the Council of War does its best to stifle these battles before they can destroy both guilds.

When a lone battle mage gets out of line, though, things can go very poorly for him. Battle mages who refuse to accept a service for the guild or habitually ignore the orders given to them by their superiors within the guild hierarchy are in for some serious punishment.

The first punishment is typically a revocation of guild privileges for a month. The character can no longer use the library or purchase components within the guild. His

quarters are barred from him and any personal belongings are locked away until his month of punishment has ended.

The second offence generally calls for a heavy fine and the revocation of privileges listed above. Punished characters are expected to cough up 1,000 gp/level of their battle mage prestige class before their punishment will be rescinded. Those who cannot afford to pay the fine up front will be given the opportunity to work it off with additional services if they can convince the Lictors of the local guild that they are worthy of such a second chance.

Characters who are particularly flagrant in their violations will find themselves tossed out on their ear. While they can still cast battle magic spells, they will no longer have the support of their guild. If the battle mage meekly accepts his punishment and goes his own way, he will have no more trouble with his old guild.

Few battle mages, however, have the good sense or humility to turn the other cheek in response to this kind of punishment. Known as renegades, these loners go out of their way to cause problems for their former guild and any other guild they come across. By underbidding guilds on contracts, the renegade deprives other battle mages of their needed revenue streams and ingratiates himself with a wealthy, powerful patron in the process. Protected by his new client, the renegade has little to fear from the battle guild, which must now come up with replacement income or engage in a bidding war that sets an unfortunate precedent for their future dealings in the area.

More dangerous to everyone, though, are renegades using their battle magic skills for evil. These renegades turn to banditry, attacking caravans or merchant ships and looting their cargoes. This leads to bad publicity for battle magic in general, a situation that just cannot be tolerated.

In the very worst case, a group of battle magic renegades will band together to pool their resources. These groups almost always seek revenge against the battle guilds that expelled them and their bloody attacks are terrifying even to seasoned battle mages and eldritch warriors. The subtler renegades will do their best to undermine the support for battle magic in an area by disrupting trade and weakening the local defenses with hit-and-run strikes designed for maximum damage with minimal exposure.

To combat these rebellious mages, the battle guilds offer substantial rewards to anyone able to provide proof of their apprehension or destruction. These bounties are normally worth 2,000 gp per level per battle mage renegade. While extremely hazardous to collect, the bounties will bring adventurers out of the woodwork and provide a good springboard to adventure. Battle guilds look very favorably on those able to remove the problem in a discrete manner and are often willing to offer services worth more than the reward itself. A few disposable magical items are certainly not out of the question in exchange for dealing with problematic renegades.

The only certainty of war is death.

– *The Book of War*



DESIGNER'S NOTES

Much of the information in this book has been kicking around my head for a long time. Some was originally intended as a replacement for the sorcerer class but fits much better in this book. War Golems have seen use in virtually every fantasy campaign I have ever run and I was glad to finally get a project where they could be worked in without major modifications.

Most of all, though, is my idea of a whole group of wizards and sorcerers that just got fed up with all the ways they used magic to make life easier and started working on ways to cash in on the pain and suffering they could cause. Battle mages are not nice guys but they are certainly good at what they do and deliver the goods when it comes to smashing up their enemies.

THE COST

If you have read this far, then you know that battle magic is expensive, with a capital 'That Is A Lot Of Gold!' Relax, it is not as bad as it first seems. Casting battle magic spells should eat up roughly a third of a battle mage or arcane warrior's income at any level. This assumes roughly 15 encounters per level any four of which completely drain the battle mage of his spell slots for the day. It seems like a lot, but when you really want to kill those bad guys, it is well worth the cost.

Eldritch warriors get off a little easier than battle mages but only because they will not cast nearly as many spells. Eldritch warriors *do* need to burn up some of their treasure to improve their spellblades, but this is a zero-sum operation: the warrior gets rid of an item and gains a nice boost in power for his weapon. It could be argued that eldritch warriors actually gain a great deal as they can transform otherwise worthless items into useful enhancements to a weapon they always use. While this is true, to a certain extent, eldritch warriors tend to overpay for these enhancements when compared to standard magical items. In the end, it all balances out.

THE CAMPAIGN

Battle magic is balanced internally but it really should have a big effect on any game world where it is common. The great thing about this is that it brings the focus back onto the player characters. If battle mages are involved, the only *good* way to deal with them is to send in a

crack group of player character commandos to split their skulls for them. Player characters also make excellent bodyguards on the other side of the equation, giving adventurers an important part to play in any battle. Whether trying to get rid of a great threat or trying to protect their secret weapon, adventurers will have a lot more to do on the fantasy battlefield with the introduction of battle magic.

This is at the heart of what I like most about books like this one – it is my chance to give people something else to do in their campaigns. Yes, there are some neat prestige classes and cool feats in here, but the real value is in how this all fits into your existing game. Battle magic gives players fuel for their characters and Games Masters some great building blocks for their campaign. As long as people keep finding cool things to do with the d20 toolkit, I will keep throwing tools into the box.

Sam Witt

The Book of War

0th level – *daze**, *disrupt undead**, *ray of frost**, *read magic**.

1st level – *burning hands**, *concussive barrier*, *corrosive burst*, *chill touch**, *gelid stream*, *magic missile**, *shocking grasp**.

2nd Level – *flaming sphere**, *ghoul touch**, *hungry shadow*, *trap**, *acid arrow**, *pyrotechnics**, *search light*, *shatter**, *spectral hand**.

3rd Level – *exploding bones*, *fireball**, *flame arrow**, *lightning bolt**, *painblast*, *razor trap*, *sleet storm**, *vampiric touch**, *vulnerability*.

4th Level – *acidic shield*, *disarmament*, *dragonfly*, *enervation**, *black tentacles**, *fire trap**, *ice storm**, *phantasmal killer**, *wall of fire**.

5th Level – *armour crypt*, *cloudkill**, *cone of cold**, *elemental rupture*, *magma pit*.

6th Level – *acid fog**, *chain lightning**, *defencelessness*, *disintegrate**, *elemental parasite*, *fatal attraction*.

7th Level – *acid fog**, *blowback*, *delayed blast fireball**, *eldritch enemy*, *finger of death**, *lightning vice*.

8th Level – *acid geysers*, *corpsefire*, *horrid wilting**, *incendiary cloud**, *lava wyrm*, *power word stun**, *sunburst**.

9th Level – *engulfing doom*, *meteor swarm**, *power word kill**, *spears of oblivion*, *vorpals spray*, *wail of the banshee**.

Spells with an asterisk (*) are taken from *Core Rulebook I*. All others are described within.

Battle Magic Feats

Feat	Type	Prerequisite
Arcane Buffer	General	<i>Mortis harness</i>
Bloodcasting	Metamagic	Cast 3 rd level arcane or battle magic spells
Compressed Spell	Metamagic	Cast battle magic spells
Eldritch Knot	Metamagic	Cast braided spells
Enhanced Linkage	Metamagic	Cast linked spells
Farcasting	Metamagic	Enlarge Spell
Lightning Activation	Metamagic	Eldritch warriors only
Transfer	General	<i>Mortis harness</i>

TRANSMUTATION – THE SHAPE OF MAGIC

Transmutation, the school of shape, form, function, and ability, is by far the largest and most wide-reaching form of arcane magic. Its basic effect, the alteration of reality, is so inclusive in its potential that an argument could be made that *all* magic is by its nature transmutation. This volume of the Encyclopaedia Arcane does not intend to touch on that debate. What this tome does intend to explore are the vast reaches of the transmutation school and provide the reader with a better grasp of how this magic does what it does so very well.

Specialists in the field of transmutation magic call themselves transmuters. The word transmuter roughly means a changer of one thing to another. In essence, this is the core of transmutation; the school focuses on magic that transforms a target into something else. Without a doubt, the school is much more complicated, but if a spell affects something and changes it into something different, it is almost certainly a transmutation spell.

That basic definition explains why the school has so many spells associated with it in comparison to others. Those who focus on transmutation magic have a distinct advantage over other specialists in the variety of magicks to choose from. Transmutation does not pay for this diversity through lack of power or limited effectiveness either. Virtually anything from a goldfish to a gold coin can be affected by this school and the number of things it can do to such a target is nearly infinite.

It is difficult to find a flaw in the transmutation school of magic. With a massive body of work in its myriad spells and the incredible range of effects it can create, transmutation does not have any obvious drawbacks. It is a major school, of course, and specialising in its study does require a mage to give up learning the potential of other schools.

The only other ‘flaw’ one might see with transmutation lies in its strength – diversity. With so many spells to choose from, many of which have no set effect but rather rely on the imagination and will of the mage who casts them, it is a complicated school with too

many options for those who value simplicity over potential. Transmutation requires imagination to wield effectively.

THE SHAPE OF MAGIC

In a field of study whose devotees benefit from so many options, more are always welcome. This tome seeks to provide them with dozens of new spells, feats, prestige classes, and a plethora of magical items that wield, alter, or channel transmutation magic in new and powerful ways. Advice on ways to glean even more potential from transmutation than it already has can be found within, as can help for beleaguered Games Masters who must deal with the power of those who transmute in their campaign worlds.

Delve within, seeker of change, and may the lore you find alter the way you view magic... and the way magic views you.



They found him long after the battle had ended and the last of the goblins lay cold and still. He was curled up under the braces of an overturned wagon, his knees pulled up to his chest and his eyes tightly closed. Minnae, the quietest of them, crept up to him slowly. He did not hear her approach, but the tiny feline at his feet did. The cat looked up at her and as it did, his eyes flickered open.

‘Go away.’ His voice was rough and cracked, as much a testament to his emotions as the streaks of tears on his cheeks. ‘Just go away.’

‘No can do, Kendy-ken. We got to move on. The big guy says them goblins look like a scout party. We don’t wanna be here when their big brothers show up, now do we?’ Her sing-song voice hid the growing concern she was feeling for him. In the year she had known him, Kendis had been getting worse, not better. This breakdown had been coming for a long time, but now was not the time.

He looked up at the pretty halfling and shook his head. ‘I do. I hope they find me and ki...’

An angry shout snapped both their heads around. Several feet away from the wagon, Nesha glared down from her dappled warhorse. ‘Stop talking nonsense, Kendis! Get up and fall in line. Bannor says the hobgoblin advance is on its way and we have to move out.’ She wheeled her mount to face the rest of the group and stared back at the weeping wizard. ‘So button up and get on your feet. We need you.’

He stared back at her, his lost eyes clearing slightly. ‘Do you? What help am I? I didn’t kill any goblins. I... I haven’t been of any use. Just leave me.’

Minnae and Nesha exchanged a look, then the diminutive scout moved over and started getting Kendis up. The human was taller than her, but not by much. He was young for his kind, and that had always given them a sort of bond. He was only barely past childhood, and she was always being mistaken for one. He half-heartedly tried to resist her attempts, but she got him to stand after a little effort.

‘Better,’ said Nesha as she checked the straps on her leg plates. ‘And stop that talk about being useless.’ She pointed to the group’s accepted leader with a wave of her still unsheathed sword. ‘Bannor would be dead now if it wasn’t for your spell of fortitude. His body kept going long enough for Balin to close his wounds. Fall in and quit whining.’ The lady-knight cracked her reins and trotted back to the others.

Minnae hugged his arm as he stood in mute sorrow and watched Nesha go. ‘Hey, Kendy-ken, don’t mind her. Sometimes I think her saddle was made with *two* horns, if ya know what I mean.’ She grinned up at him with worried eyes.

Despite himself, Kendis felt a smile cross his lips as he chuckled. It was not much of a laugh, but it was apparently all Min needed. She dragged him away from the wagon and back towards their friends. ‘Thanks,’ he said softly as she led him away from all the carnage. ‘Thanks, Minnow.’

She glowered playfully and stood on her tiptoes to nip his nose with her teeth. ‘That’s nae, Min-nae, you silly manling. A minnow is a fish. How long is it gonna take for you to get that right?’

He smiled again, wishing he still did not feel like crying, and said, ‘As long as it takes for you to stop nibbling like one, Minnow.’

She chuckled and leaned her head on his shoulder as they walked. ‘Okay, whatever, Kendy-ken. As long as you aren’t sad any more, you can call me a fish. Hells and half-orcs, you can call me a speckle-spotted-chicken-lizard if it makes you happy.’

He nodded without answering as they rejoined the group. Bannor put a paternal hand on his head and shook his hair, thanking him for the ‘fine work’ and the ‘timely endurance spell’. He just kept on nodding as the ranger’s brother Balin echoed those thoughts and told him ‘how proud he was that his studies were advancing so quickly’. Kendis was grateful when everyone stopped talking to him and headed out of the camp. Once everyone was ignoring him as usual, he quietly went back to hating his magic...



TRANSMUTATION - AN OVERVIEW

Delving into the mysteries of transmutation is a monumental task, one that could easily take a lifetime and fill a thousand books. No single tome could hope to contain the limitless depths of possibility this school possesses, but perhaps transmutation could be summarised without requiring a dozen volumes to do so. In fact, such a summation could be done in a single word – change. Transmutation is the magic of change.

Of course, that simplicity of purpose is also why the school is so very hard to quantify in detail. The concept of change is vast; how does one list every way a thing can change? A caterpillar initiates a change when it shrugs off its form and takes flight with new wings, but that is only one change. How much more study would have to be devoted to the caterpillar if it could also emerge from its cocoon with eight legs or with mandibles? Creatures with a single form of transformation are easy to catalogue. Creatures with no set limits, such as doppelgangers, are another matter entirely.

Still, this book does seek to try and explain the magic of transmutation to those who wish to learn. To do so, let us try an empirical approach. We will begin with known facets of the school and work our way down through stages of complexity. At the top of this hierarchy, we have transmutation's primary concept: change. While this encompasses the school in fact, it does not offer much enlightenment to what the magic of transmutation can *do*. For that, we will have to look closer.

A simple scheme of classification can be laid out for better examination. Transmutation is the magic of change. Change takes two forms: passive and active. All of these forms may exist as either innate,

invoked, or inflicted changes. Any change can then be consumptory or ambient, with ambient changes being far more common. All of these fields of division are detailed below, starting with a simple primer explaining the root term 'change'.

CHANGE, THE ULTIMATE POWER

To understand what change can do, one must understand what change means. A change is defined as any alteration in an object, condition, or event that renders it different from its state beforehand. In simpler terms, change is making something into something it was not. That something could be a staff, a rock, a goblin, the air, the ground, or even time itself. When you transmute rock into flowing, viscous mud, that is a change. When you alter yourself to grow wings, that is a change.

Change may not always be visible or apparent. Even if a spell does not make an object look different, it may well have caused a change. When you cast a spell to heat or cool metal, you are creating a change within that metal, a change that makes it hot or cold as you direct. No visible alteration has occurred, but the metal is not what it was before your spell was cast. Thus, change can be invisible and still qualify as a change.

PASSIVE AND ACTIVE

To understand these two terms as they apply to transmutation, reference the previous lesson. Not all changes are visible. An invisible change, one that does not cause any overt sign of transformation, is likely passive. This is not always true, but it suffices as a general rule. By contrast, visible change is generally,

Long accepted as an excellent introductory text on the nature of transmutation and still held in high regard by educators in most respected institutions of magical learning, it must be noted that the Encyclopaedia Transmutation is in places very dry reading. Approaching its subject from a very analytical viewpoint in places, it does sometimes fail to enthral the reader or impress upon young minds the sheer scope and glory of the largest school of magic in existence. While the book is excellent in its own right, the reader is encouraged to perform his own analysis and experimentation in the field.

Librarian's note from the stacks at the School of Magic

but not necessarily, an active change. The distinction between these two forms of transmutation is mostly academic, but may become relevant when deciding which spells are appropriate for whatever situation may arise.

Passive changes are better defined as alterations that are not directly controlled once cast and remain constant throughout their duration. Spells that enhance the physical abilities of a creature such as muscle power or agility would be excellent examples of passive changes. Heating metal would also qualify, though the slag that might be created would seem to recommend categorising such magic as active. The distinction is not always an easy one to make.

Active changes are either controlled magic that makes visible alterations or extensive transformations that grant additional capabilities to those affected. If a particular spell in question let you change your shape into something else, it would likely qualify as an active change. If that same spell let you keep changing shape for as long as it lasted, it would be unquestionably active. The key rule of determining active versus passive is this; is the magic visible and/or controllable after being cast? If the answer is yes, you can probably classify it as active without further debate.

If the difference between active and passive transmutation is so subjective, why is it necessary to make such a division at all? The reason is a simply one – subtlety. A wizard is a powerful force of magic, but if he finds himself alone in a cavern full of troglodytes, he will likely wish to use a subtle spell over one that is flashy and direct. A spell of *disintegration* may render a feral humanoid into fine dust, but the rest of its tribe could make life, and living, difficult thereafter. Instead, the wizard may wish to use something more circumspect. If he changes himself to look like one of the troglodytes or a large cave lizard, he might very well slip through the cave undetected.

In this example, shape changing is shown to be subtle, even though it has been noted as an active magic. This shows that even though passive is usually a stealthier option, no absolutes can ever really be given when magic is involved. You must constantly evaluate and re-evaluate any given scenario and plan accordingly. The power of change is meaningless if you do not wield it appropriately.

CONSUMPTORY AND AMBIENT

Though the terms consumptory and ambient have several meanings, we are using them in this context to mean permanent and temporary. Unfortunately, the term permanent has several different meanings where magic is concerned. Some spells have a permanent effect that remains vulnerable to negation, while others call into existence some manifestation or effect that cannot be countered once generated. Likewise, temporary is not always a measurable duration and thus is an inexact term for our needs.

When a spell is considered consumptory, that term defines it as one that has a lasting change on whatever the magic affects. For a spell to truly be consumptory, it must not be easily negated nor can its effects be undone if the magic causing them ends for any reason. The spell of *disintegration* is an excellent example of a consumptory change. Once a target is blasted into dust, the spell itself ends and can no longer be countered in any way. Another good example of a consumptory effect is shaping stone with transmutation magic. When the magic ends, the



stone remains in the newly formed shape until natural forces or additional magic alters it again.

Ambient changes are far more common with transmutation. These effects can be very dramatic, but they are completely reversed and negated when the duration of the magic that powered them ends. Most spells from the school of transmutation are ambient; truly permanent change is very rare. An example of an ambient spell would be one that grants the power to see in the dark. No lasting change occurs to the eyes of a creature benefiting from this spell and when it ends, the recipient is left with exactly the same vision it had previously.

Again, the distinction between ambient and consumptory is mostly a matter of subtlety. A mage that does not wish to leave signs of his presence in an area is advised to stick with ambient effects and make certain that they all end before he leaves the site. Conversely, if a mage wishes to make a statement and declare his involvement in a situation, consumptory effects are a perfect way to display his magical prowess. Transmuting a twenty foot wide wizard's mark into the floor of a chamber suffices nicely.

INNATE, INVOKED, OR INFLICTED?

Perhaps the most important set of transmutation's distinguishing traits, the difference between an innate, invoked, or inflicted effect can be vital in the right circumstances. Where spellcasters are concerned, they normally only generate the latter two, but innate transmutation must be kept in mind as a dangerous power most often found in a mage's foes. Gaining innate transmutation can be the goal of a spellcaster's life; learning to counter the same is an important lesson that mages must learn if they wish to survive.

Innate transmutations are constant inborn powers or granted supernatural abilities that alter, bolster, or enhance a being. These powers are very difficult to counter; some continue to function even within anti-magical areas. The only way to counter most innate transmutations is to levy some negative effect that negates the benefits provided by them. Fast healing and regeneration qualify as innate transmutations; these are generally countered only by appropriate types of damage.

Invoked transmutations are more common than innate ones, generally function as spells, and are often much easier to deal with. Some of these powers duplicate the same effects as innate abilities, but they are generally more active. Many mimic the effects of established spells and can be countered and negated as such. Even invoked powers that do not have an easily recognisable spell effect can be dealt with in the same way as concentration is required to use most invoked powers. Some invoked powers are an exception to this rule; a ravid's ability to *animate objects* is a supernatural power, and cannot be disrupted, but acts as an invoked power because it is not constantly functioning. Spells cast by mages from the transmutation school are almost invariably invoked transmutations.

Finally, inflicted transmutations are uses of the school's magic that are directed by creatures against targets as some form of attack. These are usually active uses of magic, though they may also be immune to disruption and difficult to counter. Several of the eye stalk powers of a beholder are considered inflicted transmutations. As seen with these powers, there is usually some way to avoid the fate intended by these deadly powers, even if it is only a lucky dodge. Although the use of an inflicted transmutation may sometimes not be directly negated, the effect can usually be dealt with in any normally effective way. Though a beholder can be attacked to disrupt its dreaded petrifying eye stalk, the victim of its attack can still be returned to flesh and blood through any number of means.

Learning what type of transmutations an enemy can call upon is vital to defending oneself against them. If you are attacked by a cloaker, having an archer use his arrows in the hopes of preventing its shadow shift power is merely a waste of missile fire. By the same token, it is an extremely viable tactic when facing a glabrezu demon about to unleash a fan of roiling flame against you. Knowing what powers are invoked, innate, or inflicted can help you determine the best strategy to deal with an opponent's transmutation magic and better use your own.

THE SHAPE OF MAGIC

By changing forms and abilities, transmutation magic can accomplish nearly anything. It is important to understand what transmutation is *not*. Transmutation does not directly affect life force or negative energy; that would be necromancy. It does not create manifestations

of elemental power or force; that would be evocation. It does not create living or non-living matter from nothing; that would be conjuration. It does not create images of light or shadow; that would be illusion. It does not directly create defenses that are not based on material resistance; that would be abjuration. It does not create knowledge or grant information through non-physical means; that would be divination. Lastly, it does not affect the minds or emotions of a target; that would be enchantment.

Now those guidelines are established, forget them. Transmutation's greatest power is that nothing is

constant, not even the school's own rules. With creative application, the open ended spells from this school can accomplish most of the effects above. Transmutation spells can generate elemental effects, provide potent defenses through bodily transformation, and inflict curses that affect mental abilities.

Those who wield transmutation magic have a power unrivalled by any other. They possess the ability to change reality through their spells; what can possibly compare? This tome contains advice, new tricks, and spells that expand the school of transmutation's already infinite potential.

It was a dark camp. Bannor did not seem to think a fire was wise this close to the haunted vale, so the only light was from what few stars could peek through the clouds above. It had rained most of the day, and everyone was in a foul mood. Water had gotten into everything, even the rations and the bedding. What little food they could salvage had provided the chaotic meal Minnae optimistically called 'stew'; it was not sitting well on anyone's digestions. With upset stomachs and soggy sleeping rolls, no one was talking to anyone else. Kendis kept his head down and tried not to attract attention.

He could not even accomplish that. When Nesha stood over him and her shadow blocked out the sky, Kendis felt his heart sink. She had been riding him so hard these past few days. The last thing he needed was another lecture or the lady knight's particularly vicious brand of insults. 'What do you want?' he asked quietly, hoping the tone of defeat in his voice would make her go away.

She did not. Instead, she sat down at the edge of his bedroll and crossed her arms. Here it comes, he thought. The verbal assault begins. He closed his eyes, hoping it would at least be quick. She could not be any better rested than he was, so hopefully she would spit her venom and go back to sleep. He would dream, anyway. After a moment spent just looking at him, she spoke.

'I am sorry, Kendis.'

His thought caravan threw a wagon wheel and went crashing into a culvert. 'What?' he stammered softly. 'What did you say?' He could not possibly have heard that correctly.

Nesha sighed and touched him on the shoulder with a calm hand. 'I said I was sorry. I don't have any call to yell at you like I do. You are going through a really hard time right now, and it is wrong of me to make things worse. I remember what it was like at your age, and my life wasn't anything like yours.'

He opened his eyes and looked up into hers. Nesha's face was shadowed, almost impossible to see, but her eyes caught his and he could see that she was serious. He was speechless. She had been so hard since the group has rescued him from his orphanage. To be honest, he had been certain she hated him. She was a hallowed warrior of her holy order, after all, and he was... evil. Before he could say anything, she got up and turned back towards her tent.

He watched her go, a thousand questions forming in his tired mind. He wanted to stop her, talk to her, perhaps even hug her, but he could not make himself move. A moment later, she was gone.



THE SHAPE OF MAGIC

With an analysis of the various traits of transmutation complete, let us begin the harrowing task of working with what transmutation *is*, what it can *do*, and what a clever mage can do *with* it. Transmuters tend to be imaginative, resourceful, and somewhat arrogant. It is an understandable character flaw, given the power of transmutation and the tremendous willpower its use requires. Transmuters are usually very sure of themselves and consider much of the world and people around them from a viewpoint of ‘what can I make of that?’

That is a generalisation, of course, and especially with a school as varied as transmutation, generalisations are not always accurate. There are as many different types of transmuters as there are transmuters. Each is a unique personality, molded by the power of his magic and life experiences with it. Two different transmuters may delight in turning enemies into butterflies, but one might try to capture them in jars and add them to a living menagerie while the other just pulls their wings off.

This example of different personalities involves *polymorph* spells and moves us into our first transmutation lesson. Unlike other schools with well defined subsets of their magic, transmutation basically does one thing: the school changes things. As the *Core Rulebook I* notes, ‘A transmutation usually changes only one property (of a target) at a time, but it can be any property’. This change is normally accomplished through the physical manipulation of an object, often caused by the casting of a *polymorph* or *polymorph any object* spell at higher levels of power.

A STUDY OF POLYMORPH

Just what is *polymorph* and how does it work? Simply stated, *polymorph* spells make a sweeping change to the physical body of a target creature (or object, again at higher levels). These spells are not terribly precise, not allowing for a great deal of fine control, and generally only work to transform targets into basic representative creatures of whatever race the caster desires. This change is usually temporary, and it serves to provide the target with the average physical statistics of a creature of its new form. Great skill must be exercised when using

polymorph magic, and a suggested new Knowledge skill can be found in this chapter to help guide what practitioners can and cannot do with it.

There are several reasons to use these spells in combat, even when more directly damaging magic might be available. Polymorphed creatures take on the physical statistics of the new form and can be as small as Fine. Nothing takes the steam out of a fire giant’s ferocious assault like being turned into a kitten. The new form retains its former hit points, saves, and base attack bonus, but this is not a problem when the best the fire giant can do is a ‘vicious’ 1 point claw attack.

Another important side effect of being polymorphed is what happens with special abilities. A target retains its type, spell-like, and extraordinary abilities, but loses its supernatural ones. This should be kept in mind. You can *polymorph* a rust monster into a beagle, but you still do not want to attack the adorable new puppy with a sword. If a monster’s supernatural abilities are giving you a hard time, you can take them all away with a *polymorph*. Just one spell, and a yeth hound can bay all it wants without threatening you in the slightest.

The size factors of *polymorph* are a considerable limitation on what can be done with the spell. You can only change something (even yourself) into a creature between Fine and one size category larger than its original form. This means you cannot turn a cat into a dragon, for example. The duration chart listed with *polymorph any object* in the *Core Rulebook I* suggests that this size limitation is waived for that spell, and it is recommended that Games Masters allow that change in the spell. It is 8th level after all, and should be commensurately powerful.

An intriguing use of *polymorph any object* is suggested by the spell’s description but not detailed in any way. To quote, ‘A magic item or weapon or other object can be polymorphed into another type of magical object, but it never gains abilities superior to those of the original object’. This book suggests that this sentence allow the following effect. As long as the market value of the new form of the item in question is not greater than the original, *polymorph any object* can transform a magical item into any other magical item listed in the *Core*

Rulebook II, provided that the end result does not change the item's classification. This allows a caster to change a magical weapon into any other magical weapon with new abilities as long as the final weapon does not end up with more 'pluses' worth of abilities. Classification in this case means category of magical items; weapons, armour, wondrous items, etc. It is *not* recommended that *polymorph any object* allow a change of spells in a charged item like a potion, scroll, wand, or staff, though the appearance of the item is freely mutable.

Note to self: Because my new familiar is a cat, do not transform apprentices into mice to 'teach them a lesson' any more.

FORM EQUALS FUNCTION

As can be seen with *alter self*, the form of a thing is directly related to its function. Transmutation magic can make nearly anything possible because it can make nearly anything into anything else. Seven levels down into a death-filled catacomb and no one remembers to pack rope? Transmutation can either negate the need for a rope or turn something else into one. Someone in the group desperately wounded and the cleric just got vaporised? *Polymorph* spells act as emergency healing in a pinch.

The single best low level spell in transmutation has to be *alter self*. You get flight, water breathing, and an instant disguise all in one spell. It is much easier to walk around an orcish encampment if you look like one, after all. A few *polymorphs* spread around (or *alter self* potions) and your entire traveling group can roam with you. There are times when the best combat tactic available is to not get into combat at all.

The above example illustrates an important point about form. Magic comes in many forms, and useful transmutation magic can be made doubly so if it is accessible to everyone. Learning to craft potions is one of the best things a transmuter can do in terms of party support. When everyone in the group can sprout wings, difficult land travel gets much easier. Of course, the various statistic boosting transmutation spells make wonderful potions and a well-supplied party should never be without them.

Scrolls, which any wizard can scribe and sorcerers can learn to make, are vital to a transmuter wishing to be

as effective as possible with his vast spell selection. There are more spells in every level of arcane magic than any transmuter could ever hope to have prepared at once. Scrolls of less immediately needed but still useful transmutation spells let a caster keep the entire scope of his school at hand without trying to spend his prepared magic to do so. *Bull's strength* is great; a scroll of *bull's strength* for every member of your adventuring party is even better.

REGARDING ALCHEMY

In many respects, alchemy is a mundane form of transmutation. In alchemy, you take several disparate and often unrelated ingredients and change them through heat, combination, and other methods into a working whole. It is little wonder then that many transmuters find themselves drawn to the art and science of alchemy.

The benefits of alchemical items are immense. What they do often borders on the magical, but they cannot be dispelled or negated and function perfectly in an anti-magical area. A tanglefoot bag may not be as wide-reaching as a *web* spell, but it does not burn off and it will catch many creatures that move in webs without difficulty. A thunderstone may not be as powerful as *shout*, but give a bag of them to a Halfling with a sling and let the deafening fun begin.

It is recommended to Games Masters that if a transmuter (or any character) wishes to pursue alchemy, the things one can make with the skill Craft (alchemy) be allowed to grow with the imagination of the player involved. Use as a rule of thumb what seems to be suggested by existing alchemical items; 1st and 2nd level spells can be imbued into alchemical projects with a commensurate cost in both gold and weight. Let modern concepts of chemistry and physics guide you in the creation process, but remember that the skill of Craft (alchemy) is also a mystical one. Some things that should not theoretically work may be possible within the science of a fantasy campaign world.

If alchemy is allowed to grow and change like this, the world will slowly acclimatise to such advances. If a character invents an herbal healing draught that heals 1d4+1 hit points non-magically, several things will happen as soon as word gets out about it. First, the character is likely to become rich and popular very quickly. This can be a good thing, but there will be many individuals who will not be members of his fan



club. Priests who are losing business and devotion from their flock because healing can now be obtained without a sermon are not likely to appreciate the character much at all. Thieves will come for the formula, and assassins may target him after being hired by other alchemists who do not like the competition.

From a role-playing sense, the fun that can be had with alchemy can also generate hundreds of storylines and chances for interaction. If a beauty cream requires a few threads from a sylph's shawl, obtaining it could be the basis for an entire gaming session by itself. As you can see, one alchemical breakthrough can change the world, but then, is that not the whole point of transmutation?

THE MANY FORMS OF THE TRANSMUTER

It is not surprising that a school as widely varied as transmutation has many different sorts of practitioners and an uncountable number of specialised fields of

study. The lore of form and shape can take decades to study, much less master, so most mortal transmuters choose a specific field to focus their efforts. This has given rise to many subsets of the art, some with but a handful of secluded devotees and others with wide-reaching organisation and well-known members. The basic school of transmutation is usually an example of the latter, depending on the campaign world.

Of the others, four appear in these pages. The channeller is a transmuter who has developed his ability to generate certain kinds of energy by making magical changes to his body. This path is a difficult one and not for the frail, as the stress a channeller places on himself in pursuit of an ultimate union of flesh and power can be fatal to those of low constitution. As such, only the hale and hearty ever join their ranks for long. Others simply burn out, consumed by the power they wished to master.

The skinshifter is often thought of as a primitive spellcaster no better than a shaman by those who do

The Skills of Change

When using any transmutation spell that deals with form and shape, it may be necessary to know what the character casting the spell actually knows and understands about what he wishes to duplicate. Under normal circumstances, the magic of the spell in question will make up for any imperfections in the spellcaster's knowledge, but when trying something bizarre or complex, the Games Master is perfectly justified in making the character check the appropriate skill below.

These skills can also, at the Games Master's option, allow a transmuter to duplicate the physical structures that provide a creature form with its extraordinary abilities. Not all abilities may be gained in this way, but some, like the Strands (Ex) power of a roper, might be granted through the use of a *polymorph* spell if the caster gets high enough skill checks on both Knowledge (anatomy) (see p76) and Knowledge (formcraft).

Knowledge (Formcraft)

This skill has the same relationship to Knowledge (anatomy) as Spellcraft has to Knowledge (arcana). Whenever a transmuter uses a *polymorph* or *alter self* spell to create a structure or physiological shape not found in basic humanoids, the Games Master may require him to first understand the structure through the use of Knowledge (anatomy), then check against this skill to determine if he can craft it properly.

DC 10: Simple anatomical structures that provide locomotion or respiration (i.e. wings or gills).

DC 15: Internal or external forms vital to sensory abilities (i.e. the nose of a wolf, providing Scent).

DC 20: Complex internal or external shapes that function as physical non-magical abilities or special attacks (i.e. the attach and blood drain extraordinary powers of a stirge).

DC 30: Biological processes that grant non-physical but mundane abilities (i.e. regeneration)

DC 35: Duplicating obviously magical extraordinary abilities (i.e. the burrow power of a xorn).

As always, the Games Master is the final arbiter as to what can be duplicated with transmutation magic and what cannot. In any case, duplicated abilities must come from an existing creature of the appropriate size category for the spell in question.

not understand his power. Using magic fueled by the energies of special prepared pelt he wears, a skinshifter can harness powerful transmutations and literally become different types of creatures. A skinshifter can gain the abilities, magic, and even intellect of a the creature whose pelt he wears, though doing so carries risks of its own. While often prone to frenzies when tapping the primal fury of an animal hide, the skinshifter is no less intelligent than any other spellcaster and can easily teach this fact to those who would deride him for his behavior.

Windchasers wield their transmutation spells in conjunction with the air, a medium often ignored by other transmuters. With the wind as their ally, these spellcasters can fly, form protections and weapons, and call forth beings of air to act as allies and guardians. Often as mercurial as their preferred element, windchasers can be staunch allies and implacable foes. Windchasers are usually graceful and vivacious people, with storm-tossed hair and the billow of a spring breeze around them at all times.

Of all the specialised forms of transmutation, makers stand alone as the recipients of a special and precious gift; they can create life with their magic. This power begins small and must be nurtured through long and complicated study but as a maker grows in ability, the creatures she brings to life become larger and more powerful. When a maker reaches the pinnacle of her powers, she can impart upon her creations the ability to breed and create life of their own. A maker can become more than just a mage; she can be the progenitor of entire new species.

THE CHANNELLER

Transmuters have several energy-based spells available to them from other schools. *Burning hands and shocking grasp* are useful combat spells and many transmuters expecting trouble make sure to have them prepared. For the channeller, these spells are not just useful, they are cathartic. Most transmuters are content to cast these spells and use their abilities as they would any magic from other schools.

A channeller feels differently. From the first time his body changes and fire spews forth or lightning crackles across his skin, his path is set. A channeller concentrates his magic in the area of energy alterations, eventually making his entire body a suitable instrument for magical energy types. Each channeller chooses a special type of energy to be his focus and his skill at using this focus grows with experience until at the highest levels of power, the channeller literally becomes his chosen energy.

Constantly channelling power makes its mark on a channeller, from tiny bolts of lightning that spark between fingertips to a low constant hum of sonic energy that seems to ring through one's bones. These side-effects can be unsettling for others, but for a channeller, they are simple signs of the emerging power that lives within them, waiting to be unleashed once again.

Hit Dice: d6

Requirements

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

The Channeller

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Energy Focus, Channelling Hands	+1 level of existing class
2	+1	+3	+0	+3	Channelling Gaze 1/day	+1 level of existing class
3	+2	+3	+1	+3	Energy Specialisation	+1 level of existing class
4	+3	+4	+1	+4	Greater Energy Focus	+1 level of existing class
5	+3	+4	+1	+4	Channelling Gaze 2/day	+1 level of existing class
6	+4	+5	+2	+5	Greater Energy Specialisation	+1 level of existing class
7	+5	+5	+2	+5	Limn the Body	+1 level of existing class
8	+6	+6	+2	+6	Channelling Gaze 3/day	+1 level of existing class
9	+6	+6	+3	+6	Become Energy	+1 level of existing class
10	+7	+7	+3	+7	Energy Union	+1 level of existing class



Transmutation - The Shape of Magic

Spellcasting: Must be able to cast 3rd level arcane spells, two of which must be *burning hands* and *shocking grasp*

Feats: Spell Focus (transmutation), Endurance

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

Statistics: Constitution 13+

Class Skills

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

Skill points at each level: 2 + Int modifier

Class Features

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

Weapon and Armour Proficiency: Channellers gain no proficiency in any weapon or armour.

Spells per Day: A channeller continues training in magic. Thus, when a new channeller level is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

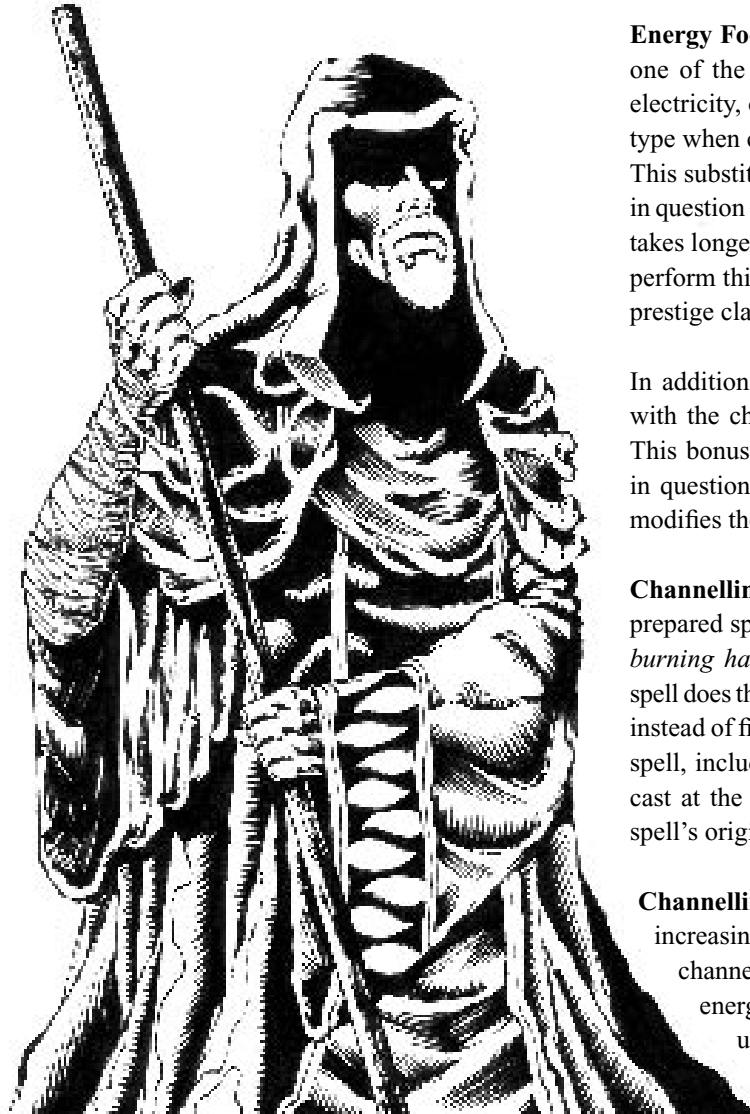
This essentially means that he adds the level of channeller to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster has more than one spellcasting class before he became a channeller, he must decide to which class he adds each level of channeller for the purposes of determining spells per day when he adds the new level.

Energy Focus: At 1st level, a channeller must choose one of the following energy types: fire, cold, sonic, electricity, or acid. He may then substitute this energy type when casting any spell with an energy designator. This substitution increases the casting time of the spell in question to a full round action unless the spell already takes longer than an action to cast. The channeller can perform this substitution once per day per level of this prestige class he possesses.

In addition, the DC of any spell the channeller casts with the chosen energy designator gains a +1 bonus. This bonus stacks with anything else, and if the spell in question requires a ranged or melee attack, it also modifies the attack rolls as an enhancement bonus.

Channelling Hands: The channeller can sacrifice any prepared spell or spell slot of 1st level or higher to cast *burning hands* or *shocking grasp*. This spontaneous spell does the channeller's chosen type of energy damage instead of fire or electricity as normal. All details of the spell, including save DCs, is based on a 1st level spell cast at the channeller's caster level, regardless of the spell's original level.

Channelling Gaze (Su): Once per day at 2nd level (and increasing to twice at 5th and three times at 8th), the channeller can transform his eyes into conduits of energy. This generates a ray attack that can be used as a standard action. If it hits, the energy ray does 1d6 per level of channeller and



offers no saving throw for half damage. Spell Resistance applies, and use of this power can not be dispelled and does not invoke an attack of opportunity.

Energy Specialisation: Whenever a channeller casts a damaging spell with an energy designator that matches his chosen form, he inflicts +2 points of damage. This extra damage is of the same energy type and does not have to be applied if the channeller chooses not to.

Greater Energy Focus: The bonus granted by Energy Focus increases to +2. This applies to both the spell DCs and to attack rolls as mentioned in Energy Focus above.

Greater Energy Specialisation: The damage bonus granted by Energy Specialisation increases to +4. This applies to energy designator spells of the channeller's chosen type as mentioned in the power above.

Limn the Body (Su): By transforming the outer layer of his skin, the channeller can emit an energy field equal to the spell *fire shield* twice per day for as many rounds each time as his level of channeller. The damage form that this field inflicts is equal to his chosen form and it grants half damage protection against the chosen energy form.

Become Energy (Su): The channeller can now transform his body into a solid, living form of his chosen energy. This duplicated the spell *iron body*, except that it does not penalise his dexterity form in any way, does not increase his strength, and does not impose any arcane spell failure or armour check penalty. The channeller becomes immune to his chosen energy form, and he takes only half damage from other energy forms. This transformation is a standard action to initiate and can be assumed for as many rounds per day as the channeller's caster level. Not all of these rounds need to be taken at the same time and can be divided up into any daily combination desired.

Energy Union: The ultimate expression of the channeller's abilities, Energy Union permanently imbues the channeller's body with his chosen energy form and turns him into a powerful living channel. His type changes to Elemental and he gains a +2 inherent bonus to Dexterity and Constitution. This permanent transformation is always accompanied by some physical trait that suggests the channeller's new nature, from flames for hair to a constant sheen of acidic sweat.

THE MAKER

The gift of life; normally the province of the gods, this indescribably precious ability can also be granted by rare and mysterious transmuters and necromancers known as makers. Each approaches how he or she instils the vital essence of life differently, but the end result is always the same - life from lifelessness. The power to create comes from both an inborn talent that few possess and magical mastery over the forces of life, death, and the sentient soul.

That, perhaps, is what sets makers apart from other mages. With the right spells, any wizard can make an inanimate object or body appear to live. *Polymorph any object* can even take an base item and transform it, albeit temporarily, into an animate creature. Makers do such things differently. While their magic is much more complex and takes a great deal more time in most cases, the beings that come from a maker's skilled hand truly *live* and need never worry about duration or being dispelled.

Most makers discover their talents privately, work in seclusion, and never interact with another maker or even know that others like them exist. The potential inherent in a maker is staggering, with only the high cost and lengthy nature of their work imposing any real limits on what they can create. With enough time and materials, a skilled maker could fashion a veritable army of never-before seen creatures or build a perfect physical replica of anyone she wished. The mayhem and tyranny such power is capable of may well explain why makers are both very rare and prone to live in seclusion.

Hit Dice: d4

Requirements

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

Spellcasting: Must be able to cast 4th level spells

Skills: Knowledge (arcana) 10ranks, Knowledge (formcraft) 5 ranks, Knowledge (anatomy) 5 ranks, Spellcraft 10 ranks, Craft (alchemy) 10 ranks, Heal 5 ranks

Special: The talent for creating life is a rare and precious gift. As such, any character wishing to take levels in maker must have Games Master approval.

Special: A potential maker must have one of the following; Spell Focus (transmutation), Spell Focus (necromancy), or the Healing Domain.



Transmutation - The Shape of Magic

Class Skills

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

Skill points at each level: 2 + Int modifier

Class Features

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

Weapon and Armour Proficiency: Makers gain no proficiency in any weapon or armour.

Spells per Day: A maker continues training in magic to further her studies of life and living things. Thus, when a new maker level is gained, the character also gains spells as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that she adds the level of maker to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster has more than one spellcasting class before she became a maker, she must decide to which class she adds each level of maker for the purposes of determining spells per day when she adds the new level.

Spark of Life (Ex): The first stirring of a maker's true gifts come in the form of spirit sight and the ability to touch souls and life energy. This takes the form of *ghost touch*, as per the special weapon property, on the maker's physical body only, and *true seeing*, usable only to see Astral, Ethereal, out-of-phase, or incorporeal creatures. This ability also grants the ability to see alignments, though doing so requires a minute of uninterrupted study and is blocked by any form of mental protection or the feat Iron Will. The power of Spark of Life can not be suspended for any reason, and it does carry the limitation that incorporeal creatures do not need to manifest to harm her physically.

Aqua Vitae: Creating true life is a complicated and expensive process, part of which is alchemical in nature. A vital ingredient in magical genesis for a maker is the substance *aqua vitae*. Created through a blending of magic and alchemy, this prismatic shimmering clear liquid looks like liquid diamond and vaporises rapidly if exposed to the air. Difficult to make, it requires concentration and focus on the maker's part. Any tiny slip during the making of *aqua vitae* can ruin the procedure completely.

To create *aqua vitae*, the maker must have a masterwork alchemist's lab and 10,000 gold pieces in extra equipment. This expenditure must be paid again every time the brewing process fails, as the extra equipment is ruined when this occurs. The materials cost for a dose of *aqua vitae* is staggering: 50,000 gold pieces in precious gems, oils, essences, and biological ingredients. At the Games Master's discretion, some or all of this cost can be reduced if the maker gathers the ingredients herself.

The Maker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Spark of Life, <i>Aqua Vitae</i>	+1 level of existing class
2	+1	+0	+0	+3	Awakener's Gift 1/month	+1 level of existing class
3	+1	+1	+1	+3	Simple Creation	+1 level of existing class
4	+2	+1	+1	+4	Spiritshaping I	+1 level of existing class
5	+2	+1	+1	+4	Awakener's Gift 1/week	+1 level of existing class
6	+3	+2	+2	+5	Complex Creation	+1 level of existing class
7	+3	+2	+2	+5	Spiritshaping II	+1 level of existing class
8	+4	+2	+2	+6	Awakener's Gift 1/day	+1 level of existing class
9	+4	+3	+3	+6	Unbound Creation	+1 level of existing class
10	+5	+3	+3	+7	True Genesis	+1 level of existing class

When all of the components are available, the maker begins work. Creating *aqua vitae* is a one week brewing process, does not require the Brew Potions feat, and requires a Craft (alchemy) check with a DC of 40. Taking 20 on this roll only increases the time needed, not the cost. The DC is lowered by five if the maker has the Brew Potions feat, and can be further lowered by five if she is willing to sacrifice one permanent hit point (which is unrecoverable, even with *wish*) to the mixture. Only one hit point can be spent in this manner. Failure occurs halfway through the process, which means only three days are lost if the *aqua vitae* is not successfully made.

Aqua vitae keeps indefinitely once made and can be stored under any conditions. If imbibed by a living being, it acts as a *heal* spell and is not ruined or prevented from working by dispelling magic or anti-magical fields. Only makers can brew true *aqua vitae*; other alchemists can use the formula, provided a maker will teach it to them, to make a potion that acts as a *heal* using the process above, but it will not suffice for the purposes of a maker's Creation powers. Note that a normal alchemist can not lower the DC of *aqua vitae*'s creation by five through the sacrifice of a hit point.

Awakener's Gift: By touch and concentration over the course of an hour, a maker can cast *awaken* as a spell-like ability. This power is amazingly only a side-effect of her burgeoning powers and not actually required for her true creations. The 250 experience points listed as a cost for *awaken* must still be paid, although if this power is used while feeding a dose of *aqua vitae* to the subject, the cost is waived and the hit points gained by the creature for its additional Hit Dice are maximised.

Simple Creation: The true power of a maker begins to show itself now. With a dose of *aqua vitae* and a special laboratory (25,000 gold pieces to stock and furnish), a maker can create any corporeal, living creature known to her. For any given creature to be made, the maker must have been able to examine either a living specimen and make a Knowledge (anatomy) check at DC 20 or a 90% intact dead one with a DC 30 check. The CR of the creature can not be greater than the maker's level in this prestige class, and all beings made with this power have the average statistics for their race as listed in the *Core Rulebook III*.

Crafting a living being with Simple Creation takes a number of days equal to the creature's Challenge

Rating squared. The maker can craft an outsider, but the creation process must take place on the outsider's appropriate home plane. All beings made with this power are loyal to the maker, retain their natural alignment or have the maker's alignment (maker's choice), are not magically controlled in any way, and are completely alive. They are, however, invariably sterile. Only one creature can be Created at a time.

Spiritshaping: This power occurs in two stages. Spiritshaping I allows the maker to alter the life force of a being she is working on in certain subtle ways. She can raise or lower Intelligence, Wisdom, and/or Charisma by up to two points each. All additions must be balanced by subtractions. She can alter the creature's alignment one step in any direction. She can also trade out any one feat the resulting creature would have for any other feat she knows of from other 'learned' creatures. Item Creation feats cannot be shared this way.



Spiritshaping II is considerably more powerful. All six ability scores can be modified by up to three points each, alignment can become whatever the maker desires, and any number of feats can be traded out provided the maker either knows of the feat from a researched creature or possesses it herself. Item Creation feats cannot be shared this way. This power also makes any creature the maker creates fertile, though this can be suppressed if the maker wishes.

Complex Creation: As Simple Creation, but the creature created can have various traits from different creatures. Any one ability score, other statistic, or group of special qualities or attacks can come from any creature with a Challenge Rating lower than the maker's prestige class level, but the maker must have a physical sample of the donor creature(s) on hand during the creation process.

For the purposes of this power, the resulting creature's CR is the sum of all the creatures that went into its formation, and Complex Creation can not make a creature with a final CR of greater than the maker's prestige level. Using Complex Creation, an 8th level maker could make an elf (CR 1) with a formian's natural armour (CR 3) and a displacer beast's displacement and resistance to ranged attacks (CR 4) for a total of CR 8. Only one creature can be Created at a time.

Unbound Creation: Not quite as unlimited as the name suggests, this level of power allows a maker to exceed the previous limits of her Simple and Complex Creations by half again what they were before. Only the end challenge rating of a creature is modified in this way, so a creature made by Complex Creation can still only have traits from any being of a CR equal to the maker's prestige level, but it can have a final CR of 1.5 times that level.

Also, if the maker wishes to use Simple Creation to make up to one dozen beings of all the same type (though gender and basic appearance may vary as she wishes), only one dose of *aqua vitae* is required for all of them and they can all be created at the same time. With Complex Creation, this can be done with up to six beings simultaneously, but they must all have the same modifications and *aqua vitae* is still required for each being separately.

True Genesis: The summit of a maker's power occurs with the power of True Genesis. When making one

creature at a time with Simple Creation, no *aqua vitae* is required. When selecting traits to blend into a creature with Complex Creation, character class levels can be used on a one level per CR basis. These levels must come from someone the maker has studied with Knowledge (anatomy) at a DC of 15 plus the character level of the creature studied. Any class can be transferred this way, and multiple classes count as separate additions equal to their individual levels.

Additions to abilities using Spiritshaping no longer have to be balanced with subtractions and outsiders can be made without having to be on their home plane. Perhaps most spectacularly, the maker can now apply templates to her creations through Complex Creations as if they were traits equal to the additional Challenge Rating they impose.

THE SKINSHIFTER

Thought of as a brutal savage with shamanic powers and a wild, untamable nature, this opinion is not entirely inaccurate. Even skinshifters from civilised lands tend to cultivate that reputation for the fear and intimidation it engenders in others. Skinshifters practice a form of transmutation magic that is animistic and primal; this easily leads to others assuming that they lack the finer points of higher spellcraft. When a skinshifter drops his bestial façade and works a complex spell as easily as the most refined wizard, this opinion changes quickly.

Most skinshifters come into their power as a matter of heritage. The lore and teaching of the path are almost entirely verbal and tend to be passed down along family lines only. The occasional skinshifter learns his craft from a recorded text written by a member of the class, but this is a rare occurrence. When an outsider learns the art, it is more likely taught to him by an elder skinshifter without heirs who does not wish his skills to die with him.

From father to son, mother to daughter, the art carries on; whispers in firelight impart the wisdom of the owl and the strength of the bear. From the cunning fox to the noble wolf, all creatures become part of the lore passed from one generation to the next. When the child throws off his mannish form to run howling in the woods at the heels of older skinshifters, the parent proudly knows that blood of their blood has joined the pack.

Hit Dice: d6

Requirements

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

Spellcasting: Must be able to cast 3th level spells, and must not have transmutation as a banned arcane school.

Feats: Alertness

Skills: Handle Animal 4 ranks, Survival 4 ranks

Class Feature: Barbarian Rage, Nature Sense, or Track as a class feature.

Special: The nature of this class is one of primal teachings and ancient animal wisdom. As such, characters who do not come from an appropriate background must have Games Master approval to take levels in this class.

Class Skills

The Skinshifter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Move Silently (Dex), Spellcraft (Int), and Survival (Wis).

Skill points at each level: 4 + Int modifier

Class Features

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

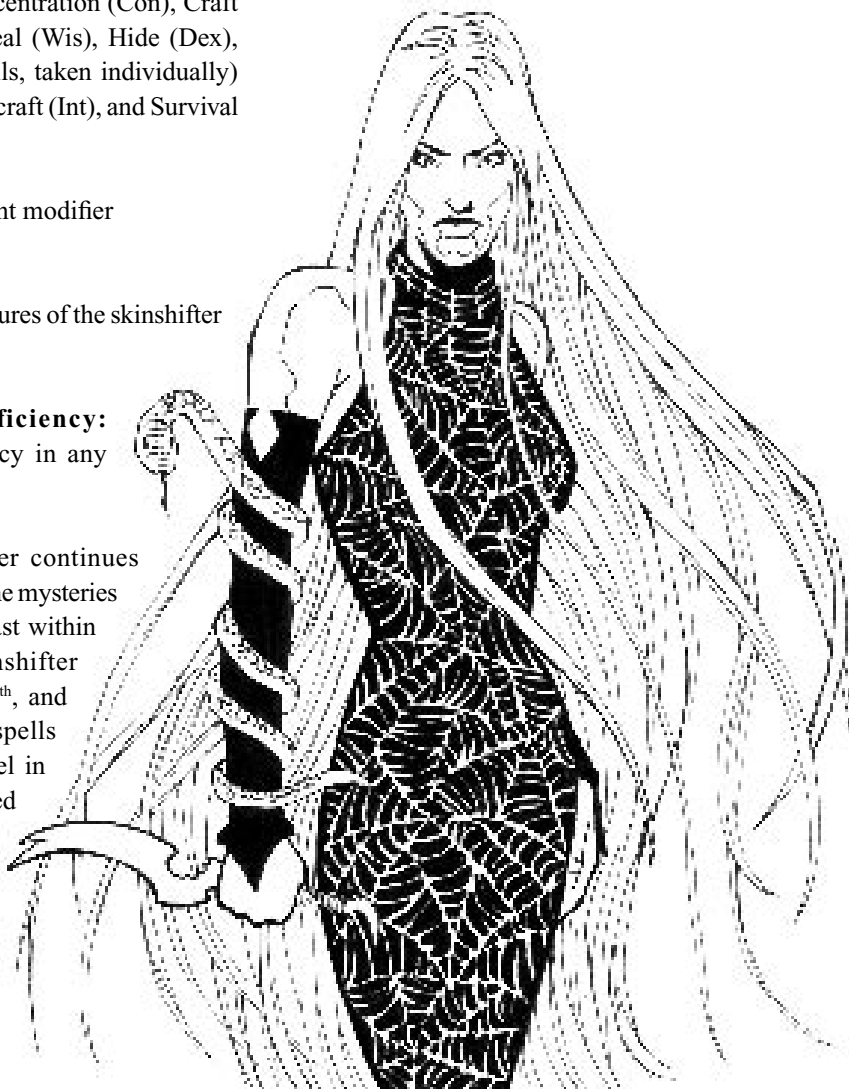
Weapon and Armour Proficiency:

Skinshifters gain no proficiency in any weapon or armour.

Spells per Day: A skinshifter continues training in magic as he explores the mysteries of the animal world and the beast within him. Thus, when a new skinshifter level is gained (except at 3rd, 6th, and 9th), the character also gains spells as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that she adds the level of skinshifter (except for the 3rd, 6th, and 9th levels) to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster has more than one spellcasting class before she became a skinshifter, she must decide to which class she adds each level of skinshifter for the purposes of determining spells per day when she adds the new level.

Consume the Savage Spirit: The path of the skinshifter begins with a feral hunt usually led by other, more experienced skinshifters. This hunt, which takes place over an entire night, must occur with the skinshifter assuming the form of some predator animal though whatever means are at his disposal. *Polymorph* is perfectly suitable for this transformation. The hunt ends after the new skinshifter takes down, kills, and eats an animal of at least two Hit Dice. The skinshifter then



The Skinshifter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Consume the Savage Spirit	+1 level of existing class
2	+1	+3	+0	+3	Animal Communion	+1 level of existing class
3	+2	+3	+1	+3	Skin Shape 1/day	
4	+2	+4	+1	+4		+1 level of existing class
5	+3	+4	+1	+4	Become the Beast	+1 level of existing class
6	+4	+5	+2	+5	Skin Shape 2/day (dire)	
7	+4	+5	+2	+5	Primal Power	+1 level of existing class
8	+5	+6	+2	+6		+1 level of existing class
9	+6	+6	+3	+6	Skin Shape 3/day	
10	+6	+7	+3	+7	Share the Savage Spirit	+1 level of existing class

sleeps the rest of the night and upon awakening feels the stirring of primal energies within him.

This hunt can be recreated whenever the skinshifter wishes, up to one per night. He must adopt an animal form to hunt with and may not attack the creatures he hunts with anything but his new form's natural weapons and extraordinary abilities if he has any. After the skinshifter awakens from a successful kill, he will be considered fully rested even if he only got an hour or more of actual sleep and he will have recovered as many hit points in healing as the animal he killed and fed upon.

Animal Communion: A skinshifter can communicate with any animal he can make physical contact with as if he had the constant ability of *Speak with Animals*. If he is wearing a more a 50% complete pelt of the same animal type as the one he is conversing with, touch is not required. Only one such pelt can be used in this manner at a time.

Skin Shape: The primary ability of a skinshifter, this power mimics the druid class ability Wild Shape in all respects. To use this power, the skinshifter must have and wear a pelt or important physical part (such as a full spread of wing feathers, etc.) of the animal type he wishes to change into. This power can take the skinshifter all the way down to Tiny or up to Large size. At 6th level, the skinshifter can use this power to assume a dire animal's form. Most skinshifters choose a focus animal for their transformations, but it is not required.

Become the Beast: By harnessing the transmutation powers of his magic and the residual energies in a pelt

he wears, the skinshifter can call upon the extraordinary abilities of the animal that pelt came from. This ability is usable at will, but it takes a standard action to invoke and requires concentration to maintain. If concentration is broken for any reason, the abilities gained linger for one round and then fade. While using this power, the skinshifter takes on subtle traits of the animal in question.

Primal Power: Whenever the skinshifter casts a transmutation spell that involves an animal, an animal form, or any kind of extraordinary power possessed by an animal, he does so at +2 caster levels and any saving throw necessitated by the spell is increased by +2. This bonus stacks with all others.

Share the Savage Spirit: Often used to initiate a skinshifter's first hunt, this power allows the skinshifter to share a use of Skin Shape with up to five other beings, provided they are all in physical contact with him at the time of transformation. Only the skinshifter requires a pelt as the power dictates, but every other person being changed must have a small piece of the same animal type in their possession. Using Share the Savage Spirit drains a skinshifter of all remaining uses of Skin Shape for the day.

If the skinshifter wishes, the people sharing his Skin Shape can also partake in a hunt as described in Consume the Savage Spirit. Only one animal needs to be killed, but everyone involved must take part in the hunt. The kill is shared among the group, as are all of the benefits of doing so. This special hunt can take place once a month and traditionally occurs on the full moon, though this is not an actual limitation.

THE WINDCHASER

A free spirit, unbound by rules or limitations, the windchaser is a transmuter who has learned a powerful secret: form is meaningless. Both inspired and challenged by the ever-changing and never solid wind that blows over every land without respect for boundaries, a windchaser is as chaotic as they come and as mercurial as the element she seeks to embody.

The abilities given to a windchaser seem to literally come from thin air. No windchaser really knows what powerful force grants them the miraculous things they can do, but most are content to know that the air they love adores them enough to lift them up into itself and set them free to fly. As the windchaser grows in experiences, the breeze that constantly surround them acts as protector, weapon, and companion. Dubbed a 'zephyr' in the parlance of the windchasers, this friendly gale serves much like a familiar.

As one might assume from the personality types involved, windchasers do not have a close-knit society to speak of, but they are more social than one might guess. All winds are part a single whole, after all, and windchasers feel much the same way about each other. Even members of their 'family' that are plainly evil and vicious are treated with a level of respect and patience, though their depredations are not tolerated any more than normal. The wind may be a welcome friend, but you still go indoors when it starts to hail.

Hit Dice: d4

Requirements

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

Spellcasting: Must be able to cast 3rd level spells, including the spells *fly* and *alter self*. Must not have transmutation or conjuration as banned schools.

Feats: Dodge, Mobility

Skills: Perform (dance) 4 ranks, Jump 2 ranks, Tumble 2 ranks

Alignment: Any chaotic

Special: Must have made peaceful contact with an outsider from the elemental plane of Air.

Games Master's Note: This class can be easily adapted to any element simply by altering the powers gained to reflect whichever plane the character in question has a sympathy for. Suggested names for these new prestige classes are Stonestridders, Wavewalkers, and Flamedancers.

Class Skills

The Windchaser's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), and Tumble (Dex).

Skill points at each level: 2 + Int modifier



The Windchaser

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Windriding, Weathersight	+1 level of existing class
2	+1	+0	+3	+3	Bonded Breeze	+1 level of existing class
3	+1	+1	+3	+3	Whispered Kiss	+1 level of existing class
4	+2	+1	+4	+4	Zephyr I	+1 level of existing class
5	+2	+1	+4	+4	Wind's Embrace	+1 level of existing class
6	+3	+2	+5	+5	Zephyr II	+1 level of existing class
7	+3	+2	+5	+5	Call of the Stormborn	+1 level of existing class
8	+4	+2	+6	+6	Zephyr III	+1 level of existing class
9	+4	+3	+6	+6	Body of Air	+1 level of existing class
10	+5	+3	+7	+7	One with the Wind	+1 level of existing class

Class Features

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

Weapon and Armour Proficiency: Windchasers gain no proficiency in any weapon or armour.

Spells per Day: A windchaser continues training in magic as secrets of arcane lore come whispered on the breeze to her. Thus, when a new windchaser level is gained, the character also gains spells as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that she adds the level of windchaser to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster has more than one spellcasting class before she became a windchaser, she must decide to which class she adds each level of windchaser for the purposes of determining spells per day when she adds the new level.

Windriding: When using any transmutation spell that allows flight of any kind, a windchaser gains a +10 ft. bonus to her movement rate and her maneuverability rate improves by one step. These bonuses are automatic, cannot be suppressed, and do not require any additional casting time or effort.

Weathersight: A windchaser always knows what the current weather is, even when she is indoors or

underground and cannot see or hear outside. With a successful Wisdom check against a DC of 20, a windchaser can accurately predict the next day's weather. This can be done as many days in advance as the windchaser wishes, with a separate check for each day, but once she fails a roll, the forecasting ability can not be used again until the days that were successfully foreseen elapse.

Bonded Breeze: Considered by many windchasers to be their most valuable and beloved gift, a small air elemental is gained at this level as a companion and familiar. Any previous familiar the windchaser had is retained, but its progression of abilities based on the windchaser's level ceases to improve after she gains the elemental. This can cause slight animosity between the former familiar and the windchaser, but it does not have to. Appropriate role-playing can soothe ruffled feathers, so to speak.

The elemental familiar begins with all the abilities of a familiar gained at 1st level and progresses as the windchaser's caster level does. It also gains special powers detailed in the class ability Zephyr, detailed below. If a windchaser's elemental familiar is slain, it reappears when the current season ends and a new one begins and can not be regained before that.

Whispered Kiss: As long as there is open air between the windchaser and her intended recipient, she may use the spell *whispering wind* at will. This version of *whispering wind* sends to a specific person instead of a target location and will not deliver a message if the wind can not carry it to the recipient. For the purposes of this power, the range of one mile per caster level remains and

the subject can be indoors as long as there are sufficient cracks and opening in the structure for a draft to enter. Targets who are underground beyond at least one closed door cannot be reached.

Zephyr: The elemental familiar the windchaser has been blessed with becomes more powerful as its bonded mistress gains experience. At Zephyr I, the elemental can act as a *shield* spell at will. Doing this occupies the familiar's full attention and leaves it unable to do anything else each round it provides this protection. When Zephyr II is reached, the familiar can generate *shocking grasp* twice a day and *ice storm* once each day. Both of these effects occur at the windchaser's level. Zephyr III increases the elemental's size to medium (along with all commensurate ability and statistic changes as noted in the *Core Rulebook III*) and allows it to generate *sound burst* at the caster's level twice a day as massive booms of thunder.

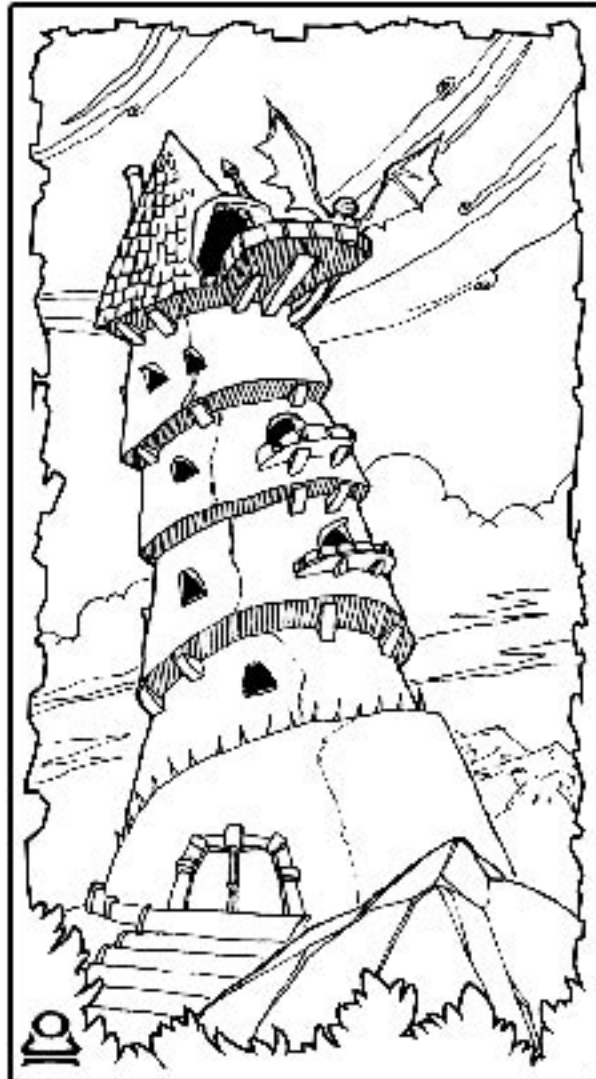
Wind's Embrace: The windchaser can finally express to her companions some of the wonder that she experiences when dancing among the clouds. Whenever she casts *fly*, it affects every ally she wishes it to within a 10 ft. burst centered on herself. All the improvements inherent in the power Windriding occur for every recipient of the *fly* spell.

Call of the Stormborn: The windchaser learns the secret language of flying creatures, allowing her to converse freely with any creature that possesses flight as a natural movement rate. This power also teaches the windchaser a special song that she can sing once per day. Using this song as a full round action, she can duplicate the effect of any *summon nature's ally* spell up to VI. The only type of creatures that can be called with this spell are those capable of flight or elementals from the plane of Air. The windchaser is free to use the *summon* to call multiple creatures of lower levels, as detailed in the spell description.

Body of Air: The windchaser has become so favoured of the air that she may now transmute and transcend her physical form and move as wind itself does. She gains *wind walk* as a supernatural power usable once per day at her prestige class level of ability.

If the windchaser wishes to, she may expend any remaining duration of the *wind walk* ability to *plane shift* to the elemental plane of Air. This is an exhausting effort requiring 5 full rounds, but it cannot be hindered, even by effects such as *dimensional anchor*.

One with the Wind: The windchaser fully escapes her mortal beginnings at this level and becomes an elemental creature of Air permanently. Her physical form echoes some hint of her new nature, and she takes on the type Elemental with all commensurate changes and advantages. Regardless of her alignment, all forms of *protection* spells ward her out, unfortunately, as she is no longer a child of the Prime. Most windchasers consider this a small enough price to pay as they fly unfettered through the air they can now truly call home.



TRANSMUTATION SPELLS

Whether it is altering flesh, stone, mind, or spirit, a new transmutation spell is in good, and plentiful, company. The wide variety of spells available for the school cover a lot of ground, but there are some effects and some potential capabilities that existing magic has not yet explored. The spells below are centered around the transmutation school's main concept of change, taking that basic precept into uncharted territory. While some of the spells presented here may have effects that might alter the very campaign world the caster lives in, keep in mind what transmuters already know: 'everything changes'.

The other half of that statement, 'change or die', is also well known to transmuters. Their livelihoods, indeed their very lives, depend on the changes brought about by transmutation magic. The fact that so many spells exist in the school is a testament to the industriousness of transmuters constantly finding new things their magic can accomplish.

TRANSMUTATION MAGIC

The spells in this section are all quite powerful. The ability to reshape reality is difficult to quantify, much less divide into levels of effect. Is the power to alter every aspect of your physical body to the point of growing fully functional wings really equivalent to conjuring a cloud of stinking gas? Every effort has been made to set them at an appropriate point, and Games Masters are always free to alter the aspects of anything they use in their campaigns. If something here would fit better as a higher level spell in a given setting, nothing is immutable. It would not be transmutation if it was.

A new spell concept listed in some of the magics below is the descriptor 'focused'. Spells with this descriptor can be cast by any mage, but when cast by a specialist in the spell's school, it has an additional or more powerful effect. The focused descriptor can be seen in action in the caress group of spells in this section, as well as detect transformation, make manifest, and simple change.

There are also several spells here noted as 'contingent' spells. This is a term first used in *Encyclopaedia Enchantment* and refers to any spell that falls into a single school like all magic but requires that the caster has access to one or more other schools to be able to

cast it. In this case, access is defined as being able to cast spells from the noted school(s). The spell *necrotic caress* is an example of a contingent spell, requiring that the caster have access to the necromantic school.

Alchemist's Boon

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Personal

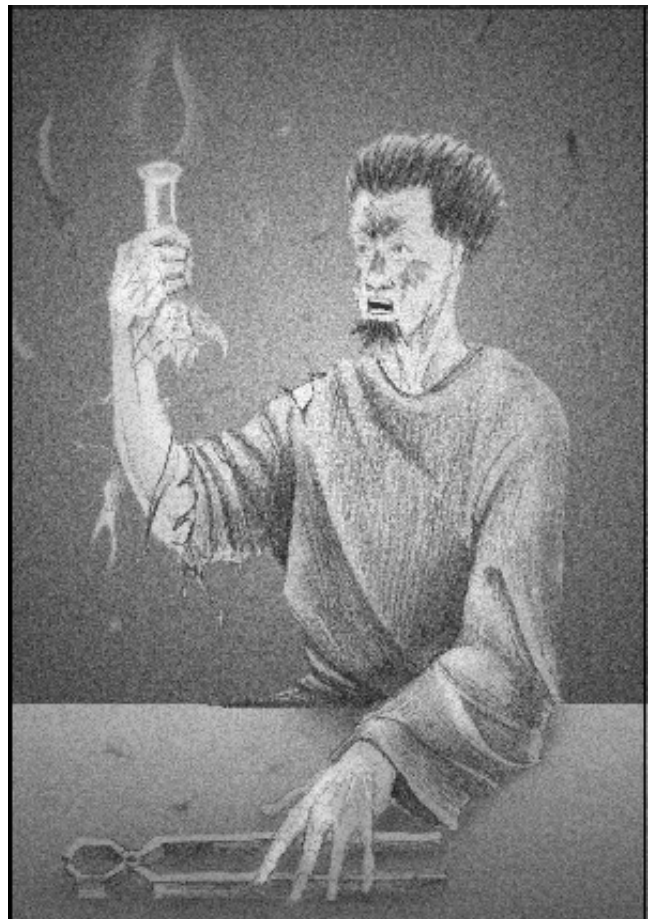
Target: You

Duration: 1 hour or until used

Saving Throw: None (harmless)

Spell Resistance: Yes

When this spell is cast, your sense of smell grows extremely acute in regards to alchemical reagents. You gain a bonus of +5 to the next Craft (alchemy) check you make. This check must be made within one hour of casting the boon or you lose its effect. This bonus



I accept full blame, my lady. The unit was under my command, and for me to live while they lie slain is a dishonour I will understand if I am not allowed to live with. I only ask that the crown hear my report before my fate is decided. My liege has always ruled with a fair and temperate hand, especially in these trying times since the death of the King. I humbly submit myself to her justice.

Thank you, my Queen. As my field report states, we confronted the sorcerer Algadyr in his home as directed by our diviner's guild. Girding steel and surrounding the tower, we began the assault as soon as we received command to do so. What befell us then is difficult to recall. The magical madness that came over us has unsettled my memories, as has the horror of what the sorcerer's killing wards did to so many of my men. The blood...

Oh, forgive me. I will endeavour to focus. My unit, what was left of it, fell upon the sorcerer after winning past his defenses. He did not seem gravely worried and toyed with us, our most powerful blows raining off his flesh like he was carved of stone. He did not appear concerned with us until my second in command broke the jewel of binding and cut off his magical avenues of escape.

The reality of his eminent capture must have settled in then, because Algadyr's wrath fell upon us. Lightning and fire claimed half my unit in the span of a dozen heartbeats. I was slammed against the wall by a massive glowing hand and held there while he tore my men apart. He must have been trying to clear us away while he found a way to counter the spell keeping him from teleporting away, because he kept forcing us back and then ignoring us completely until we pressed him.

The magic that finally broke us was a storm of wild energy that issued from him in all directions and shattered everything it touched. Only I was spared by virtue of the hand that held me immobile. I could do nothing but watch as my men were ripped to shreds by their own armour as it exploded around them. The tempest of flying steel shards and broken stone from the ground obscured my sight, but I could see enough to witness what happened next.

The sorcerer gazed around at the slaughter, untouched in the eye of his own storm, and seemed to delight in it. As it raged, huge wings of black fire stretched out from his back and lifted him into the air. Nothing could stop him, my Queen. We did not even come close. I can only beg your forgiveness.

only occurs once, so it may not be useful for aiding an extended action, but for identification purposes and other quick uses of the Craft (alchemy) skill, it can be extremely helpful. Most forms of this spell cause the caster's nose to grow quite large until the effect is expended.

Material Component: An ounce of lead, a gold coin, and a drop of blood from a gnome.

Alchemy

Transmutation

Level: Sor/Wiz 4

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One magical scroll or potion

Duration: Instantaneous

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

As per *lesser alchemy*, but the effect has improved to allow the same changes to scrolls. If *alchemy* is used to emulate *lesser alchemy* and affect a potion, there is no experience point cost for the transfer of a prepared or known spell. This essentially allows free use of the *lesser alchemy* spell, though the material cost of the alchemical formula remains the same for that spell.

Alchemy lets you transfer a spell from one magical scroll into another along the same guidelines as *lesser alchemy*. As there is no spell level limit to scrolls, the limitation of 3rd level spells or lower does not apply, but the spell transferred into the scroll must still come from a scroll, a potion, or from your own prepared spells (for a wizard) or known spells (for a sorcerer). After the casting of this spell, the donor scroll is destroyed, even if it has other spells on it. If the donated spell was from your memory, it is either lost as if cast or a spell slot of the same level is expended, depending on your method of casting. This use of the spell can also transfer a spell from you onto a piece of blank parchment suitable





Transmutation - The Shape of Magic

for enchanting, creating in effect a magical scroll in a fraction of the time and effort usually required.

Alchemy can also be used to transfer an arcane spell from a scroll directly into your memory, replacing one of your prepared spells for that level. If you do not prepare spells, the spell occupies one of your spell slots. You must have a prepared spell or spell slot of the appropriate level available to accept the spell or the *alchemy* is wasted. This spell can not be scribed down once it is in your memory; it can simply be cast. In fact, until it is cast, the spell slot is occupied and can not be replaced or refilled until used. When the spell is cast, it acts at your caster level. Metamagic feats used in the scroll's version remain intact, even if you do not possess those feats, though you must be able to cast the spell at its modified level. You may not apply metamagic feats on the transferred spell that you know personally, even if you can do so spontaneously.

Material Components: The item (potion or scroll) to be donated from, the item (potion or scroll) to accept the spell, or the material components for the transferred spell if it is coming from you directly. In addition to these, you must drink a previously prepared alchemical potion as part of the spellcasting. This potion costs 100 gp, requires a Craft (alchemy) check at DC 20, and takes 10 minutes to create.

XP Cost: None if the spells are simply being transferred from one magical item to another. If the spells come directly from you onto blank parchment, you must pay the full experience point cost for creating a scroll of that spell. No gold cost for such creation applies, however.

Aura of Degeneration

Transmutation (Force)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Area: Aura

Duration: 1 round per level (d)

Saving Throw: Special (see text)

Spell Resistance: Yes

You surround yourself with a destructive field of transmutation energy that seeks to break down any material object that contacts your body after this spell is cast. The aura is a flickering white field of energy and is quite visible, even shedding light out to a radius of 10 feet. You may dismiss the aura at any time, but you can not choose to have it affect certain objects and ignore others while it is active.

Anything non-living that makes contact with you such as a weapon, an arrow, or other material object suffers 1 hit point per caster level in the same manner as a Sunder attempt. This does not provoke an attack of opportunity from the object's wielder. You may use this aura offensively by attacking objects directly, but this will provoke an attack of opportunity if you do not possess the Sunder feat. Magical items and weapons may make a Fortitude save for half damage, even if they are unattended. Hardness may negate part or all of the aura's damage as normal.

If a weapon is destroyed by the aura, the damage it would have inflicted on you is reduced to half and treated as subdual. If a trap or a spell relies on physical objects (like a spike trap or a web spell) and the aura's damage destroys them, its damage is similarly reduced and any secondary effects like entangling do not apply. A weapon that survives its contact with the aura does not have its damage lessened in any way. When the

At last! That defeat will show those damnable elves I have the right to lair anywhere I please. Protected land, bah! There is a secret in these woods, some ancient cairn or tomb I have yet to find, but I will. I will have whatever power this forest keeps hidden, if I must set alight every tree in it!

Oh, the looks on their pointed faces when my spell shattered every arrow and broke apart their little vine snares! I am covered in bruises, but it was worth it just to see them scatter like frightened rabbits. Perhaps they now understand who they are dealing with. I doubt I will have any further trouble with these primitives again. Dangerous wild elves, indeed!

aura ends, any damage it has inflicted is permanent and remains.

Calcifying Caress

Transmutation (Focused)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Huge or smaller creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

Calcifying caress imparts a form of stone to flesh, and has the same effect on a target who fails his or her save against its effect. Unlike the latter spell, *calcifying caress* can be dispelled normally and can be reversed with a remove curse, any dispel effect, or another touch by anyone using this spell at your caster level or greater. Any effect that would free someone from a petrified condition will also suffice. Until freed, petrified victims of this spell remain in that state for one day per caster level.

Focused Effect: If you are a transmutation specialist, your victims remain turned to stone indefinitely.

Cathartic Caress

Transmutation (Focused)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Huge or smaller creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed

attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

Cathartic caress forces its victims to immediately transform as per the spell *baleful polymorph*, but the target forms are limited to any Animal, Beast, or Magical Beast type. Victims who succumb to this spell are fully transmuted into these forms and adopt all the statistics, abilities, and attributes of whatever creature you wish them to become. Memories of their former lives remain, but these fade after one day per former character level. After this time, the target becomes entirely a member of its new race.

While the target retains memories of what it once was, *break enchantment*, *remove curse*, or *greater dispelling* can return it to its previous form. After these memories fade, the change is permanent and can only be undone by a full wish or miracle.

Focused Effect: Targets only retain memories for one hour per character level and *greater dispelling* is ineffective at countering the caress.

Chaotic Caress

Transmutation (Focused)

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Huge or smaller living creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

This spell inflicts a totally random, chaotic polymorph effect that mutates the targets body in hideously painful ways, rendering them unable to consciously act (but not helpless) for the entire agonizing duration of the spell's



Transmutation - The Shape of Magic

effect. Each creature touched that fails its Fortitude save is driven prone by painful transformations that torture its body for one round per caster level, inflicting 1d4 damage each round. Because the transformations often involve the violent eruption of body spikes, extra limbs, or sharp protrusions, anyone near the victim takes 2d6 damage each round they begin or end within five feet of the subject.

The effects of this spell can be dispelled normally, but any damage suffered before the spell is countered or negated remains and must be healed normally. A victim is considered stunned for one full round after the spell ends for any reason due to pain and shock.

Focused Effect: Victims suffer a much more debilitating effect and are considered helpless for the duration of the spell's effect.

Deny Transformation

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

Range: 20 feet

Target: All creatures within a 20 foot burst centred on you

Duration: 1 minute per level

Saving Throw: None, Fortitude negates (special)

Spell Resistance: Yes

When cast, *deny transformation* prevents any creatures caught in the range of the spell from being affected by any *polymorph* spells, natural shapeshifting abilities including those granted by class powers such as Wild Shape, or spell-like abilities from any source. This effect allows no save. Lycanthropes are forced into their base form if they fail a Fortitude save, but even if they succeed they are stuck in whatever form they are currently in until the deny ends.

Material Component: A 100 gold piece moonstone and a sprig of foxglove or wolfsbane. The moonstone is hurled to the ground and shattered to begin the spell's effect.

Detect Transformation

Transmutation

Level: Sor/Wiz 2, Clr 2

Components: V, S, F

Casting Time: 1 action

Range: Close

Target: One creature (see text)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By casting this spell and focusing your attention (in the same manner as a *detect evil* spell), you can determine if there is anyone within range who possesses a natural ability, spell-like power, or class feature that grants the ability to change their shape. This includes druids, outsiders with form-altering spell-like abilities, lycanthropes, doppelgangers, etc. The ability to cast *polymorph* spells as an arcane or divine spellcaster does not by itself qualify someone as a shapechanger.

Use the chart for detect evil listed under the spell of the same name in the *Core Rulebook I*, assuming that all shapechangers are detected at base HD with no modifications. Substitute the word "shapechanger" for evil where appropriate.

Focused Effect: Add a 4th round effect to the listing; 4th Round: Type of power granting each detected aura its ability to change shape (class ability, spell-like ability, supernatural ability, etc.).

Focus: Divine focus if appropriate and a 100 gold piece value moonstone.



Devolving Caress

Transmutation (Focused)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

The mind of a victim touched with this spell begins to devolve rapidly, quickly losing its sentience and rendering the subject bestial and wild. The more intelligent a victim is, the more effective this insidious transformation becomes. Once touched, a victim is affected for two rounds plus one round per point of intelligence bonus it possesses. Each round of effect inflicts 1d4 of temporary Intelligence loss on your turn, though you do not need to maintain concentration and take other actions freely while this occurs. Lost Intelligence points return at a rate of one per hour.

Intelligence can not be dropped below one with this spell, but if a target reaches three Intelligence or less, he drops anything he is holding and becomes a Neutral NPC of animal level cognisance under the Games Master's control until his Intelligence score returns to four or greater. Any dispelling effect, remove curse, or break enchantment will end this spell and return all the lost Intelligence points immediately even if the spell has already technically ended.

Focused Effect: Each time a subject suffers a 1d4 Intelligence loss, one point of it is a permanent Intelligence drain. Drained points do not return when the spell ends or is dispelled.

Entourage of Pawns

Transmutation

Level: Sor/Wiz 4, Bard 4

Components: V, S, F

Casting Time: 1 round

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

Target: 8 chess pawns

Duration: 1 round per level

Saving Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

This spell takes a complete set of eight chess pawns carved of semi-precious stone (see Focus below) and transforms them into Medium sized animated objects under your control. The pawns are scattered in front of you as you cast this spell, with each animated creature appearing in a different five foot square anywhere within the range of this spell. The pawns transform into representations of foot soldiers, armed with either any medium melee weapon and a large shield or any large melee weapon you wish. Armament must be simple or martial and of a type you are familiar with; all pawns created by a given spell must be equipped identically.

The transformed pawns are treated as medium animated objects as listed in *Core Rulebook III*. They get a single attack with their equipped weapon at your base attack bonus instead of a slam, and their Armour Class is modified by +2 to reflect their shield if they have one.

Focus: A set of semi-precious stone chess pawns valued at 240 gold pieces. If an animated pawn is 'slain' during the duration of this spell, it must be replaced at a cost of 30 gold before this particular set of pawns can be used as a focus again.

Ethereal Caress

Transmutation (Focused)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Huge or smaller creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to



Transmutation - The Shape of Magic

any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

This spell has two effects. The first is to render you able to touch and be touched by incorporeal entities. This does not allow you to affect an incorporeal being with a weapon or spell (other than this one, as noted below), but any grapple or touch initiated by you or by the creature in question can be effective during the duration of this spell.

The main effect of *ethereal caress* is to impart the spell *ethereal jaunt* on those touched. The victims do not have control over the spell, and remain incorporeal for one round per caster level. If the target is already incorporeal, the caress forces the being to manifest for one round per caster level even if it does not possess the ability to do so. Targets under the magical effects of something that renders them incorporeal have that effect suppressed for one round per caster level.

Focused Effect: Victims of this spell are rendered unable to end this spell prematurely through their own abilities or spells. Magical items they may possess work normally.

Fireshift

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One weapon, object, or group of objects

Duration: 1 minute per level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

By touching a weapon of large size or smaller (Large or larger casters can affect a weapon of up to one size category greater than themselves), you grant it one of the elemental damage special abilities listed in the *Core Rulebook II*. You may choose from flaming, icy, shocking, or you may substitute sonic or acid damage while retaining the other properties of the special ability. If cast on arrows or other ammunition, you may affect ten items at a time.

If cast on an object, the target must weigh 50 pounds per caster level or less. Fireshift surrounds the item

with an invisible field (unless you wish it to be visible) that inflicts 1d6 damage of the elemental type you choose each round it is touched. This version allows a Reflex save for half damage, but success on the save assumes the creature has dropped or is no longer holding the item. Intentionally maintaining contact with the fireshifted item denies the holder any save at all.

Material Component: 50 gold pieces worth of powdered gemstones of a color appropriate to the elemental damage form desired. The Games Master is the final arbiter on what is 'appropriate'.

Greater Alchemy

Transmutation

Level: Sor/Wiz 6

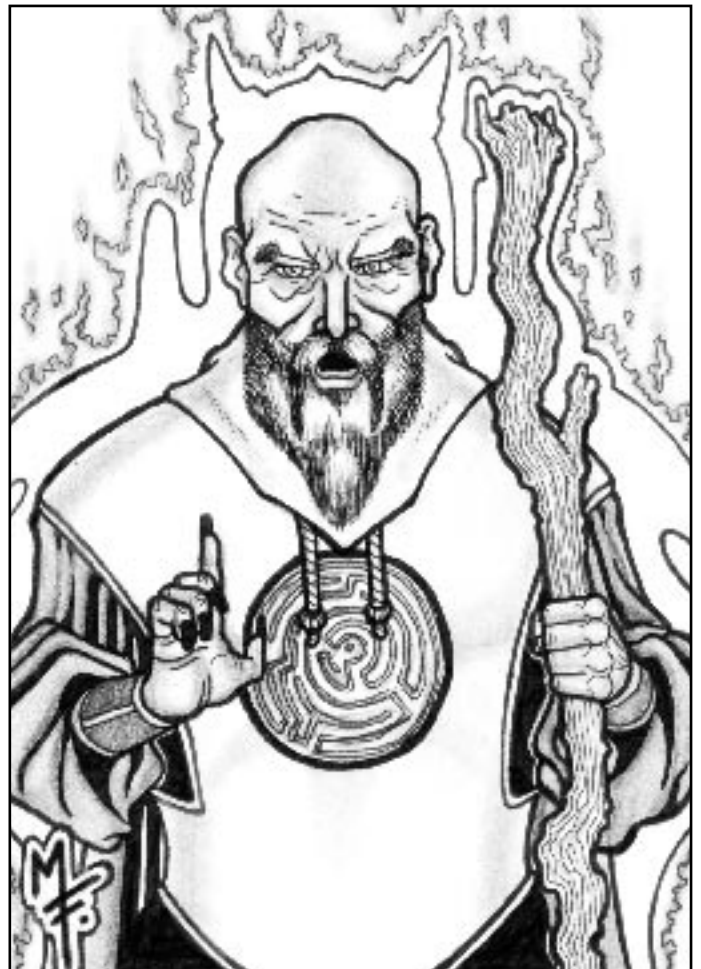
Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One magical scroll, potion, or charged magical item

Duration: Instantaneous



Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

If this spell is used to emulate *lesser alchemy*, it does away with the gold, material components, and experience point cost normally required. Even the alchemical potion becomes unnecessary, although if it is used anyway, the spell transferred can be up to 4th level, bypassing the normal level limit on potions. If this spell is used to emulate *alchemy*, the spell transferred from you does not even need to be prepared; it can simply be one you know and have scribed into your spellbook. If this is done, a slot of the appropriate level is still spent. Any experience cost you would incur for transferring a spell of 6th or lower level to a blank parchment is halved if you use this spell.

Greater alchemy's primary purpose is to facilitate the transferral of a spell from your prepared spells (or a known spell you can cast as a sorcerer) or any charged item and transfer it to any other magical item or item suitable for enchantment. This process removes the spell completely from the donor item, destroying it in the process, and grants it to the intended item along with any charges it possessed. Unwilling intelligent items are unaffected by this spell if they do not wish to be. If the intended item is a masterwork item suitable for enchantment, it receives the spell at half its previous charges and is considered magical thereafter. The Games Master must decide what constitutes 'suitable for enchantment' in the case of a wand, staff, or rod. Newly created items that come from the caster's prepared spells (as opposed to an item) begin with full charges for an equivalent item of the same type. If there is no item of an equivalent sort, the item gets one charge per caster level. Scrolls and potions contribute only a single charge.

For example, a caster could hold a diamond ring in one hand and a scroll of *polymorph* in the other. By casting *greater alchemy*, the scroll is destroyed and the ring becomes a magical ring with the ability to cast *polymorph* (at the same caster level as the scroll) on command. The now magical ring has one charge. The caster could also take the *polymorph* from his prepared spells. Since rings do not generally have charges, the polymorphic ring would have 11 charges if the caster was 11th level at the time of this casting.

Material Components: The item (potion, scroll, or charged item) to be donated from, the item (potion, scroll, or charged item) to accept the spell, or the

material components for the transferred spell if it is coming from you directly. In addition to these, you must drink a previously prepared alchemical potion as part of the spellcasting. This potion costs 250 gp, requires an Craft (alchemy) check at a DC of 20, and takes ten minutes to create. This potion is not needed if you are emulating alchemy or lesser alchemy.

Greater Fireshift

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One weapon, object, or group of objects

Duration: 1 minute per level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

As fireshift, but you grant the item in question the corresponding burst power from the *Core Rulebook II*. You may substitute sonic or acid as with fireshift, and the elemental damage inflicted gains a +1 bonus for every 4 full caster levels you have attained. Using this spell also grants the weapon in question a +1 enchantment bonus if it did not already have one.

Damage inflicted by objects if you choose to cast it on something other than a weapon is increased to 3d6 of the appropriate elemental type. All details regarding saves are the same as fireshift.

Material Component: 100 gold pieces worth of powdered gemstones of a color appropriate to the elemental damage form desired. The Games Master is the final arbiter on what is 'appropriate'.

Hesitant Caress

Transmutation (Focused)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Huge or smaller creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed



Transmutation - The Shape of Magic

attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

Targets touched by you are affected as if by a slow spell for one round per level. Even if the target saves against this spell, it still counts as dazed for one round if its Hit Dice do not exceed yours. Any dispelling effect can negate this spell on a target during its duration. Dispelling you does not end the duration on already affected targets. This holds true for higher level caress spells.

Focused Effect: During the duration of this spell's effect on any given target, it also suffers a -2 penalty to its Dexterity score.

Lesser Alchemy

Transmutation

Level: Sor/Wiz 2

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One magical potion

Duration: Instantaneous

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

This spell allows you to transform any magical potion, granting it the effect of any spell you wish to drain from a held scroll or from your own spells. If you wish to imbue the potion with a spell from a scroll, you must choose a spell that can be imbued into a potion; i.e. 3rd level or lower. You do not have to be able to use the scroll in question, which is destroyed after transfer even if it has other spells on it.

If you choose to take the spell from yourself, it must be one of your prepared spells or one you know and can cast as a sorcerer. The spell must still be of 3rd level or lower, unless you somehow possess the ability to bypass this limit. A spell transferred in this way, as with all transferred personal spells in any version of *alchemy*, is lost as if cast.

Material Components: The scroll to be donated from, the potion to accept the spell, or the material components for the transferred spell if it is coming from you directly. In addition to these, you must drink a previously prepared

alchemical potion as part of the spellcasting. This potion costs 50 gp, requires an Craft (alchemy) check at a DC of 15, and takes ten minutes to create.

Lesser Fireshift

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One tiny object

Duration: 1 round

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

You cast this spell while holding up to three tiny objects like pebbles or coins. The items transmute into small bursts of fire, cold, electrical, sonic, or acidic energy that do not harm you. These items can be thrown as shuriken with full proficiency. These attacks are ranged, not considered touch, and inflict 1d6 of the appropriate elemental damage if they hit. These transformed objects can not be deflected or snared, inflicting their damage on anyone who attempts to do so. After attacking, hit or miss, these objects are consumed and disappear.

Make Manifest

Transmutation

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One object (see Focus)

Duration: Instantaneous

Saving Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

Through a powerful application of transmutation magic, you transform a specially prepared image or icon into the object it represents permanently. The end result can be up to one ten foot cube per caster level of whatever basic material or materials were used in the icon's creation and is just as detailed. This spell is most often used to create instant buildings or fortifications, though many applications could be conceived by a creative caster. The object must all be one contiguous piece, though normally attached pieces like doors and windows are acceptable and will be incorporated into the resulting object.

Focused Effect: The resulting item is considered masterwork if appropriate and is rendered immune to

physical damage and spell effects for one hour per caster level after manifesting.

Focus: A miniature representation of the object to be created valued at 10% of the object's final cost or 500 gold pieces, whichever is higher. Only normal materials can be used in this miniature; precious metals and gemstones will be replaced with visually identical copies made of colored steel or glass.

Necrotic Caress

Transmutation (Focused, Contingent Focused)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Huge or smaller creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so. This is also a contingent spell; you must be able to cast Necromantic spells to cast necrotic caress.

Your hand (or other unarmed attacking appendage) is transformed into an unliving channel of negative energy. Victims of your touch must save each round (including the round they are touched in) or suffer one negative level from the crawling powers of death seeping through them. Multiple touches of this spell, whether it comes from you or another source, are not cumulative, but the one level per round is. If any given target suffers more negative levels than it has Hit Dice, it dies. In addition to any normal dispelling effect being able to negate this spell, any restoration effect, even lesser, will end it as well.

Focused Effect: Targets take 1d6 of magical damage if they make their save in any given round of effect.

Contingent Focused Effect: Targets slain by this spell become zombies under your service. Zombies created in this way remain animated for one hour before dying again and remaining dead. The resulting corpses can

not be affected again by any necromantic spell except *resurrection* or *true resurrection*.

Pyrotic Caress

Transmutation (Focused)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

Targets who suffer the effect of this spell burst into flame. This inflicts 2d6 fire damage each round for one round per caster level. Applicable targets that contact the target must make a Fortitude save or catch a secondary effect that inflicts 1d6 fire damage on them per round for as long as the target has left on its pyrotic effect's duration. The effect must be negated on any being affected separately; thus, if a target is neutralised, any secondary effect it may have spawned continues. If a target is slain with this spell and any duration remains on the spell's effect, the corpse burns to ashes one round later and the effect ends. You are immune to catching secondary and tertiary effects yourself.

Focused Effect: Secondary effects are 2d6 instead, and they can spawn tertiary effects that inflict 1d6.

Set Loose the Raging Wind

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: 100 feet

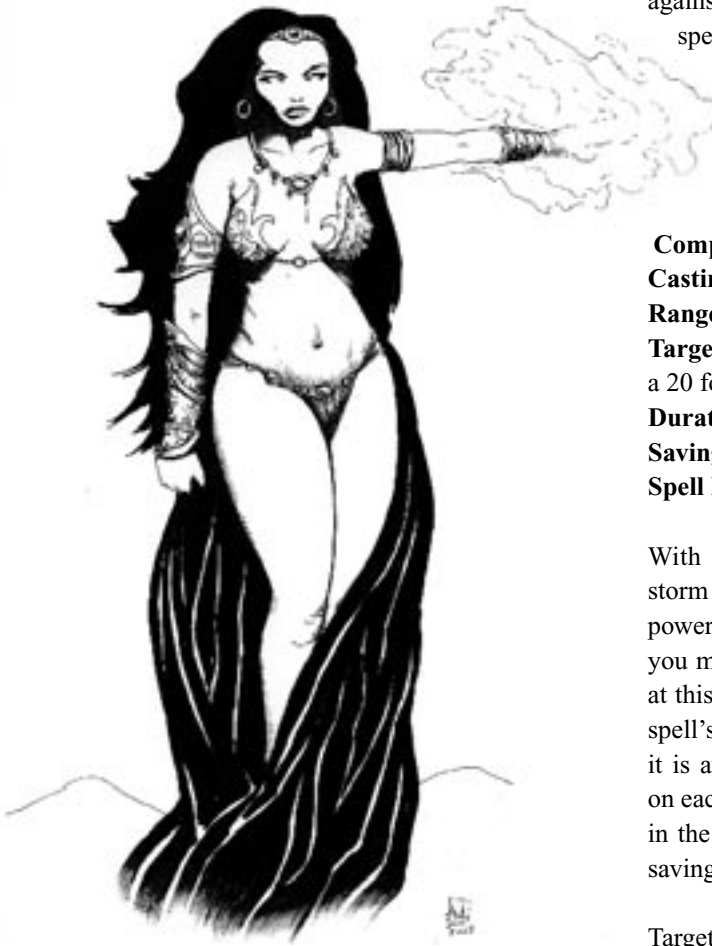
Target: All creatures within a 100 feet burst centred on you

Duration: 1 full round

Saving Throw: Special (see text)

Spell Resistance: Special (see text)





damage and receive no saving throw or Spell Resistance against this effect. The driving rain acts as a grease spell over the entire area, but this fades away after 1d4 rounds.

Shattering Maelstrom

Transmutation (Force)

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

Range: 20 feet

Target: All items unattended and on creatures within a 20 foot burst centred on you

Duration: Instantaneous

Saving Throw: None for items, Reflex (see text)

Spell Resistance: Yes

With a word and a gesture, you invoke a terrifying storm of raging force energies and entropic transmutive power. Everyone caught in the 20 feet radius except you must make a Reflex save or be affected. Success at this save represents being moved to the edge of the spell's effect. If a target can not be moved at any way, it is automatically affected. Every non-magical item on each target's person, as well as any unattended item in the burst, is sundered and torn to shreds without a saving throw.

Targets who have ten pounds or more of worn or carried equipment sundered by this spell suffer 1d6 physical damage per ten pounds of ruined equipment as the shards of their items tear past and through them to whirl into the maelstrom before being utterly disintegrated.

Shattersight

Transmutation (Force)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

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

Target: One object per round

Duration: 1 round per three full caster levels

Saving Throw: Will negates (object), Fortitude half (see text)

Spell Resistance: Yes (object), Yes (see text)

You enchant your eyes to emanate dangerous beams of invisible force. This beam, which is directed as a ranged touch attack once per round and takes the place of one of your attacks, must be directed at an item or undead

This spell has no friends, even you. When you cast set loose the raging wind, the air around you explodes outward in a storm burst of gale-force winds, driving rain, and crackling lightning. A thunderclap goes off throughout the air, easily audible up to a mile distant in open conditions. Everyone caught in the 100 foot burst is hurled to its outer edge if they are Small or smaller, thrown 30 feet if Medium, ten feet if they are Large, or knocked prone if they are Huge. Larger targets are not significantly moved. There is no save versus this effect, though if the forced movement would take a target past the edge of a terrain feature (such as a sheer cliff drop, etc.), they may make a Reflex save to catch the edge at the last moment and end their motion there. For the round of the spell's effect, no physical creature or object can approach you or enter the 100 foot burst.

Everyone in the radius is automatically deafened for 1d3 rounds, including you. The lightning inflicts 5d6 electrical damage to each target in the area as well; targets can make a Reflex saving throw for half damage and Spell Resistance applies. You take 2d6 lightning

creature. If used against an item, you may duplicate the effects of a shatter spell including all appropriate saves. Unlike the shatter spell, this can affect magical items up to 4,000 gold pieces in value.

If *shattersight* is directed at an undead, it suffers 1d6 force damage per caster level, up to 10d6. The undead creature may make a Fortitude save for half damage, and Spell Resistance applies.

Simple Change

Transmutation

Level: Sor/Wiz 1, Bard 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 30 minutes

This is a lesser form of *alter self* that does not allow the subtraction or addition of limbs, the formation of wings, or gills, or the alteration of height or weight beyond 10% percent. Its main usefulness is for apprentices who can not work 2nd level spells and as a conjunctive spell with *alter self* as listed below.

If cast one round before *alter self* and not used for any changes at all, the *alter self* cast thereafter can be used to add or subtract an extra set of limbs. You may also alter yourself to one size category larger or smaller than you actually are. If simple change is used in conjunction with *alter self*, both spells take on the former spell's 30 minute duration.

Solidify Air

Transmutation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close

Area: 20 ft. burst

Duration: 1 round per level

Saving Throw: None

Spell Resistance: No

Essentially a transmuter's version of web, this spell works by altering the viscosity of the air around you. Any living creature that tries to move through the area affected by *solidify air* must make a Strength check against a DC of 20

for each five feet of desired movement or be unable to do so. Each attempt at this roll costs five feet of movement whether the attempt succeeds or not; a creature can keep making checks as long as it has movement remaining. Physical gestures such as melee attacks or spellcasting are not affected by solidify air, but all physical missile attacks are at -4 to hit and inflict half damage if any part of their flight path carries them through the air. If you wish, you may centre this spell on yourself, but you will be similarly affected if you choose to move.

Teleportive Burst

Transmutation

Level: Sor/Wiz 7

Components: V

Casting Time: 1 round

Range: 30 feet

Target: All creatures in a 30 ft. burst centred on you

Area: 30 ft. burst centred on you

Duration: Instantaneous

Saving Throw: None (See text)

Spell Resistance: Yes

You and every affected creature within the 30 foot burst invoked by this spell are instantly teleported to locations of your choosing within the spell's area of effect. No target can be put somewhere without a solid surface to stand on, no target can end up in the air unless they were flying at the time of casting, and no part of any target can transect a solid object or another target.



Transmutation - The Shape of Magic

Upon reappearing, all targets are in the same position they began in and if targets are flying, they must make Reflex saving throws to avoid crashing if they appear within five feet of a solid object in their flight path. Targets appearing in the area of effect of active spells or traps will immediately suffer the consequences but are also allowed all appropriate saving throws.

Combat conditions immediately apply, such as flanking or possible sneak attack positions, but the movement caused by this spell does not cause attacks of opportunity for any of the targets affected. If a target is not affected by virtue of some immunity to teleport or successful resistance, it may take one (and only one, regardless of feats or powers) attack of opportunity on any target that appears within its threatened range. The caster may take also take advantage of this situation if it occurs.

Toxic Caress

Transmutation (Focused)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Large or smaller creature touched

Duration: 1 round per 4 full caster levels, also see text

Saving Throw: None, Fortitude for poison (see text)

Spell Resistance: Yes

Like all caress spells, this spell grants you a touch attack which may be used anytime you could make an unarmed attack. This spell's effect can be applied in addition to any damage your unarmed attack would otherwise inflict. Weapons that allow you to inflict unarmed damage do not channel the effects of a caress spell; only the touch of your enchanted hand can do so.

A target creature successfully affected by *toxic caress* is considered poisoned by whatever toxin is used during the casting of this spell (see material component below). The initial touch does not offer a save, but the poison does. The magic of this spell causes the poison to have its secondary effect in one round, regardless of the poison's usual onset time. The DC for these two saving throws is this spell's normal saving throw (factoring in all applicable feats and abilities) or the DC of the poison, whichever is higher. Unlike most poisoned attacks, the damage from the unarmed attack that delivers this venom does not need to penetrate damage reduction to be effective.

Material Component: A single dose of any poison. The toxic caress will inflict this poison as its effect.

True Alchemy

Transmutation

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One magical item or item suitable for enchantment

Duration: Instantaneous

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (object, harmless)

True alchemy is the ultimate form of alchemical item transmutation. It can be used in place of *lesser*



alchemy or *alchemy* without any material components or experience point cost. The precision and power of this spell also allows potions of up to 5th level and retains any additional spells that might be on a donor scroll, though the transferred spell is still lost. In addition, this spell can be used to emulate greater alchemy without any material components needed and at half the required experience point cost, if any. Even the need for the alchemical potion is waived. If *true alchemy* is used in this way, the spell granted to the charged item, scroll, or potion can come from known spells that are not yet prepared, though a slot of the appropriate level must still be spent.

True alchemy is capable of creating magical items of any sort in an incredibly short period of time by cannibalising other items or spells in your memory the way other *alchemy* spells sacrifice scrolls, potions, and charged items. This creation process is vastly faster than true item creation, requires no special feats, and can even craft amalgam items with the powers of several others.

You begin this spell by holding the intended recipient item with one hand and touching the donor item (if any) in the other. By invoking the spell, one power or special quality (in the case of a weapon or armour) is removed from the donor item and gained by the recipient. The donor item is then destroyed if it fails a Will save using the caster's base saving throw. In any case, the item loses the donated power permanently. Enchantment bonuses can be pulled in total as one power, but they supercede and do not stack with bonuses the recipient item may already have.

If you wish, you can take a spell from your prepared or known spells (if you are a sorcerer) and grant it to the recipient in the same charged manner as *greater alchemy*. This spell only transfers a power from one item per casting, but a recipient item can receive as many powers as you wish through successive castings up to a maximum market value of 10,000 gp times your caster level.

The Games Master may determine that some powers cannot be transferred to some items, such as armour enchantment bonuses to a ring or the fireballs (all technically one power) from a necklace of missiles into a shirt. Also, obviously useless powers can be

transferred like the defending special weapon quality into an item with no bonuses, but the result will have no practical use.

Material Components: The item to be donated from, the item to accept the spell, or the material components for the transferred spell if it is coming from you directly. In addition to these, you must drink a previously prepared alchemical potion as part of the spellcasting. This potion costs 1000 gp, requires an Craft (alchemy) check at a DC of 30, and takes 30 minutes to create. This potion is not needed if you are emulating any other form of alchemy. You must also pay any XP costs required for the transferred powers, as determined by your Games Master for item creation.

Wings of Wrath

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round per level

Saving Throw: None (harmless), Reflex half (see text)

Spell Resistance: Yes

You create two massive bat-like wings on your back. These wings have a wingspan equal to twice your height and are shrouded in harmless black flames. While the wings last, they grant you basic flight (40 ft., poor maneuverability) and provide a +2 deflection bonus to your armour class. In any round when you are not relying on the wings for flight, you may make a wing buffet attack with them. This melee attack strikes with a base attack bonus equal to your caster level, inflicts 1d8 plus your caster level in base bludgeoning damage, and has a reach of ten feet for a Medium sized or smaller caster. Your wings gain five feet of reach for every size category larger than Medium.

Material Component: A strip of skin from a bat's wing, a swan's feather, a drop of pitch, and a 50 gold piece onyx.



TRANSMUTATION FEATS

The flexibility of transmutation magic can be a detriment at times as mentioned previously; the lack of definition in some spells leave them very open to interpretations both good and bad. Although many transmutation spells have nigh-infinite potential, this can be for naught if the player of a transmuter and the Games Master cannot agree on what they can do. That is where these new feats come in.

A defined feat can provide structure to the open abilities of a spell or magical power, allowing a basis for agreement and a good starting point for further definition. Bodycrafter, for example, grants several new functions to the spell *alter self*. By doing so, it expands the spell in question while strictly denoting what it can do. Body Channel does essentially the same thing, taking its cue from *burning hands* and addressing the 'altering the body to emit energy' ability inherent in that spell.

Not every feat herein addresses existing material, of course. Many are completely new, granting new powers or taking transmutation in directions never before explored. Spell Artistry lets a spellcaster craft new special effects for his spells on the fly, making

them both unique and difficult to identify effectively. Lifebound Spell is a metamagic feat that allows a spell to become a permanent effect that cannot be dispelled while the caster lives.

No spell effect, no matter how modified or expanded, is of any use if it gets resisted or the target is immune. Many forms of creature are effectively immune to transformation, being either formless, defended against alterations, or possessing of a very high Fortitude save. As transmutation magic is worthless if the target is immutable, the feat Cumulative Alteration can work wonders. It allows each successive use of the same spell against a single target to become more difficult to resist.

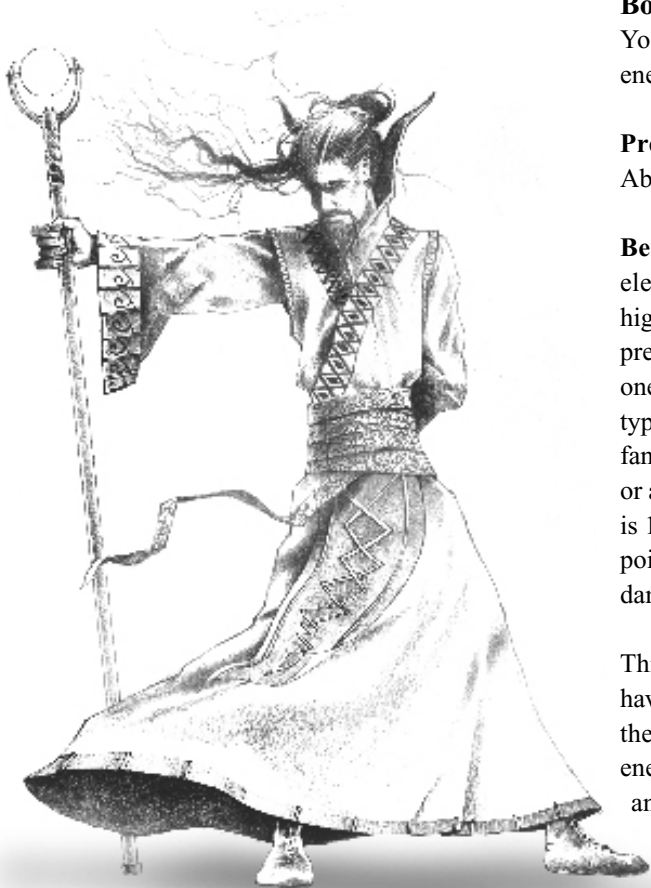
Expertise and visualisation skills are vital to a successful transmuter; these skills can be emulated with some of the feats in this section. Form Focus lets a transmuter choose a creature type and increases the DC of her transmutation spells when she tries to transform targets into representations of that type. Combined with other feats that improve spell DCs, feats like Form Focus can make a transmuter's magic extremely difficult to overcome.

I know what I saw, and all the mages on the Council cannot convince me otherwise. I know what the official ruling is going to be and there is nothing I can do to prevent it, but at least I can accept my censure knowing that I told the truth. The enemy mage we fought has access to something very powerful and once I am done with my 'time in service to the college' punishment, I am going after it. If I must lose a year of my life to scholastic slavery, I will have whatever power it was that put me here.

The advocate against me spoke very eloquently, but I know what really happened. When the mage transformed himself into a dragon, the troupe I was assigned to acted very appropriately. We fell back to range and I prepared to dispel whatever magic the enemy would hurl at us. When the dragon breathed fire, I was prepared for that. Many transmuters like to simulate the powers of the things they become as a matter of conceit. What I was not prepared for was for my dispelling to have no effect at all.

The breath was not a wall of flame spell or specially shaped fireball as the advocate contests. I never heard or saw spellcasting of any sort, nor did the breath react at all to my dispelling. I know very well that some wizards have mastered the art of casting without gestures or words. I myself can cast simpler magics without need of either, though the drain on my powers is much greater than the spells would have been if cast properly. The fiery breath that decimated my charges and forced me to teleport or die was not a spell.

I am at a loss to explain it. Even the greatest spell of transformation I know of does not gift a caster with the breath of a dragon. Perhaps the sorcerer truly was a dragon and my spell of sight did not reveal him as such. Or perhaps he knows a special spell or method of casting that lets him do what others cannot...



Anatomical Mastery (General)

Your innate ability to expertly cast polymorphic spells, knowledge of anatomy, and attention to detail allows you to perform fine and exacting work easily.

Prerequisites: Knowledge (anatomy) 4 ranks or Sneak Attack +2d6 or greater, Spell Focus (transmutation)

Benefit: When you cast a transmutation spell that affects one or more ability scores, you add +1 to the resulting modification. If your spell grants a bonus to the Disguise skill, you may treat the Disguise check rolled to determine your success with the spell as a natural 20. Also, if the transmutation spell is one that would affect the physical body and targets creatures, corporeal undead are not immune to it as they normally would be. Undead targeted in this way still benefit from a Fortitude save.

This feat cannot be taken more than once.

Body Channel (General)

You possess an ability to alter your body to emit energy.

Prerequisites: Constitution 13+, Caster Level 1+, Ability to cast transmutation spells

Benefit: Choose a form of energy from fire, cold, electricity, acid, or sonic. At the cost of any 1st or higher level spell you have prepared or can cast without preparation (in the case of a sorcerer), you can generate one of the following effects using the chosen energy type. You may emit a five feet long by 15 feet wide fan, a ray (ranged touch attack) with a 30 foot range, or a melee touch attack. Damage for this energy attack is 1d4 + 2 points per caster level to a maximum of +20 points. In the case of the melee touch attack, the base damage die is increased to 1d8.

This feat can be used as often as desired as long as you have spells to expend for it. Expendng a spell requires the same kind of action it would take to cast. The energy attack is considered a transmutation spell effect and may be Spell Resisted normally. The fan form of this feat offers a Reflex save (DC 11 + Caster's spellcasting attribute modifier) for half damage, but the other two forms do not.

Bodycrafter (General)

You understand how the physical bodies of living creatures work. This lets you do more with alteration spells than would otherwise be possible.

Prerequisites: Spell Focus (transmutation), Knowledge (formcraft) 5 ranks

Benefit: When casting the spell *alter self*, you may incorporate one exceptional ability, attack form, or movement mode from any animal or beast type creature into your resulting form for every three caster levels. If you choose flight as one of these choices, you gain average maneuverability instead of poor. A second choice of flight (taking up another feature choice) will grant the ability to hover. Choosing gills will grant not only water breathing but also modifies the resulting form to see clearly underwater to a distance of 60 feet.

Attack forms grant damage type and dice, but they must be adjusted to match the caster's size. Supernatural and spell-like abilities, if any, are not duplicable by this feat in any way.



Transmutation - The Shape of Magic

Chrysalis (General)

Your transformations via the spell *shapechange* are extremely powerful, completely transforming your body to duplicate the desired form in every respect.

Prerequisites: Bodycrafter, Primary Spellcasting Ability Score 20+ , Knowledge (formcraft) 15 ranks

Benefit: Whenever you benefit from the spell *shapechange*, you may choose to use this feat. If you do, the first form you take grants you all of its abilities except those that also provide the ability to change shape or that summon other creatures. Physical ability scores and traits (natural armour, base attack bonuses, etc.) change to match the assumed form. Mental statistics remain the same as yours, regardless of form.

You gain all the advantages and disadvantages of the new type instantly, and can take on any creature type or subtype with the exception of undead or construct. If you also possess the Spell Focus (necromancy) feat, you can even attempt to take on the undead type. To do so, you must make a Fortitude save (DC 20). Failure negates the *shape change* spell and inflicts a backlash of 9d6 negative energy damage on you.

If you later take on another form during the duration of the *shapechange*, the effects of Chrysalis end and the spell is treated as normal until its duration runs out, even if you adopt the initial form again.

Cumulative Alteration (General)

Your transmutation spells have a lingering effect when they do not successfully transform a creature.

Prerequisites: Any metamagic feat pertaining to spell duration, Concentration 5 ranks

Benefit: Whenever you cast a transmutation spell that is negated by Spell Resistance or a successful saving throw, you may make a Concentration check. The DC for this check is either the saving throw rolled against your spell or 5 + the Spell Resistance of the creature or object in question. If this check is made, the subject now carries a residual trace of your spell that lasts as long as the spell would have normally or one day, whichever is less. You can hang as many traces on a single target as you have points of Intelligence modifier.

For every trace of a given spell on a target, it suffers a -2 to its Spell Resistance and saving throw against that specific spell. This penalty is suffered regardless of caster, so a team of spellcasters with this feat can quickly overcome even the strongest of defenses. Note that once a target creature is successfully affected by a spell, all traces left by failed castings of that spell are erased immediately.

Form Focus (General)

You are extremely effective at transforming targets into one specific type of creature.

Prerequisite: Spell Focus (transmutation)

Benefit: You choose one creature type as listed in the *Core Rulebook III*. Whenever you cast a spell that can transform or polymorph a target into that type of creature, the DC of the spell increases by +2 and the duration of the spell is automatically extended to 150% of normal. Any feat or effect that would extend the duration further uses this increased value as the spell's base duration for calculating its effect.



You may take this feat multiple times, but its effects apply to a new creature type each time.

Greater Transmutation (General)

Your ability to change yourself and others is more powerful than your experience would normally allow.

Prerequisite: Spell Focus (transmutation)

Benefit: When casting spells from the school of transmutation, all level dependent variables are calculated as if you were four levels higher than your actual caster level. No aspect of a spell can be advanced in this way past the spell's listed maximum, if any, for that variable.

At the Games Master's option, this feat can easily be changed to apply to any other school of magic. Each one would be a unique feat unrelated to the others of its

kind. This feat can not be taken more than once, but an altered version like Greater Conjunction could also be selected as they apply to different schools.

Lifebound Spell (Metamagic)

Your magic can be made to live as long as you do, far surpassing its normal duration.

Prerequisites: Extend Spell, Caster Level 7+

Benefits: This is a costly and difficult metamagic feat to use, but its effect is quite extraordinary. A spell cast with Lifebound Spell drains you of one hit point per original level of the spell immediately. If the spell successfully affects the target, this feat increases its duration to indefinite. As long as you live, the spell continues and cannot be dispelled, negated, or suspended by any mortal means. If you are ever killed, any Lifebound spells you have currently active are negated instantly.

She cantered her pony back to Kendis and pulled up alongside. Putting on her best 'I am so cute and adorable; you simply have to smile' face, Minnae tugged on his sleeve to break him out of his brooding. Kendis blinked a few times and looked over at her. The face did not work, though he did stop frowning at least. Minnae considered it a minor victory.

'Are you going to cheer up soon, or do I have to get Bannor to spank you?' She scrunched up her face, trying to look all stern and demanding. Kendis smiled softly despite himself, which was good enough. She hadn't been going for silly just then, but whatever worked was fine.

'I'll try, Minnow. I promise. It's just...' His voice trailed off, his eyes trying to lose themselves again in whatever dark place his thoughts went when he was alone.

She punched him in the arm, scowling. 'Don't do that! You are getting all sulky again.' She held up her fist to his face and glared. 'Why are you so sad all the time now?'

Kendis sighed. 'I am sorry. I just can't help feeling like Father Paderis was right. I am cursed.' He looked down at his hands, wringing them as if trying to clean off something that was not there. 'Hellspawn.'

With a frustrated growl, she punched him again. This time, she almost knocked him from his saddle. 'You are not a hellspawn, Kendy-ken! That Paderis was a bastard son of a sow if ever I've seen one. Remember what he was dealing with when we found you do to? Hells and hobgoblins! He's probably to blame for your...' She stopped herself, realising what she was about to say. 'Oh, Kendy. I'm sorry. I didn't mean...'

Kendis shook his head. 'Go ahead. Say it, Min. My curse; that's what you were thinking. My devil's blood that makes my magic so evil. Isn't that what you were thinking?' With a crack of his reins, the boy spurred his horse away from her to catch up with the rest of the group.

She watched him go, all mirth fading from her eyes. She did not know what was wrong with the boy's magic, but she knew what was in his heart. If Kendis was evil, she would shave her feet. With a sad sigh, she hurried up to join the others. It would all work out somehow. She just hoped it would be soon.





Transmutation - The Shape of Magic

The hit points lost by casting a Lifebound spell remain gone and unrecoverable as long as the spell lasts. If the spell does not succeed in affecting its target, the damage can be healed immediately if you have some way of doing so. Otherwise, the hit point loss is permanent until your target is freed by your death. If you are brought back to life subsequently, you must make a Fortitude save with a DC of 10 + the number of outstanding hit points lost to Lifebound spells. Failure means half the hit points spent are lost permanently. After this save, half or all of your spent hit points return.

Memorising a spell with Lifebound Spell uses up a spell slot three levels higher than the original spell. The spell must have a duration other than instantaneous and cannot be one that affects hit points or ability scores.

It is with a heavy heart that I write to you about your son, my Queen. I have done all I can for him, but the spell that has rendered him into this hideous mockery of a man is beyond my means to end or abate. I have used great magic to render him unconscious and there he will remain until some cure can be found. I do wish I could do more.

I have learned the cause of my ineffectiveness, at least. The spell draws its power from the vitality of the dread sorcerer that worked it upon the prince. It is my belief that if that vitality were to cease, preferably through as violent a means as you can surmise, your child would recover immediately. I do hope this helps, and I will gladly remain by the prince's bedside and keep him safe until that blessed event occurs.

Tainted Transformation (General)

When you cast certain *polymorph* spells, potent dimensional energies influence the result.

Prerequisites: School Focus (transmutation), Ability to cast spells from the school of conjuration

Benefit: When you cast *alter self*, *polymorph* or any spell that directly duplicates these effects, the end result is always modified by the inclusion of dimensional energies. The physical form desired by the spell is changed somewhat to mirror the kind of influence that occurs. Because the energies of the lower planes are often easier to draw on, as is the nature of evil, your *polymorphs* are influenced by the lower planes automatically until your caster level reaches 5th. After

that, you have developed enough control to choose upper or lower planar energies as you desire.

The influence is not merely a physical one. Any creature *polymorphed* by you takes on the Fiendish template from the *Core Rulebook III* until the spell ends. This foul energy also shifts the polymorphed creature one alignment step towards evil for the duration of the spell. At caster level 6+, you can choose to make this influence Celestial instead. The alignment shift is towards good in this case. The alignment shift caused by this spell is not cumulative; only one step of alignment shift occurs in a given subject regardless of the number of tainted transformations cast. Also, a Will saving throw against a DC 16 prevents this shift from occurring at all.

The Games Master may choose to have this feat represent some part of your character's background, like a tainted bloodline or an ancestor's pact with extraplanar forces. In this case, your character may not even realise he has this feat. Also, the possession of this feat can alter the appearance of any transmutation spell you cast, but only *alter* and *polymorph* spells have any direct game effect applied to them.

Spell Artistry (General)

You have acute control over the various sensory effects of your spells.

Benefit: When you cast a spell, you may make a Concentration check at a DC of 10 + the level of the spell to alter the way it manifests. The basic effects of the spell do not change, but the appearance of it can be virtually anything you can imagine. With a successful check, you can for example modify *magic missiles* to appear as ghostly crossbow bolts or tiny arcs of lightning. Even spells that do not normally have a manifestation can be given one. A *teleport* could leave a flash of incandescent light behind after you depart or cause one to appear moments before you arrive at your destination.

None of the visual effects from Spell Artistry can have a true game effect, but modifying a spell through the use of this feat does make it more difficult to identify. Any Spellcraft check made to figure out the spell being cast with Spell Artistry has its DC improved by 5. Unfortunately, if the Concentration check to use this feat fails, the spell is negated and lost. You may not 'take ten' on this roll.

MAGICAL ITEMS

With transmutation's many abilities, it should not be surprising that many magical items have this school as the origin of their effects. Even the most basic enhancement, the bonuses on magical armour and weapons, comes from transmutation. From potions to *portable holes*, this school creates and augments most of what the denizens of a campaign world think of as magical items.

Even so, most items made through the use of transmutation magic use the power of this school passively. They incorporate transmutation to grant their users certain powers or ward off harm. They rarely actively alter or change the world around them. With few exceptions, the items in this section are *active* transmutation items, taking the power of this school and directly changing either the user, targets or his choice, or the environment around him.

Those items that do have an internal or invisible effect are quite potent, bringing to bear the full potential of transmutation on anyone brave enough to dare their use. Some of the magical treasures listed below, such as the *belt of monstrous battle*, can be quite dangerous to possess and are not for the faint of heart. When one tries to wield the very force of change in the universe, a few risks are to be expected...

Belt of Monstrous Battle

This magical belt is often decorated with powerful monsters fighting each other along its heavily tooled leather surface. The buckle and clasp are almost always the head of such a beast with glimmering gemstones for eyes. If detected for magic, the potent aura of this

belt is constantly shifting but always of a transmutation nature.

The *belt of monstrous battle* is a mixed blessing, best used by a warrior with a strong will. It grants a +2 inherent bonus to Strength, Dexterity, and Constitution when worn. It also provides a +2 natural armour bonus and allows untrained use of the Handle Animal skill. If the wearer already has Handle Animal, it gives a +2 bonus to skill checks when using it and extends its capabilities to Magical Beasts without the usual -4 penalty.

The drawback to this belt occurs anytime the wearer ceases to be flatfooted in combat (i.e. when his first turn in any given combat occurs and just before he makes or declares his action). He must immediately make a Fortitude save against a DC of 18. Failure indicates he has suffered the effect of a *polymorph* spell into a random monster type. This is selected from the *summon monster* chart that would be used if a sorcerer of his character level were casting the highest level *summon* spell he were capable of. Thus, if a 10th level character were wearing the belt, the monster type he would *polymorph* into would be from the *summon monster V* chart. This *polymorph* lasts 1d10+1 rounds.

If the character transforms, he must then make a Will saving throw against a DC of 18. Failure at this save changes the wearer's mental statistics, alignment, and personality to match the monstrous form he now wears. In this case, the Games Master will probably run him as an NPC until the transformation wears off and may very well direct him against his companions if the situation calls for it.

And I hope it rots there! I swear if I could have found the very Eye of Oblivion itself, I would have cast that accursed belt into it. 'A powerful boon to any warrior', my arse! All that thrice-damned thing ever did for me was make my best weapons next to useless and turn me into monsters my own friends were terrified of. Half the time after battle, I would have to catch up with them when they fled the field.

Good reason too, it touches your mind, I tell you. It can make you like a beast in thought as well as body. Last night, it turned me into a feral wolf creature and all I could think of was slaughter and death. When we ran out of hobgoblins, I turned on my own companions. Bit poor Yanol nearly in half I did, and if it wasn't for Oshlan's paralysis magic, I'd have savaged him the rest of the way to death...

So hells yes I threw that bastard belt in the well! If you're smart, you'll leave it there. I hope it rots.



Transmutation - The Shape of Magic

Caster Level: 7th; *Prerequisites:* Craft Wondrous Items, *bull's strength*, *cat's grace*, *endurance*, *polymorph*, 5+ ranks in Animal Empathy; *Market Price:* 32,000 gp.

Changebane Blade

These weapons are usually patterned silver and steel swords with handles of bone or wood. *Changebane* is actually a special weapon quality that can be applied to any form of weapon or ammunition, but as they are normally swords, they are most often simply called *changebane blades*. Any successful strike from a *changebane* weapon on a *polymorphed* creature or a lycanthrope in any form inflicts 1d6 additional damage and forces them to make a Will save (DC 15) or revert back to their true form immediately. In the case of *polymorphed* creatures who do not have control over the spell that caused their change, these weapons simply inflict extra damage.

Caster Level: 7th; *Prerequisites:* Craft Magical Arms and Armour, *deny transformation*; *Market Price:* +2 bonus.

Circlet of the Alchemist

A heavy braided circlet of silver, lead, and gold, this item is distinguished by the alchemical symbols and magical rune work covering its inner surface. The *circlet* is generally bereft of jewels, but when these do occur, they tend to be pure diamonds decorating the symbols as accent marks and points in the notation.

The *circlet of the alchemist* draws its power from the alchemist and magical knowledge in the wearer's mind. Anyone with at least five ranks in Craft (alchemy) and in Knowledge (arcana) who wears the *circlet* gains some simple powers; automatic identification of potions after a full round of contact and uninterrupted concentration, a +1 competence bonus on all Craft (alchemy) checks, and any potion drunk by the wearer lasts one round longer than normal.

A greater version of this item, the *circlet of the master alchemist*, exists. These rare and powerful items actually transform the knowledge of alchemy and magic in the wearer's mind into raw power and use this energy for protection. For every five full ranks in both skills the wearer possesses, the *circlet* grants the wearer a +1 deflection bonus to Armour Class and saving throws (to a maximum of +5). A wearer with ten ranks in Craft (alchemy) and 16 ranks in Knowledge (arcana), for example, gains a +2 bonus. The six extra ranks of Knowledge (arcana) do not provide another +1 because they are not matched by the wearer's Craft (alchemy) skill.

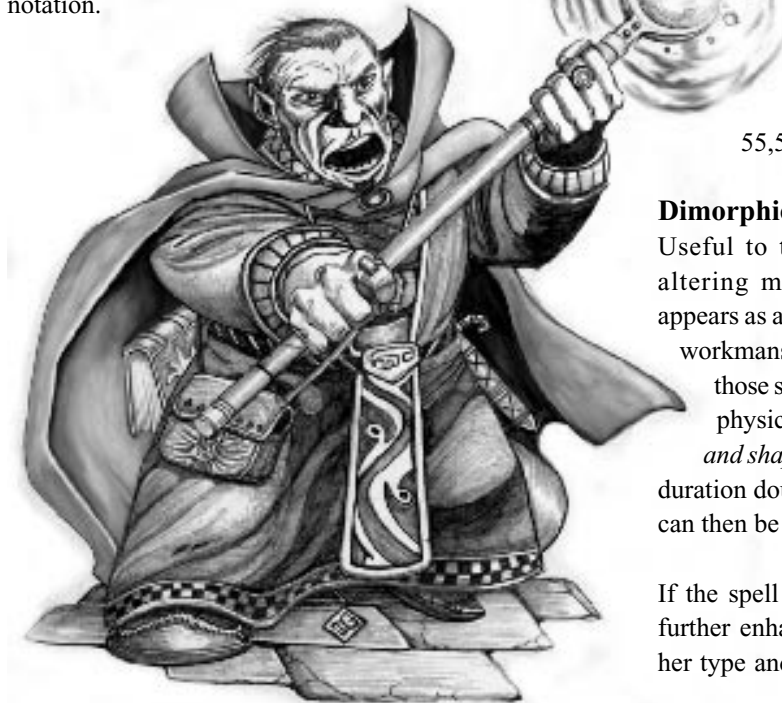
Lesser Version: *Caster Level:* 3th; *Prerequisites:* Craft Wondrous Items, *alchemist's boon*, 5+ ranks in Craft (alchemy) and Knowledge (arcana); *Market Price:* 5,500 gp.

Greater Version: *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Items, *alchemist's boon*, *shield of faith or mage armour*; *resistance*, 15+ ranks in Alchemy and Knowledge (arcana); *Market Price:* 55,500 gp.

Dimorphic Diadem

Useful to those who make frequent use of shape altering magic, the *dimorphic diadem* generally appears as a platinum and black iron circlet of exquisite workmanship. The *diadem* increases the effects of those spells. Certain alteration spells that affects the physical form of the wearer (*alter self*, *polymorph*, and *shapechange*) can, at the caster's option, have its duration doubled. No other magical item effect or feat can then be used to increase the duration of this spell.

If the spell in question is *shapechange*, the magic is further enhanced to allow the caster to change his or her type and/or subtype. Each *dimorphic diadem* can



only grant one specific type and/or subtype, that being set at the time of enchantment. The new type applies immediately, granting all the abilities and weaknesses associated with it.

Caster Level: 13th, *Prerequisites:* Craft Wondrous Item, Extend Spell feat, *mnemonic enhancer*, *limited wish*, Market Price: 68,000 gp.

Dust of Becoming

This glittering purple dust comes in tiny glass vials stopped with pearl-white wax. When flung into the air, a dose of this dust rapidly spreads out to fill a ten foot radius burst centred on the user with a translucent lavender mist. The magic of the *dust* takes one full round to take effect, during which time no apparent change occurs. Any target humanoid creature of Large size or smaller that remains in the area of effect for the entire round is affected by an *alter self* spell. Each target can be affected in different ways, and all effects are under the control of the person who used the *dust*.

Caster Level: 3th, *Prerequisites:* Craft Wondrous Item, *alter self*, *obscuring mist*, Market Price: 900 gp.

Entropic Gauntlet

A deep black heavy glove of seamless material, this gauntlet has a heavy, dark gray metal band at one end that latches around the forearm. Light seems to disappear into the black glove, rendering it as black as it could possibly be. The heavy grey band occupies one of the wearer's bracer slots in addition to the glove slot of the *entropic gauntlet*.

Wearing this item grants the ability to make an unarmed melee attack once per round as a full attack action (this does not provoke an attack of opportunity). This inflicts 2d8 hit points of damage to any target successfully struck. As long as the wearer's attack roll hits at least an AC 10 + the subject's dex bonus, dodge bonuses, or ability score bonuses (like a monk's Wisdom bonus, etc.) but misses the subject, the damage is inflicted directly to the subject's shield or armour in that order. This damage ignores hardness but can not harm anything with any kind of enchantment or active magical effect.

Out of combat, the *gauntlet* can be used to deal its damage each round to any mundane object the wearer can touch. Anything destroyed by the *entropic gauntlet* is blasted to dust and completely annihilated. Obviously,

no non-magical weapon or shield can be used in the hand wearing the *gauntlet*.

Caster Level: 11th, *Prerequisites:* Craft Wondrous Item, *disintegrate*, Market Price: 42,000 gp.

Familiar Figurine

When made, these appear as featureless lumps of colorless stone. When given the proper command word and touched to a familiar (or animal companion), these stones take on the rough appearance and hue of that creature. Any time thereafter, the figurine can be commanded to "hold" the familiar. The familiar vanishes and is stored, in stasis, inside a tiny pocket within the figurine. Another command frees the familiar. There is no maximum time limit on how long the familiar can be stored in this way.

While stored, the familiar and the mage cannot communicate or interact in any way. The mage still qualifies as having a familiar, however, and cannot take a new one without dismissing the old one properly. If the familiar is killed, the stone takes on its featureless appearance once more. If the figurine is broken while the familiar is stored inside, it is unharmed and released instantly.

Caster Level: 7th, *Prerequisites:* Craft Wondrous Item, *shrink item*, *gentle repose*, Market Price: 4,000 gp.

Lashing Shawl

An animated protector, this shawl takes many forms; scarf, shawl, long coat, robe, etc. Its main purpose is to defend its wearer by striking out at anyone who attacks in melee combat. A *lashing shawl* deals an attack at a +8 base attack bonus against anyone who directs a melee attack at the wearer within five feet. The shawl does not have reach and cannot react to those attacking from farther away. This attack is considered a magic weapon for the purpose of defeating Damage Reduction.

This attack does 1d8+1 bludgeoning damage. Variants that inflict slashing damage from concealed blades do exist and cost no more to construct. The shawl can make as many attacks each round as the wearer has points of dexterity bonus, just like the Combat Reflexes feat. Only one attack can be made at each attacker per round, and this strike is resolved before the attack that provoked it.

Caster Level: 11th, *Prerequisites:* Craft Wondrous Item, *animate object*, *magic weapon*, Market Price: 18,000 gp.





Transmutation - The Shape of Magic

Nascent

This special suit of armour has two forms; elaborate full plate armour or a pair of heavy steel bracers. Both forms are finely crafted and worked with ornate, gem inlaid magical patterns. The wearer can switch these forms as a free action during his or her turn. In its bracer form, *Nascent* acts as *bracers of armour* +5. In armour form, *Nascent* is +5 full plate armour.

In bracer form, *Nascent* grants the use of the Weapon Focus feat in whatever weapon is currently being held. Only one such feat is in operation; if the wearer is holding a different kind of weapon in each hand, only one (wearer's choice) gains the bonus.

In its armour form, *Nascent* has the normal armour check penalty and arcane failure chance for magical armour of its type. It does, however, grant its wearer the Armour Proficiency (heavy) while being worn.

Caster Level: 15th, *Prerequisites:* Craft Magic Arms and Armour, *polymorph any object*, Market Price: 40,000 gp.

Philter of Purity

A bitter tasting potion that separates when standing into a black fluid floating over a milky liquid, the *philter of purity* has a remarkable and permanent effect on any drinker of mixed humanoid heritage (half elf, half orc, etc.). Imbibers of pure blood are not noticeably affected. The proper way to use this *philter* is to add a few drops of blood from one of the humanoid races the drinker has in his ancestry. If this is not done, the *philter* selects one of the drinker's heritages to focus on.

After drinking the potion, the imbibers enters a one hour comatose state and emerges from it as a full member of the focus race. All vestiges and traits of the drinker's other ancestors disappear and he immediately gains all the appropriate racial abilities and modifications of his new race. Ancestry of up to 1/16th blood can be drawn out, but ancestry farther back is too diluted.

Caster Level: 15th, *Prerequisites:* Brew Potion, *limited wish*, *polymorph any object*, Market Price: 40,000 gp.

Quiver of the Arcane Armoury

This quiver holds up to 50 arrows and is embroidered with fine magical runework along its edge and armoured leather strap. A border of green dragonscale weaves over the top of the quiver, a border of black dragonscale

winds around the bottom. A lip of color-rippled titanium runs along the rim, decorated in an autumn leaf pattern. When an arrow is drawn from the quiver, a streak of soft rainbow light follows the arrow for a few moments.

The quiver grants a +1 circumstance bonus to attack and damage rolls with any form of bow. No arrow can fall out of or be stolen from this quiver against the will of the wearer. Arrows in the quiver cannot fail an item save against any effect while the wearer is alive. The quiver itself is indestructible and imparts this indestructibility to any arrow it carries.

Once each year, it creates twenty +4 *keen* arrows. For this to occur, twenty masterwork arrows must be placed within it and left there for at least one full day. At the end of the 24 hour period, the arrows are permanently enchanted and can be used, traded, or sold as the owner wishes.

Caster Level: 7th, *Prerequisites:* Craft Wondrous Item, *greater magic weapon*, *keen edge*, Market Price: 11,500 gp.

Slippers of Spellstriding

Often made of fine silk and embroidered with precious metals and jewels, these exquisite slippers work in tandem with their wearer's own spellcasting to provide great mobility. Even when not being used for their magic purpose, these slippers glimmer softly and whenever their wearer casts any spell, they flare with a silvery radiance and leave dim, glowing footprints that fade after one round per spell level cast.

Slippers of spellstriding allow their wearer to instantly *dimension door* any place currently being affected by one of their spells, next to any object or creature that has been affected by one of their spells within the last minute, or to the location of an *arcane mark* spell cast by them. This is considered a move action and can be performed up to seven times a day. Distances that could not be achieved by a *dimension door* cast by the wearer are unreachable by the *slippers*.

Caster Level: 7th, *Prerequisites:* Craft Wondrous Item, *detect magic*, *dimension door*, Market Price: 11,500 gp.

Staff of the Void

The *staff of the void* has two forms; a one foot long metal rod that expands (as a standard action) into a six foot

staff. It only functions as listed below when expanded. Retracting a *staff of the void* is also a standard action. Neither expanding or retracting invoke an attack of opportunity. When first created, a *staff of the void* has 20 charges.

These staves are always entirely black. They have bands and caps of metal that appear to be joined around a shaft of pure darkness. The *staff of the void* sheds no light, can not be affected by light-designated spells, and can not cast any kind of shadow. Such staves can also never be duplicated by any form of magic that relies on the staff itself for an image. This includes *mirror image*, *project image*, and a *mirror of opposition*.

These staves exist for one purpose—to annihilate magically created items and structures. Any magical creation or manifestation (including any *force* effects like from a *shield* spell) that come into contact with a *staff of the void* must make a Fortitude save (at its creator's base save value; no bonuses derived from items or spells count) or be instantly disrupted. This disruption attempt, successful or not, drains the staff of one charge. Items or structures brought into existence by spells with an instantaneous duration are not subject to this effect, nor are items that are merely motivated by magic (like golems, things affected by *animate object*, etc.).

In combat, the staff only requires a touch attack and deals an extra 1d6 of force damage per strike. These effects are constant while the staff is extended. Extension and normal combat use does not cost any charges from the staff; only contact with creations and manifestations. When the charges are depleted, a *staff of the void* falls apart into several non-magical shards of ruined metal.

Caster Level: 15th, *Prerequisites:* Craft Staff, *disintegrate*, *polymorph any object* (which is used on a *sphere of annihilation* as part of the enchanting process - this

randomly teleports the *sphere* to some other place on the enchanter's current plane.), Market Price: 60,000 gp.

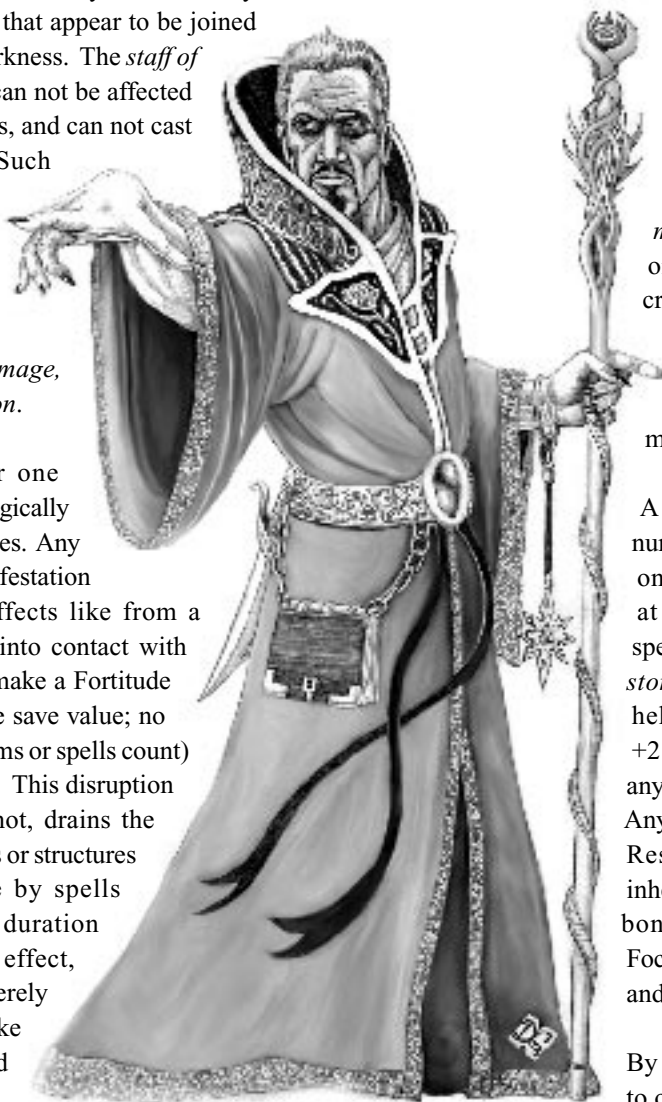
The Stone of Many Changes

These magical crystals appear as fist sized stones of any color, shape, or clarity; each one is as specific and individual as the alchemist-mage who makes it. Some glow, others are surrounded in eternal shadow, and some twinkle softly only when operating. The only constant about a *stone of many changes* is that each one can only be used by its creator. Even the Use Magic Device skill cannot make a *stone* function for anyone other than the one who made it.

A *stone of many changes* has numerous magical powers, but only one ability can be used at a time and each requires specific actions to invoke. The *stone of many changes*, when held in one hand, provides a +2 inherent bonus to the DC of any transmutation spell he casts. Any caster checks against Spell Resistance are made at a +2 inherent bonus as well. These bonuses stack with the Spell Focus and Spell Penetration feats and all similar effects.

By increasing the casting time to one full round (if the original spell casts in one action) or doubling the time if the spell's casting time is one round or longer, the *stone* can enhance any transmutation spell with Empower Spell, Extend Spell, or Heighten Spell. The level of the spell does not increase with the use of this power (except in the case of Heighten Spell, which uses up a chosen spell or spell slot of the desired level), and this power can be used twice a day.

The touch of the *stone* can convert up to 100 coins or one pound of any metal into an equal amount of gold once a day. This power requires an alchemy lab of any



Transmutation - The Shape of Magic

quality and a Craft (alchemy) check at a DC of 25. A failed roll consumes the metal to be converted and uses up this power's charge for the day.

The *stone* can be used in conjunction with an alchemical formula once every six months. This process takes one full day of work, 10,000 gold pieces worth of materials, and a Craft (alchemy) check at a DC of 30. If successful, the user creates a potion that halts the drinker's aging process for one year. Each use of this power is expended whether the process is successful or not, and the *stone of many changes* is not consumed in either event. The youth potion made in this way retains its potency until six months pass and the stone regains the ability to make it. Then, if it is not drunk, it becomes non-magical.

The last power of the *stone of many changes* requires crushing the *stone* with any *pearl of power* in a special mortar and pestle and mixing the resulting powder into a youth potion as prepared above. If this mixture is made properly (a Craft (alchemy) check at DC 35, 'take ten' and 'take 20' do not apply on this roll), the drinker is returned to the prime of life and reduced in age to whatever is considered the first year of full maturity for his or her race. This potion must be drunk as soon as it is made or it becomes non-magical.

These items actually can be made, but the process for doing so and the cost involved is entirely at the Games Master's discretion. The *stone of many changes* is considered one of the highest alchemical rituals and kept a strict secret accordingly.

Minor Artifact

Thaumaturgical Urn

This one foot tall precious metal and rare clay urn, decorated in mystical symbols and abstract patterns, has a rim inlaid with dozens of flawless jewels. The depths of the *urn* can not be seen, as it seems to be filled with an endless darkness that flashes occasionally like stars on a dark, moonless night. Occasionally, the jeweled rim pulses softly for no discernable reason.

Those who have possessed the *thaumaturgical urn* invariably become alchemists and potion crafters of great skill and repute, but the artifact seems to constantly change hands through violence and few owners have been able to take advantage of its immense powers for very long. Those who hold on to the *urn* despite its seeming death curse for longer than a few days begin to dream of alchemic formulas and impossibly complicated magical rituals.

The primary power of the *urn* is to transmute potions. By pouring a magical potion into the urn and calling upon the artifact's power as a standard action, the *urn* changes it into any other potion of equal or lesser market value available in the campaign world. For example, a *potion of spider climb* can become a *potion of cure light wounds*. The user does not need to know the spell required for the new potion form or even be a spellcaster.

Possession of the *thaumaturgical urn* grants the holder a +5 circumstance bonus to Craft (alchemy) checks and allows untrained use of the skill. Making potions via the Brew Potions feat, which the holder of the *urn* gains as a virtual feat any time the artifact is within 30 feet, costs half the normal amount of gold and experience points. If the possessor actually has the Brew Potions feat, he can make greater potions of up to 6th level spells. If the imbued spell is greater than 3rd level, the gold and experience cost for creating the potion is not halved by the *urn*. Such greater potions can not be transmuted into other potions by the artifact's primary power.

Major Artifact



HELP FOR GAMES MASTERS

Transmutation, with its many powers and capabilities, is a powerful force in the hands of creative players. Armed with the information in this book and the many wonderful spells in the *Core Rulebook I*, there is little limit to what a transmuter with the proper support can accomplish. So what is a Games Master to do to balance out the power of these mighty mages?

In this section, we will look at the few flaws the school of transmutation has and what can be done to exploit these weaknesses. We will also discuss the concept of game balance and how it can be achieved even when the heroes and villains of the land wield the power to change reality itself. While the task of keeping such immense ability in check may seem daunting, it is actually very simple. Indeed, by working to maintain a functional campaign while keeping this school in mind, a Games Master may even enhance his fantasy world in the process.

WALKING SOFTLY

A transmuter may have the capacity to change reality at his whim, but he is still likely as fragile as any other member of his race. The same things that hurt his enemies will likely hurt him. Add to that the fact that almost every personally affecting transmutation spell has a limited duration and you have the picture of a powerful wizard with windows of vulnerability that leave him very defenseless indeed. A clever mage might cover this weakness by staggering out his spells and keeping at least a basic level of defense at all times. Sooner or later, however, he will forget or be unable to cast his spells and all of his mortal frailties will come rushing back to haunt him.

That is when his past behavior will really begin to matter. While most mages need to fear the enemies they have made, few schools can so utterly affect a being as transmutation. Someone you idly turned into a frog and forgot about is not likely to ever forget you. If the transformation is ever broken, you can rest assured he will return to thank you personally for his life as an amphibian.

That said, the best balance for a transmuter, or indeed any mage, is the concept of consequences. Do not let idle cruelty go unpunished or actions go unanswered. If a transmuter uses his spells to buy a magical item

with transmuted gold, have the irate former owner hire bounty hunters with real gold to bring him to justice. Any law-abiding player characters in the group should have an interesting moral quandary on their hands with that scenario. Certainly no paladin worth the name could let such an action stand without getting involved.

Be sure to reward good or compassionate actions too, and you should see a shift in behavior very quickly. The power of a transmuter may be great, but he is one mage in an entire world that has had to deal with his brand of magic before. Ultimately, he will probably decide that the safest course of action is to simply stay quiet, use his magic when he must, and try not to draw attention to himself. When this happens, your play balance problem has solved itself.

AND CARRYING A REALLY BIG STICK

Of course, in the real world of role playing, player characters rarely do what is expected of them. Set all the clues in a dungeon to indicate the exit out of a trapped room, and the characters are likely to ignore it because they do not trust what has been told to them. Send a bedraggled migrant farmer to beg the heroes to clear the rampaging orcs out of his fields and they are likely to interrogate the poor man for hours before they are convinced he is not an assassin sent by their arch-nemesis.

As such, the lesson of consequences may just convince a transmuter that his best course of action is to stand fast in the face of adversity and make even bigger waves (and for you, bigger headaches) to spite 'the system'. While the temptation to just have 'the system' lay 'the smackdown' on this troublemaker, that does not necessarily make for a memorable or satisfying campaign for all involved. No, at times like these, a gradual process of escalating situations is in order.

To stick with the previous example of the counterfeiting transmuter, let us assume that when the bounty hunters come for the mage, he turns them into newts and goes on about his business. A week later, another bounty hunter is sent to check on the progress and whereabouts of the first two. The transmuter has no trouble dispatching





Transmutation - The Shape of Magic

It is bad enough I have to fight these accursed wild elves at every step now, but my past seems to have caught up with me too. I left Greenvale to get away from those filthy bondsmen and their hunting packs, but it would appear they have tracked me down again. I forgot my days as an enforcer for the king a long time ago; why can't they?

Still, I am not too worried. I have discovered the location of the Underking's tomb from the terrified lips of an elf I captured yesterday. I never thought a delayed disintegration spell would be such an effective interrogation tool, but I suppose you learn something new every day. On the morrow, I will finally have the sceptre of power for myself and then everything in this forest will bow down to me. No more living like a damned druid, and no more running from my enemies.

They will regret the day they chose to ally themselves against my wrath, but they will not regret it for long.

-Found on a mouldering skeleton beside an empty crypt

this new threat, of course, and he is beginning to feel pretty full of himself. Rather than hiding and hoping the whole thing blows over, he sends the dust of the *disintegrated* bounty hunter back as the lining of a newt's cage to the Hunter's Guild with a note saying, 'Better luck next time.'

Now things have to get ugly. The Guild might send another wave of bounty hunters after the transmuter, but if they do, it will be the last attempt. If and when this third group fails, they will stop trying to take the mage head on. In most fantasy settings, most guilds in an area have some connection to each other, even if they are rivals. When the Hunter's Guild puts out a request for cessation of services on the mage in question, life becomes difficult for our arrogant transmuter. Where is he going to get expensive components when all the jewelers and component shops refuse to sell? How is he going to feed himself when the grocers all over town only have spoiled goods when he comes shopping?

Of course, this can escalate further, but it will do so on both ends. If the transmuter tries changing identities to get around the trade embargo, the Hunter's Guild can pay to station mages and priests with *true sight* at all the shops in town. If he *teleports* elsewhere to purchase or collect his goods, the Guild can stage a raid on his tower and rob him blind. A transmuter can play dirty, but so can those around him. Let the law of the land involved, and life in another country starts to look pretty inviting after a while.

FIGHTING FORM WITH FORM

It should be fairly obvious, but the best way to directly combat any mage is with another mage of the same school. The odds of successful counterspelling become much greater when both wizards involved have similar spell selections and an easier time recognizing each other's casting. A war between two mages, both of whom are *polymorphing* everything in sight and hurling changing spells at each other would certainly be a sight to behold for as long as the onlookers still had eyes.

An optional rule that would make transmuters even more effective against each other would be to adopt a 'countermorph' policy where *polymorph* spells are concerned. A *polymorph* spell or any magic that duplicates its effect can be used like a targeted *dispel magic* against any other form of *polymorph* spell or effect. This way, a wizard armed with a *polymorph* spell could turn a newly made ogre back into the hired human thug it really is.

Keep in mind that the player characters are not the only ones who can *polymorph* things and set them against their foes. A villainous transmuter set loose in a pet store could, after a few days, generate an attack force of terrifying proportions. If the player characters have to deal with this shop of horrors, they might soon decide that transmutation magic allowed to get out of control is a bad thing. There is nothing like negative reinforcement to shy someone away from behavior you find disruptive in your campaign.

DESIGNER'S NOTES

So here I am again, writing about my thoughts on another completed Encyclopaedia Arcane. My initial thoughts are, 'Wow! They let me write another one!' After I get past that, I can move on to things that are actually relevant. While I adore all of the schools of magic, I must admit a certain fondness of the school of transmutation. I have a player in my home campaign who loves to turn her foes into little harmless things like household pets. She once warded off a hostile encounter with a powerful evil mage by offering him a recently *polymorphed* otyugh and proclaiming with a bright, cheerful smile, 'Would you like a kitten? It's free!'

Memories like that can be priceless. With transmutation, they can happen pretty fast. The school can do *anything*. It takes a little while to sink in, but there it is. *Anything*. If your players can imagine it, there is probably a transmutation spell that will do it. If there is not, they can always do a little private spell research to figure out how. That is the real beauty of transmutation for me; it makes my players (and me too, never doubt it) think. Roleplaying games are great any time, but when they actually teach you something or make you exercise your imagination, they are even better.

When I sat down to begin writing this book, I really had no clue what I was going to say. The school of transmutation is open, so vast, that finding anything to focus on was like fishing in the ocean with a spool of thread and a flea for bait. No pun intended, I floundered for a while, but then ideas just started appearing from out of nowhere. I could probably fill another book this size with everything I put together in that brainstorming session and still have some left over for web enhancements.

My real hope while writing this book is not that my ideas will be picked up and used verbatim, though that would be wonderful. Instead, I will feel like my job was well done if Games Masters and Players alike flip through this Encyclopaedia and say, 'Huh. Neat. But you know, it'd work even better if...' That is exactly what I am going for: sparking ideas instead of just feeding them to you. Of course, I hope what is in here gets a lot of play too. Transmutation may be all about change, but if a thing

is not broken, do not fix it. If something in here works for you, please take it and run.

Game Mastering can be a great job or it can be a thankless one. Anything that makes a game more fun for the one running it is virtually guaranteed to be a bonus for the players. After all, a happy Games Master is a Games Master that runs a game better, more enthusiastically, and puts more into every scenario. How could players not benefit from that? Transmutation is, quite honestly, just plain fun. Princes to frogs, flames shooting out of your fingertips, and curses for everyone!

Well okay, that might be how a happy Games Master is not necessarily a boon for players. Too much of a good thing is still too much. Transmutation is just like any other facet of a well balanced game; as long as it does not dominate anything else, it is a welcome part of the role playing experience. Do not let things get out of hand, no matter how many hands you can generate with a good *shapechange* spell, and you will probably be just fine.

That is my final thought for this book, gentle readers. I hope the words in these pages have given you a lot to think about, some new spells to try, and a magic item or two to spring on unsuspecting monsters (or player characters, which are the worst sort of monster). Until next we meet, I remain your humble scribe and co-conspirator,

August Hahn





Transmutation - The Shape of Magic

Bannor waited quietly at the door to the tower, his eyes downcast. Beside him, his brother shifted pensively. Kendis could tell they were both nervous, but he could not exactly tell why. What was wrong with them? Outside, in the rain, Nesha stood with the horses. She did not even have her helmet on, so her dark southlander hair hung in dripping coils along her face. She did not seem nervous, just dour. That was at least typical of her demeanour, so he found it oddly comforting.

Only Minnae was cheerful, bounding around the foyer of the college and poking at everything that was not nailed down. Kendis shifted uncomfortably in his new robe and pulled at both ends of its belt. It was a lot heavier than the tunic Bannor had given him and though it was a mark of apprenticeship rank in this new school, he wished he could just...

'Oh, Kendy-ken, you are just going to love it here! They know all sorts of things and Nesha says they are the best school in the kingdom and Balin dropped a ton of coin on them to get you enrolled late in the semester and everything!' She seemed so excited she was almost vibrating. He could feel her enthusiasm like a wave of energy and though he desperately wanted to share in it, he just could not. There was just something wrong, though the young orphan wizard had no idea what it could be.

Minnae dropped to her knees suddenly and scooped up Piff with both arms. The sleek black kitten howled in protest and nearly bit her on the nose. Kendis could feel that the cat was mostly playing, but she had roused him from a wonderful nap. With a giggle, Min dumped the kitten in a plush chair nearby and bounced back to him. 'Aren't you just thrilled?!?'

He glanced back at the others, at Bannor and his brother at the doors and Nesha outside in the storm. He forced a happy smile and nodded slowly. 'Of course, Minnow. The elders here told me my curse was really just a side effect of my magic and I am not a hell-thing, so that makes me happy. That and they have so many spells I can learn that don't involve hurting people any more. That makes me happy too. Apparently, I have a real gift for trans... umm... transmutation.'

She punched him in the arm again and glowered. 'No, you git boy! I meant, aren't you thrilled that you are gonna get to become a real wizard with the fancy robes and big book and everything! A few years here and you'll be flinging fireballs and teleporting around and talking through your nose just like Almer!'

They both looked down and sighed sadly at the same time. She had not meant to invoke the memory of the mage that had been with them when the group found Kendis in that old orphanage. Almer had taken Kendis on as a student while they had traveled and taught him his first spells. He had been the one to forge the bond between Piff and himself. Minnae had not meant to, but just the name brought the memory of Almer's death back with heart-breaking clarity.

It was a long time before either of them spoke again. As always, Minnae said something first. 'Well, we'll stop back by in a few months to check up on you. Bannor said we would, and he ain't likely to get lost, is he?' She giggled, but there was precious little joy in the sound.

Kendis nodded quietly and whispered, 'Okay, Minnow. I'll see you then, I guess.' He did not look up, not when Minnae kissed him on the cheek or when she ran out of the room making the strangest noise. It almost sounded like crying. The doors closed then, and the room got quiet. They were gone. He started to breathe again.

Then the doors opened. He glanced up and saw Nesha, soaked to the skin through her shiny armour and drenched cloak. She looked at him, frowned and threw a saddlebag at him. 'You coming or what? I am not cooking dinner tonight and I'll be damned if we let that half-sized menace anywhere near a stewpot again.' She whirled on her spiked heel and left without saying another word.

Kendis almost forgot to grab a very startled little black cat on his way out of the tower, running as fast as he could...

INDEX

A

Accidental Possession 26
 Acidic Shield 151
 Acid Geysers 151
 Additional Hit Dice 177
 Advanced Grafting 84
 Agent of Evil 34
 Alchemist's Boon 214
 Alchemy 215
 All the King's Men 182
 Amulet of Mental Fortitude 44
 Anatomical Mastery 229
 Animal Communion 210
 Animal Terror 101
 Animate Animal 85
 Animate Skeleton 86
 Animate Zombie 86
 Animation by Touch 105
 Annihilation 87
 Aqua Vitae 206
 Arcane and the Divine 73
 Arcane Artillery 136
 Arcane Buffer 187
 Arcane Cannon 166
 Arcane Force 146
 Arcane Precision 146
 Armour Crypt 152
 Augmentation 84
 Augment Undead 105
 Aura of Degeneration 216
 Aura of Unease 101
 Awakener's Gift 207

B

Balor 62
 Barbazu 58
 Basic Grafting 83
 Battle Guild Contracts 185
 Battle Mage 137
 Battle Magic in the Campaign 189
 Battle Magic Spells 149
 Bebilith 59
 Become Energy 205
 Become the Beast 210
 Becoming a Lich 108
 Belt of Monstrous Battle 233
 Beyond the Grave 74
 Binder 11

Binding 12
 Binding Demons 37
black banner 110
 Black Gauntlet 110
 Black School 75
 Blade of the Banshee 111
 Bleeding Wound 87
 Bloodcasting 187
 Bloodied Onyx 111
 Blood Sacrifices 25
 Blood Siphon 172
 Blowback 152
 Bodycrafter 229
 Body Channel 229
 Body Enhancement I, II and III 84
 Body of Air 213
 Body Transformation 84
 Bonded Breeze 212
 Bones of Steel 87
 Bone Delver 117
 Bone Delver Lantern 111
 Braided Castings 135
 Braided Spells 140
 Breach Sphere 164
 Breaking of Bondage 39
 Burning Ghat 117

C

Cadaverous Figure 104
 Calcifying Caress 217
 Call of the Stormborn 213
 Casting Restrictions 144
 Cathartic Caress 217
 Change, the Ultimate Power 196
 Changebane Blade 234
 Change Instruction 43
 Channeller 203
 Channelling Gaze 204
 Channelling Hands 204
 Chaotic Caress 217
 Characters in Demonology 46
 Charisma Loss 104
 Chill Blood 88
 Chrysalis 230
 Circlet of the Alchemist 234
 Climbing Vines 164
 Command Undead 105
 Commune 79
 Complex Creation 208
 Comprehend demonic text 65
 Compressed Spell 187





Index

Concoction of Death 109
Concussive Attack: 172
Concussive Barrier 152
Considerations of Alignment 46
Constitution Loss 105
Consume the Savage Spirit 209
Consumptory and Ambient 197
Contact Other Plane 79
Control Check 19,65
Cornugon 59
Corpsefire 153
Corrosive Burst 153
Creating a Demonic Familiar 30
Creatures of Undeath 73
Crippling Attack 172
Cumulative Alteration 230
Cup of the Damned 112

D

Damage Buffers 166
Dazzling Assault 172
Death's Shadow 88
Deathblow 173
Deathseeker 79
Deathseeker Casting 80
Death Knight 118
Death Touch 105
Defeat Shield 172
Defencelessness 154
Defenders of the City 183
Demon's Bane 44
Demonic Armour 39
Demonic Familiars 30
Demonic Families 54
Demonic Pact 13
Demonic Rings 40
Demonic Rods 41
Demonic Staffs 41
Demonic Traits 14
Demonic Vulnerability 11
Demonic Wands 41
Demonic Weaponry 39
Demonic Wondrous Items 42
Demonologist 10
Demonology – The Dark Road 4
Demonology in Practice 21
Demons, Devils and Fiends 7
Demon Controlled 20
Deny Transformation 218
Detect Dead 89
Detect Transformation 218

Devolving Caress 219
Dimorphic Diadem 234
Disarmament 154
Disfigurement 103
Dismissing Demons 28
Dismiss Demon 43
Distraction 20
Divination 79
Dragonfly 154
Dragon Dust 165
Dretch 56
Driving Out The Demon 28
Drow 52
Duergar 52
Dust of Becoming 235

E

Eater of the Dead 101
Eldritch Chariot 166
Eldritch Crossbow 177
Eldritch Enemy 155
Eldritch Flurry 146
Eldritch Knot 187
Eldritch Storage Stone 167
Eldritch Venom 172
Eldritch Warrior 143
Elemental Parasite 155
Elemental Rupture 156
Empower Undead 105
Energy Focus 204
Energy Specialisation 205
Energy Union 205
Engulfing Doom 156
Enhanced Augmentation 84
Enhanced Dexterity 178
Enhanced Grafting 84
Enhanced Linkage 187
Entourage of Pawns 219
Entropic Gauntlet 235
Erinyes 58
Ethereal Caress 219
Evil Outsiders 51
Ex-Battle-Mages 142
Expertise 19
Exploding Bones 157
Extended Instruction 11

F

Failed Control Checks 49
Failure 22
Familiar Figurine 235

Farcasting 188
 Fatal Attraction 157
 Fate Strike 172
 Fireshift 220
 Flesh Made Foul 89
 Fluid Casting 171
 Focus Missile 165
 Focus Rod 167
 Force of Will 20
 Form Equals Function 201
 Frail Body 103
 Frontiersmen 182
 Full Instruction 11

G

Gelid Stream 158
 Gelugon 60
 Ghoulish Curse 90
 Glabrezu 61
 Glacial Haunt 120
 Glowing Eyes 102
 Goblinoids 53
 Golem, Assault 174
 Golem, Juggernaut 174
 Golem, Soldier 174
 Graft Weapons 90
 Grappling Avoidance 171
 Grave Mount 121
 Grave Retribution 173
 Greater Alchemy 220
 Greater Control 11
 Greater Energy Focus 205
 Greater Energy Specialisation 205
 Greater Fireshift 221
 Greater Transmutation 231
 Group Summonings 25

H

Hags 53
 Hamatula 58
 Heightened Defence 171
 Hellcat 58
 Hell Hound 56
 Hesitant Caress 221
 High Quality Components 20
 Holy Aversion 102
 Hungry Shadow 158
 Hurried Rituals 20

I

Identify demonic text 65
 Identify Undead 91
 Imp 56
 Impenetrable Defence 173
 Increased Damage Reduction 178
 Increased Strength 178
 Induction 179
 Insanity 104
 Instruction and Will 49
 Invigoration of Undeath 91

K

Knowledge (Anatomy) 76
 Knowledge (demon lore) 18
 Knowledge (Formcraft) 202
 Knowledge (Necrology) 76
 Knowledge (Spirit Lore) 76
 Kyton 57

L

Lashing Shawl 235
 Lava Wurm 158
 Lemure 55
 Lesser Alchemy 222
 Lesser Control 11
 Lesser Fireshift 222
 Lessons from the Grave 79
 Lifebound Spell 231
 Life Corruption 102
 Lightning Activation 188
 Lightning Vice 159
 Light Sensitivity 101
 Limn the Body 205
 Linked Spells 135
 Linked spells 139
 Longevity 91
 Lost Arcane Lore 79

M

Magma Pit 159
 Maker 205
 Make Manifest 222
 Marilith 62
 Mask of Death 112
 Mask of Disguise 44
 Masters of Necromancy 114
 Master Grafting 84





Index

Mobile Emanation 149
Mortis Harness 134,139,168
Multiple Instructions 21
Multiple Summoning 11
Multiple Summonings 23
Murder Hedge Marble 165

N

Nalfeshnee 61
Named Demons 24,50
Nascent 236
Nature of Battle Magic 133
Necromantic Feats 100
Necromantic Magic 85
Necromantic Spells 127
Necrophage 82
Necrotic Caress 223
Negative Energy 70
Negative Level 103
Nightmare 57

O

Orcs 53
Organisation 184
Osyluth 57

P

Painblast 160
Parry Defence 171
Passive and Active 196
Pentagrams 19
Permanent Control 43
Philter of Purity 236
Phylactery 108
Pit Fiend 61
Plague Carrier 102
Polymorph 200
Possessed 12
Possessing Others 27
Possession 26,50
Possession in Action 29
Possession Table 27
Power 189
Powers of Demonic Items 38
Practitioners 9,75
Previously Controlled Demon 20
Previously Summoned Demon 20
Price 189
Primal Power 210
Protection from Undead 92
Pyrotic Caress 223

Q

Quasit 56
Quicken Summoning 43
Quiver of the Arcane Armoury 236

R

Raise City 92
Raise Death Fleet 92
Raise Death Hulk 93
Ray Deflection 171
Razor Trap 160
Recall Spirit 94
Reduced Healing 103
Regarding Alchemy 201
Renegades 190
Repairing the War Golem 178
Replicate the Divine 106
Required Knowledge 17
Research and Study 15,47
Resist Magi 106
Responsive Defence 146
Reverse Strike 171
Ring of Bone 112
Ring of Demonic Control 45
Ring of Demonic Obedience 45
Ring of Petty Vengeance 112
Ring of the Balor 45
Risks 16
Ritual Components 55
Rod of Summoning 45
Runeweave Robe 145
Runeweave Robes 134,169

S

Safe Road 6
Search Light 161
Second Strike 171
Self-Possession 31
Sensory Link 94
Set Loose the Raging Wind 223
Shadow Horror 95
Shadow Mastery 95
Shadow Skin 95
Shape of Magic 194,198
Share the Savage Spirit 210
Shattering Maelstrom 224
Shattersight 224
Shifting the Odds 19
Shrieking Missile 96
Simple Change 225

Simple Creation 207
 Siphon Demonic Energy 11,23
 Skeletal Spikes 96
 Skinshifter 208
 Skin Shape 210
 Skull Child 122
 Skull Snare 97
 Slaugh 123
 Slaugh-Spawn 124
 Slippers of Spellstriding 236
 Slow Ritual 20
 Solidify Air 225
 Soul Gem 45
 Soul Sacrifices 32
 Soul Servitude 33
 Soul Servitude: 14
 Spark of Life 206
 Speak with Dead 78
 Spears of Oblivion 163
 Spectral Investigation 78
 Spectral Lore 79
 Spectral Loremaster 77
 Spellblade 134,169
 Spellblade Bond 145
 Spellblade Enhancement 145
 Spell Artistry 232
 Spirals 147
 Spiritshaping 207
 Spirit Dissertation 106
 Staff of the Void 236
 Stench of Death 101
 Stream 148
 Strength Loss 105
 Strength of Personality 43
 Strike Barren 97
 Study and Preparation 20
 Succubus 59
 Summoning and Controlling 48
 Summoning Check 18,65
 Summoning Rituals 16

T

Tainted Transformation 232
 Talons 103
 Teleportive Burst 225
 Thaumaturgical Urn 238
 The Stone of Many Changes 237
 The Veil Parted 79
 Threshold of Unlife 98
 Tieflings 53
 Toxic Caress 226

Transfer 188
 Transmutation Magic 214
 Travellers 184
 True Alchemy 226
 True Genesis 208

U

Unbound Creation 208
 Undead Conduit 98
 Undead Template 103
 Undeath 105,116
 Unfetter Undead 98
 Unleashed Negativity 81
 Using Encyclopaedia Arcane - Constructs 175

V

Visage of the Dead 99
 Voice of Deathly Whispers 98
 Vorpals Spray 163
 Vrock 60
 Vulnerability 163

W

Wall Crusher 173
 Wall of Bone 99
 War Golems 173
 Weapons of War 166
 Weathersight 212
 Weaving Dodge 171
 Whispered Kiss 212
 Wind's Embrace 213
 Windchaser 211
 Windriding 212
 Wings of Wrath 227
 Wound 99

Z

Zephyr 213



SUMMARY OF FEATS

Anatomical Mastery (General)

Your innate ability to expertly cast polymorphic spells, knowledge of anatomy, and attention to detail allows you to perform fine and exacting work easily.

Prerequisites: Knowledge (anatomy) 4 ranks or Sneak Attack +2d6 or greater, Spell Focus (transmutation).

Benefit: When you cast a transmutation spell that affects one or more ability scores, you add +1 to the resulting modification. If your spell grants a bonus to the Disguise skill, you may treat the Disguise check rolled to determine your success with the spell as a natural 20. Also, if the transmutation spell is one that would affect the physical body and targets creatures, corporeal undead are not immune to it as they normally would be. Undead targeted in this way still benefit from a Fortitude save.

This feat cannot be taken more than once.

Animation by Touch (Necromantic)

You may now animate corpses into skeletons or zombies merely by touching them, such is the power you hold in the manipulation of negative energy.

Prerequisites: *Animate dead*, Death Touch.

Benefit: This necromantic feat works in all respects as the *animate dead* spell, except that you only need touch a corpse and no material component is needed. Only one undead creature may be animated every time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

Arcane Buffer (General)

You are not as affected by damage to a war golem as other operators might be.

Prerequisites: *Mortis harness*.

Benefit: You suffer only one point of damage for every ten points inflicted on a war golem you are operating. You are still subject to losing consciousness if the war golem suffers a catastrophic injury, but receive a +2 natural bonus to the Will save.

Normal: War golem operators suffer one hit point of damage for every five hit points of damage caused to a war golem they are operating.

Augment Undead (Necromantic)

You are able to gather and focus greater amounts of negative energy into the undead you animate and create, vastly increasing their resilience to damage.

Prerequisites: Knowledge (necrology) 4 ranks.

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures maximum hit points, +1 hit point per Hit Dice for every 3 caster levels.

Bloodcasting (Metamagic)

You are able to exceed your daily allotment of spells by sacrificing your Constitution.

Prerequisites: The ability to cast arcane or battle magic spells of at least 3rd level.

Benefit: You are able to cast one more spell of up to the highest level you know. This spell does not have to be prepared (if you are a wizard). Immediately after casting this spell, you suffer 1d4 temporary points of Constitution damage. This feat may be used as many times a day as you wish but the Constitution damage is suffered with each use.

Body Channel (General)

You possess an ability to alter your body to emit energy.

Prerequisites: Constitution 13+, Caster Level 1+, Ability to cast transmutation spells.

Benefit: Choose a form of energy from fire, cold, electricity, acid, or sonic. At the cost of any 1st or higher level spell you have prepared or can cast without preparation (in the case of a sorcerer), you can generate one of the following effects using the chosen energy type. You may emit a five feet long by 15 feet wide fan, a ray (ranged touch attack) with a 30 foot range, or a melee touch attack. Damage for this energy attack is 1d4 + 2 points per caster level to a maximum of +20 points. In the case of the melee touch attack, the base damage die is increased to 1d8.

This feat can be used as often as desired as long as you have spells to expend for it. Expending a spell requires the same kind of action it would take to cast. The energy attack is considered a transmutation spell

effect and may be Spell Resisted normally. The fan form of this feat offers a Reflex save (DC 11 + Caster's spellcasting attribute modifier) for half damage, but the other two forms do not.

Bodycrafter (General)

You understand how the physical bodies of living creatures work. This lets you do more with alteration spells than would otherwise be possible.

Prerequisites: Spell Focus (transmutation), Knowledge (formcraft) 5 ranks

Benefit: When casting the spell *alter self*, you may incorporate one exceptional ability, attack form, or movement mode from any animal or beast type creature into your resulting form for every three caster levels. If you choose flight as one of these choices, you gain average maneuverability instead of poor. A second choice of flight (taking up another feature choice) will grant the ability to hover. Choosing gills will grant not only water breathing but also modifies the resulting form to see clearly underwater to a distance of 60 feet.

Attack forms grant damage type and dice, but they must be adjusted to match the caster's size. Supernatural and spell-like abilities, if any, are not duplicable by this feat in any way.

Change Instruction (Special)

You can change and modify the instructions of a demon in your service after the summoning ritual.

Prerequisites: None

Benefit: A controlled demon may be given new instructions at any point in its service. This is a full-round action and may only be attempted upon a demon that you have personally summoned and controlled yourself. To succeed, an Instruction check must be made at DC 10 + the demon's Challenge Rating. Your Charisma bonus is used as a modifier to this roll.

If successful, you may give the demon a new instruction following the usual rules. Note that once any instruction

is complete, the demon will immediately return to the infernal planes. This feat may not be used to extend the time the demon remains in the material world.

Chrysalis (General)

Your transformations via the spell *shapechange* are extremely powerful, completely transforming your body to duplicate the desired form in every respect.

Prerequisites: Bodycrafter, Primary Spellcasting Ability Score 20+, Knowledge (formcraft) 15 ranks

Benefit: Whenever you benefit from the spell *shapechange*, you may choose to use this feat. If you do, the first form you take grants you all of its abilities except those that also provide the ability to change shape or that summon other creatures. Physical ability scores and traits (natural armour, base attack bonuses, etc.)



Summary of Feats

change to match the assumed form. Mental statistics remain the same as yours, regardless of form.

You gain all the advantages and disadvantages of the new type instantly, and can take on any creature type or subtype with the exception of undead or construct. If you also possess the Spell Focus (necromancy) feat, you can even attempt to take on the undead type. To do so, you must make a Fortitude save (DC 20). Failure negates the *shape change* spell and inflicts a backlash of 9d6 negative energy damage on you.

If you later take on another form during the duration of the *shapechange*, the effects of Chrysalis end and the spell is treated as normal until its duration runs out, even if you adopt the initial form again.

Command Undead (Necromantic)

This feat is often considered the mark of a true necromancer for with it, a practitioner may cower and command undead creatures of all types, even those he has not created or animated himself.

Prerequisites: Knowledge (necrology) 8 ranks.

Benefit: You may rebuke and command undead as a cleric of half your character level, rounded down. No holy symbol or icon is required, as the direct power of negative energy is harnessed instead to force the undead into submission.

Compressed Spell (Metamagic)

You are able to reduce the area of effect of a spell in order to increase its damage.

Prerequisites: The ability to cast battle magic spells.

Benefit: You are able to reduce the radius of a spell's area of effect by 5ft to increase its damage by two dice. Spells affected by this feat require two additional spell slots to cast. Only spells with a radius listed in the area of effect can benefit from this spell.

Cumulative Alteration (General)

Your transmutation spells have a lingering effect when they do not successfully transform a creature.

Prerequisites: Any metamagic feat pertaining to spell duration, Concentration 5 ranks.

Benefit: Whenever you cast a transmutation spell that is negated by Spell Resistance or a successful saving throw, you may make a Concentration check. The DC for this check is either the saving throw rolled against your spell or 5 + the Spell Resistance of the creature or object in question. If this check is made, the subject now carries a residual trace of your spell that lasts as long as the spell would have normally or one day, whichever is less. You can hang as many traces on a single target as you have points of Intelligence modifier.

For every trace of a given spell on a target, it suffers a -2 to its Spell Resistance and



saving throw against that specific spell. This penalty is suffered regardless of caster, so a team of spellcasters with this feat can quickly overcome even the strongest of defenses. Note that once a target creature is successfully affected by a spell, all traces left by failed castings of that spell are erased immediately.

Death Touch (Necromantic)

Calling upon the negative energy that is present all around you, you gain the ability to drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victim's of the very essence of their life.

Prerequisites: Knowledge (necrology) 4 ranks.

Benefit: By making a successful melee touch attack against a living creature, you may attempt to slay them outright by channelling a bolt of powerful negative energy through them. When you touch, roll 1d6 for every caster level. If the total is equal to or greater than the creature's current hit points, it dies immediately. If the total is less than the creature's current hit points, the death touch has no effect. Both the use of this spell and the touch attack are considered to be a single standard action.

Dismiss Demon (Special)

You may instantly dismiss any demon you encounter, sending it back to the infernal planes.

Prerequisites: Cha 13+, Knowledge (demon lore) 10 ranks.

Benefit: Any creature of the infernal planes may be banished by the use of this feat. A Dismiss check at DC 10 + the demon's Challenge Rating is made, using your Charisma bonus as a modifier. This is a full-round action and if successful will result in the demon being instantly dismissed to the infernal planes. Only one demon at a time may be targeted in this way and this feat will not work against demons who have possessed a host.

Eldritch Knot (Metamagic)

You have learned to braid spells from different schools of magic.

Prerequisites: The ability to braid spells.

Benefit: You can now add any spell you know, from any school of magic, to a braid. The spell must still conform to the other requirements for the braid (such as maximum



spell level). For each additional school of magic in the braid after the first school, saving throws for all the spells in the braid have a +1 bonus, and the caster's attack rolls with all the spells in the braid suffer a -1 penalty. **Normal:** A character without this feat can only include spells from the same school in a single braid.

Empower Undead (Necromantic)

The undead you create and animate are truly awesome creatures, able to ignore the powers of many clerics that would have lesser undead fleeing or cowering at their feet.

Prerequisite: Augment Undead, *Animate dead* spell

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (whether through a spell or another necromantic feat), it will grant the undead creatures a Turn Resistance equal to half the caster level.



Summary of Feats



spell slot is expended for each use. Its effects are cumulative with those of *Enlarge Spell*, if used.

Form Focus (General)

You are extremely effective at transforming targets into one specific type of creature.

Prerequisite: Spell Focus (transmutation).

Benefit: You choose one creature type as listed in the *Core Rulebook III*. Whenever you cast a spell that can transform or polymorph a target into that type of creature, the DC of the spell increases by +2 and the duration of the spell is automatically extended to 150% of normal. Any feat or effect that would extend the duration further uses this increased value as the spell's base duration for calculating its effect.

You may take this feat multiple times, but its effects apply to a new creature type each time.

Greater Transmutation (General)

Your ability to change yourself and others is more powerful than your experience would normally allow.

Prerequisites: Spell Focus (transmutation).

Benefit: When casting spells from the school of transmutation, all level dependent variables are calculated as if you were four

levels higher than your actual caster level. No aspect of a spell can be advanced in this way past the spell's listed maximum, if any, for that variable.

At the Games Master's option, this feat can easily be changed to apply to any other school of magic. Each one would be a unique feat unrelated to the others of its kind. This feat can not be taken more than once, but an altered version like *Greater Conjunction* could also be selected as they apply to different schools.

Lifebound Spell (Metamagic)

Your magic can be made to live as long as you do, far surpassing its normal duration.

Prerequisites: Extend Spell, Caster Level 7+.

Benefits: This is a costly and difficult metamagic feat to use, but its effect is quite extraordinary. A spell cast with

Enhanced Linkage (Metamagic)

Your linked spells series are faster than normal.

Prerequisites: The ability to cast linked spells.

Benefit: When casting a linked spell series, you are able to cast two spells each round. Each spell in the linked series requires an additional spell slot to cast, however.

Normal: A linked spell series normally allows a battle mage to cast three spells every two rounds.

Farcasting (Metamagic)

You have mastered the art of casting spells at extreme ranges.

Prerequisites: Enlarge spell.

Benefit: You are able to increase the range of any spell that you can cast by 100 ft. by expending an additional spell slot at the time the spell is cast. This feat may be used more than once per casting as long as the additional

Lifebound Spell drains you of one hit point per original level of the spell immediately. If the spell successfully affects the target, this feat increases its duration to indefinite. As long as you live, the spell continues and cannot be dispelled, negated, or suspended by any mortal means. If you are ever killed, any Lifebound spells you have currently active are negated instantly.

The hit points lost by casting a Lifebound spell remain gone and unrecoverable as long as the spell lasts. If the spell does not succeed in affecting its target, the damage can be healed immediately if you have some way of doing so. Otherwise, the hit point loss is permanent until your target is freed by your death. If you are brought back to life subsequently, you must make a Fortitude save with a DC of 10 + the number of outstanding hit points lost to Lifebound spells. Failure means half the hit points spent are lost permanently. After this save, half or all of your spent hit points return.

Memorising a spell with Lifebound Spell uses up a spell slot three levels higher than the original spell. The spell must have a duration other than instantaneous and cannot be one that affects hit points or ability scores.

Lightning Activation (Metamagic)

You are able to activate your eldritch warrior abilities faster than normal.

Prerequisites: You must be an eldritch warrior.

Benefit: You can activate any eldritch warrior ability that normally requires a standard action as a move-equivalent action, instead.

Permanent Control (Special)


You are able to establish such overriding magical bonds over weaker demons that they remain permanently under your control.

Prerequisites: Cha 15+.

Benefit: After successfully controlling a demon with a Challenge Rating 5 or less, you may choose to permanently bring it under your will. From this point on, the demon will be trapped in the material world and will be compelled to follow any of your instructions at any time. On the completion of any instruction, it will return to your side rather than disappearing back to the infernal planes. Only one demon may be under permanent control at any one time.

Special: A character may take this feat multiple times, allowing him to have more than one demon under permanent control.





Summary of Feats

Quicken Summoning (Special)

You demonstrate an incredible ability to perform summoning rituals faster than normal whilst maintaining a very low margin of error.

Prerequisites: Knowledge (demon lore) 8 ranks.

Benefit: The time required to perform summoning rituals is halved with no penalty. A slow ritual will thus take the normal amount of time, whilst a hurried ritual will quarter it.

Replicate the Divine (Necromantic)

The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you may now cast spells normally reserved for clerics of the Death domain.

Prerequisites: Any other necromantic feat.

Benefit: When this feat is taken, immediately choose one spell from the Death domain of a level you may ordinarily cast. From this point on, you may prepare and use this spell as you would any arcane spell and as if you were a cleric of the appropriate level. However, whenever you actually cast this spell, a Negative Energy check must be taken, with the appropriate penalties applied if it is failed.

Special: This necromantic feat may be taken more than once, with another spell from the Death domain being chosen each time.

Resist Magic (Necromantic)

Enveloping yourself with barriers and wards made of pure negative energy, you are able to ward off many spells and magical effects that might otherwise consume you. Whilst this feat is in use, you are cloaked in a wavering, shadowy field that twists in disturbing convolutions as it drives away attacks of a magical nature.

Prerequisites: Knowledge (necrology) 11 ranks.

Benefit: The use of this feat grants you a Spell Resistance equal to 10 + your caster level for 1d6 rounds. This is effective against all forms of magical attacks, not just those that rely on necromancy and negative energy. However, this Spell Resistance cannot be stacked.

Spell Artistry (General)

You have acute control over the various sensory effects of your spells.

Benefit: When you cast a spell, you may make a Concentration check at a DC of 10 + the level of the spell to alter the way it manifests. The basic effects of the spell do not change, but the appearance of it can be virtually anything you can imagine. With a successful check, you can for example modify *magic missiles* to appear as ghostly crossbow bolts or tiny arcs of lightning. Even spells that do not normally have a manifestation can be given one. A *teleport* could leave a flash of incandescent light behind after you depart or cause one to appear moments before you arrive at your destination.

None of the visual effects from Spell Artistry can have a true game effect, but modifying a spell through the use of this feat does make it more difficult to identify. Any Spellcraft check made to figure out the spell being cast with Spell Artistry has its DC improved by 5. Unfortunately, if the Concentration check to use this feat fails, the spell is negated and lost. You may not 'take ten' on this roll.

Spirit Dissertation (Necromantic)

Now truly knowledgeable of the necromantic art, you can change your sphere of consciousness almost at will to pry into the realms of the dead. Though running the risk of gaining the reputation of conversing with spirits of those long since dead, you are now able to gain ages old wisdom from people and creatures that have passed from this world and journeyed into the next.

Prerequisites: Augment Undead, Replicate the Divine, Knowledge (necrology) 6 ranks.

Benefit: Through the use of this necromantic feat, you may now speak directly with the spirits of the dead. This is a supernatural ability that works in an identical fashion to the *speak with dead* spell. You may use this feat a maximum of once per day.

Strength of Personality (Special)

You have an incredibly strong will and are able to dominate many demons with your words.

Prerequisites: Iron Will.

Benefit: You have a permanent +2 bonus to all Control checks you are required to make.

Transfer (General)

You are able to transfer your own spell slots to another battle mage within 300 ft.

Prerequisites: Both the sender and receiver of the spell slots must be wearing an operational *mortis harness*.

Benefit: As a standard action, you can expend a spell slot of any level between 1st and 9th, transferring its energy to another battle mage within 300 ft. The recipient gains a spell slot one level lower than the one you expended.

Tainted Transformation (General)

When you cast certain polymorph spells, potent dimensional energies influence the result.

Prerequisites: School Focus (transmutation), Ability to cast spells from the school of conjuration.

Benefit: When you cast *alter self*, *polymorph* or any spell that directly duplicates these effects, the end result is always modified by the inclusion of dimensional energies. The physical form desired by the spell is changed somewhat to mirror the kind of influence that occurs. Because the energies of the lower planes are often easier to draw on, as is the nature of evil, your *polymorphs* are influenced by the lower planes

automatically until your caster level reaches 5th. After that, you have developed enough control to choose upper or lower planar energies as you desire.

The influence is not merely a physical one. Any creature *polymorphed* by you takes on the Fiendish template from the *Core Rulebook III* until the spell ends. This foul energy also shifts the polymorphed creature one alignment step towards evil for the duration of the spell. At caster level 6+, you can choose to make this influence Celestial instead. The alignment shift is towards good in this case. The alignment shift caused by this spell is not cumulative; only one step of alignment shift occurs in a given subject regardless of the number of tainted transformations cast. Also, a Will saving throw against a DC 16 prevents this shift from occurring at all.

The Games Master may choose to have this feat represent some part of your character's background, like a tainted bloodline or an ancestor's pact with extraplanar forces. In this case, your character may not even realise he has this feat. Also, the possession of this feat can alter the appearance of any transmutation spell you cast, but only *alter* and *polymorph* spells have any direct game effect applied to them.





License

Open Game License

THIS LICENSE IS APPROVED FOR GENERAL USE.
PERMISSION TO DISTRIBUTE THIS LICENSE IS
MADE BY WIZARDS OF THE COAST!

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, abridgement 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 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Open game content from Relics & Rituals Copyright 2001, Clark Peterson.

Open game content from Encyclopaedia Arcane Compendium copyright 2004, Mongoose Publishing.

MGP
1026

ENCYCLOPAEDIA
ARCANE

d20
system

COMPENDIUM

Volume I

Encyclopaedia Arcane Compendium: Volume I brings together four great *Encyclopaedia Arcane* titles together for the first time. Demonology, Necromancy, Battle Magic and the all-new Transmutation.

Demonology: Taking your mage along the path of summoning beasts from other planes, sworn to do your bidding but intent on taking your soul. Can you skate the line that separates power from disaster?

Necromancy: Opening up the world of the dead. No longer will you be without a manservant! All the powers of the afterlife will be yours to command.

Battle Magic: Perhaps the ultimate in destructive combat power. Sweep whole battlefields away with your arcane spells and alter the destiny of kingdoms, if you dare.

Transmutation: Brand new, never before seen *Encyclopaedia Arcane: Transmutation*, focuses on the fascinating world of magical alteration.

Fully 3.5 compatible, this may be your last opportunity to get hold of these hard-to-find releases, all of which have been thoroughly revised and updated.

RECOMMENDED FOR PLAYERS & GAMES MASTERS ALIKE

MONGOOSE PUBLISHING

www.mongoosepublishing.com

Requires the use of the *Dungeons & Dragons®*
Player's Handbook, published by Wizards
of the Coast, Inc.®

This product utilises updated material
from the v.3.5 revision

US \$34.95

