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THE QUINTESSENTIAL SORCERER

Collector Series
Book Seventeen

This Product Requires the use
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Player's Handbook, Third Edition,
Published by Wizards of the Coast®



The Quintessential Sorcerer

Patrick Younts

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INTRODUCTION

Magic is not a science. It does not sleep in complex formulae, it is not a phrase or a number or a symbol written in griffon's blood or dragon's ichor.

Magic is not a belief. It is not a devout prayer or an unholy oath. It is not scripture on gilt vellum or blasphemies scrawled on torn, blood spattered flesh.

Magic is the lifeblood of the universe, a vast cool ocean cradling and saturating every stone and every living being. Magic is the heat of the flame, it is winter's first chill, it is the currents which stir the sea and the rains which set the flowers to bloom. Magic is a dragon's heart, the beating of a fairy's wing, and a baby's first breath.

Magic is a sorcerer's every thought and motion.

The sorcerer is that most pure of spellcasters, a mortal blessed with the ability to summon, shape and unleash arcane energy without the need of tomes, scrolls or complex formulae. The sorcerer is a living battery of arcane energy and though the number of ways he can express his spells is limited, his power is not. Pound for pound, no one can match the sorcerer for unadulterated power and endurance, long after the wizard has exhausted the last of his spells, the sorcerer will still blaze with arcane might.

THE COLLECTOR SERIES

The Quintessential Sorcerer is the latest book in Mongoose Publishing's line of class and racial



sourcebooks, all of which are designed to greatly expand a player's options when creating and playing his characters. Integrating effortlessly into any fantasy campaign, these books are a toolkit for players and Game Masters alike, packed with new options, rules and, especially, ideas. The Quintessential range is designed to take your characters to new levels and your campaigns further than you ever thought they could go.

THE QUINTESSENTIAL SORCERER

Within *The Quintessential Sorcerer* you'll find endless options and opportunities for expanding the role of sorcerers in your campaigns. This book embraces the concept of sorcerer as legacy-holder; inheriting his magic from an ancient arcane ancestry. Whether that ancestor be his fey queen mother or his red dragon great, great, great, great grandfather, the sorcerer is a living link to the past and his magic a testament to the power of blood. You'll find this theme of inheritance and history fully explored in every chapter. In Character Concepts you'll find ready made histories for your sorcerer characters, spiced up with a liberal assortment of new themed abilities, drawbacks and character hooks. In the Prestige Sorcerer, you'll discover new ways to channel and express your character's magic; like the Primordial Sorcerer, who can unleash the raw essence of creation. In Tricks of the Trade, you will discover new uses for existing skills and be exposed to the unmatched power of true names.

Also explored within the Quintessential Sorcerer, when your sorcerer grows in power, so too will his familiar. No longer will your sorcerer's familiar be a mere pet; with new rules expanding them into Guardian, Companion and Kindred Soul, allowing them to become research assistant, bodyguard and faithful advisor all in one, truly a companion worthy of a sorcerer. The Song of Blood chapter introduces new magical abilities, some merely interesting and exotic, others truly powerful, which can be taken to enhance the uses of simple spells. Bonds of Blood presents new templates which offer sorcerers new packages of abilities themed around specific types of magical ancestry. And finally, what book of sorcerers would be complete without new feats and spells? The Quintessential Sorcerer includes dozens of new feats and spells created with the unique flavour and needs of the sorcerer in mind.

The Quintessential Sorcerer is the ultimate guide to the ultimate spellcaster.

Jerusha woke from the dream of hot autumn rain and burning leaves to find the dragon shadow filling her room again, his body twisting and coiling and flexing over the rafters and around the walls, wings sprawling like a shroud on her bed and head resting on the pillow next to her own.

“Old grandpapa” she said, voice thick with sleep, “I was having the leaf dream again.”

“Was there fire this time, child?” His words made no sound but blossomed in her mind, as they always did, chasing away phantoms of sleep and smouldering dream.

Jerusha nodded, red hair spilling loose from her night cap “Yes old grandpapa. The leaves were burning. And the rain was hot.” Then, looking down at her pillow, she said “Well, it was a little warm, at least.”

“That is good, beautiful one, eldest grandfather is proud of you. You are ready to awaken now.”

“But old grandpapa” Jerusha said, sitting up so quickly the bed’s patchwork cotton blanket flared up and through the dragon shadow, white threads spun grey in his half-light form. “I am awake.”

The shadow smiled and bits of night black flaked from its lips, glittering and winking in the darkness and fading away like bits of ash. “No, little ember, you are ready to walk in a greater world.” Reaching down, he caressed her cheeks, tracing the ribbons of a smoky claw along the hollow of her throat. “To magic,” he whispered “and to beauty.”

Jerusha grinned. “Will I be able to make flowers grow? Or talk to kindly ones?”

Eldest grandfather huffed in her mind. “Perhaps, if you wish it. Flowers and fairies are pretty, but they don’t have much to say. I think, perhaps, that your magic will be of a better sort. I think, little ember, that you will learn the secret names of fire and stars and that you will thread needles with a whisper and bring the rain with a smile.

Jerusha’s nose wrinkled up.

Eldest grandfather smiled. “Or perhaps,” he said softly, “you will know the dreams and secret language of dragons.”

Jerusha laughed, a sound like glass bells stirred by spring’s first warm breeze, and danced about the room, heedless of the night-chilled floor, until the dragon shadow put a finger to its lips and hissed “Remember, child, share your secrets only with thistledown and pillows.”

Giggling and putting her fingers to her lips, Jerusha whispered loudly “and with you old grandpapa. Will you teach me all these things now? Will you make me a wizard?”

The dragon shadow writhed along the wall, a sudden burst of movement, body looping and slithering and winding and unspooling down from the bed and across the floor and then up again and around, coiling and coiling until it covered Jerusha like a shroud and she shivered with the weight of night. “No Jerusha. Not a wizard, never a wizard. We are above that.” Then, more gently “Your eldest grandfather cannot teach you what your soul already knows, but has forgotten. But he will help you remember. Do you trust in that?”

“Yes, oldest grandpapa.”

“Then close your eyes and remember leaves and rain.” The dragon shadow’s eyes sparkled. “Do you see?”

“Yes, oldest grandpapa. I can see them falling. And grandfather,” she said, her voice crackling like kindling taking spark, “I remember fire.”

A dark flame ribbon threaded across the floor and the bed began to spark. Dragon shadow and Jerusha’s shadow flared across the wall, embracing and mingling until two became one, indistinguishable.



CHARACTER CONCEPTS

A sorcerer's magic is a unique expression of his personality. While this statement is essentially true for all who cast spells, for the sorcerer it is doubly so. He, unique among all spellcasters, does not choose to learn the ways of magic and he alone does not consciously choose which spells he will learn. A sorcerer's magic is with him from the moment he is born and he can no more deny or change it than he can change his race or sex.

As with the expression of his magical power, the origin of it varies from sorcerer to sorcerer. Some received their gifts as a birthright, inheriting an aptitude for magic from a recent or long lost ancestor - said ancestor being anything from a mighty wizard, a fey queen, an ancient dragon or demon lord. Others gained their powers by accident, whether by being exposed to magic while in the womb or as the result of a magical catastrophe later in life. Still others became sorcerers deliberately, through the machinations of a divine or infernal being or through experimentation. The character concepts presented here are a way for players and Games Masters to expand and explore the horizons of their sorcerers, to add even more depth to an already diverse class.

The character concepts listed here are intended for new characters. Each character is limited to a single class concept and though these concepts alter the sorcerer's abilities, sometimes significantly, they do not supersede the base class, so a sorcerer who selects a specific character concept cannot later multi-class into another style of sorcerer. With the Game Master's permission, a non-sorcerer character who multi-classes into the sorcerer class can select a character concept, so long as he does not already have one. This new concept represents the awakening of the power that had always lain dormant within him. Should the Game Master allow this, he should work with the player to select a suitable concept, adjusting the bonuses and penalties as appropriate.

This chapter is broken down into two parts. The first part introduces concepts suitable for sorcerer characters of most any race. The second section explores character concepts that are restricted to sorcerers of specific races.

Remember that the character concepts presented here are primarily intended to facilitate roleplaying and

not to simply provide you with new powers. When selecting a character concept for your sorcerer, it is important that you consider all the campaign implications of your choice, working with the Game Master and other players to ensure that your new character will mesh well with both the rest of the party and the Game Master's plans.

ARCANE EXPERIMENT

In a typical fantasy roleplaying world, there are scores of mighty archmages, some benevolent and some - decidedly not, scheming, plotting, experimenting and controlling the fates of mortal men. Add to this an endless assortment of otherworldly beings, ranging from gods of good and evil to creatures with no discernible agenda or morality and you have an environment in which the common man is in constant peril of being exploited by creatures he is powerless to stop.

The arcane experiment is the result of just such meddling. Blessed or cursed with the ability to effortlessly wield arcane energy, the sorcerer who gains his powers in this fashion is an anomaly in the world, often hunted by jealous or misguided non-spellcasters and usually despised by arcane spell casters.

Adventuring: Many unwilling victims of arcane experimentation are haunted individuals, driven both to avenge themselves against those who have violated them and to save others from the same fate. They actively seek out conflict with evil spellcasters and other powerful beings that would toy with mortals for their own nefarious purposes. Others instead quest far and wide for the means to reverse the 'curse' of their powers, pursuing rumours of wish granting artefacts or other items capable of draining arcane energies. During the course of their quests, many of these unwilling sorcerers come to grips with their powers and come to accept or even embrace them. Such sorcerers are the most likely sort to assume the mantle of protector of the common man.

Those who gained their powers willingly adventure for any number of reasons. Often, they wish to test their new-found might against powerful adversaries, either to assert their dominance over them or simply to prove their own worth. Others adventure to increase their sorcerous might, knowing that only by testing themselves on the crucible can they achieve truly world-shaking magical power.

Roleplaying: Though they command powers most mortals could only dream of, unwilling victims of



can choose any 2 non-exclusive skills and add them to the sorcerer's class skill list. Alternately, he can instead choose to receive 8 free skill points at first level, which must be applied to Craft or Profession skills.

Characters who willingly undergo experimentation must first prepare themselves by studying arcane texts, gaining insight into how to control and channel their powers. They gain the Skill Focus feat for free, though it can only be applied to the skills Knowledge (arcana) or Spellcraft.

Penalties: Unwilling victims of arcane experimentation are thrown into a new world of magic without the slightest inkling of what to do with their new-found power. As such, they have limited access to the skills that more studied casters take for granted. As such Spellcraft is considered a cross-class skill at first level. From second level on, Spellcraft is considered a class skill.

Willing subjects spend so much time preparing for their future lives as sorcerers that they neglect to develop other, more mundane skills. Craft and Profession skills are considered cross-class skills for these characters.

arcane experimentation often believe themselves to be cursed. They chafe under the burden of their new abilities and long for a return to the simple life they knew before. In fact, many treasure the past, speaking endlessly on the joys of a 'simple peasant life' and believing common folk to be truly blessed. Some victims of arcane experimentation go so far as to set themselves up as protectors and champions of the common folk, adopting a family, village or even nation into their care, whether such protection is wanted or not.

By contrast, those who have willingly subjected themselves to arcane experimentation frequently believe themselves to be superior to 'the common rabble' and believe themselves to be living examples of what an ambitious mortal can accomplish. They too, often assume the mantle of protector to the common man, in this case, however, the relationship is less mother and child and more shepherd and sheep.

Bonuses: Those who gain their powers as the result of involuntary arcane experimentation usually lived uneventful lives before their unwilling transformation. As such, they spent their formative years learning skills unrelated to the sorcerer's path. An unwilling victim

ARCANE ORPHAN

Though many areas of the world accept and even embrace those born with the sorcerous spark, the arcane orphan was not lucky enough to be born in one of those places. Banished from his home by fearful, superstitious parents when his powers first manifested, the arcane orphan has never known the comfort of hearth and home. Thanks to his burgeoning powers, the arcane orphan managed to survive and even, to a limited degree, thrive in the wilderness or in the dark, squalid caverns that are the alleyways of a medieval city. With no home but the dirt where he lays his head and no possessions save those he can beg or steal, the arcane orphan is truly alone in the world.

Adventuring: It is no exaggeration to say that an arcane orphan's entire life is one long adventure, beginning from the moment he is first cast out from the safety of his home and into the dangers of the outside world. So it is only natural that most arcane orphans jump at the opportunity to earn wealth and fame pitting their sorcery against the world's most dangerous opponents. Even those few arcane orphans who choose not to actively adventure lead dangerous lives, exposed





as they are to the elements, the hunger of monsters, the stern gaze of the law and the depredations of the criminal underworld. In an adventuring party, the arcane orphan uses his magic to aid the party's survival, concentrating on magics that obscure an enemy's sight, create distracting illusions or protect from the ravages of weather, weapon and claw.

Roleplaying: The defining characteristic of an arcane orphan is loneliness. Comfort and the loving, protective embrace of family are alien concepts to him. The souls of many arcane orphans are deadened to emotion and hardened against feelings, to the point where they cannot cry, cannot laugh, cannot feel anything beyond the stirring of hunger. Others blossom when given the opportunity to enjoy real, lasting human contact, such as that received when they are adopted into an adventuring party. An arcane orphan who is shown true friendship is likely to cling to his new friends as though they were his family, for they are indeed the only family he has ever known. Woe betide those who would dare try and harm them.

Bonuses: The arcane orphan was forced to fend for himself from an early age. As such, he gains access to survival skills most sorcerers lack. The arcane orphan

adds two of the following skills to his class skill list: Hide, Intimidate, Knowledge (nature), Open Lock, Pick Pocket or Wilderness Lore.

Penalties: Because they did not benefit from any sort of formal education, arcane orphans lack training in useful trade and knowledge skills. Craft, Knowledge (arcana), Profession and Spellcraft are considered cross class skills for the arcane orphan.

CHILD OF MAGIC

The child of magic is the descendant of one of the many species of supernatural beings, both mighty and humble, which populate the fantasy world. Commonly, the magical ancestor is a distant relative, removed from the character by several or sometimes even dozens of generations. In such cases, the character may come from a long line of sorcerers and the blossoming of his arcane powers may be as natural and expected as the onset of puberty. In others, however, particularly if knowledge of the supernatural ancestor's existence has been forgotten or kept hidden as a family secret (as is common if the sexual union was unwanted), the emergence of the new sorcerer's powers will come as a complete surprise.

Other times, a sorcerer with this concept is literally the child of the union between a mortal and a supernatural being. If he is lucky, the union was a happy one and he is treated as a cherished gift. All too often, however, the conception is forced and the unfortunate mortal parent, usually the mother, is left to care for an infant possessed of unfathomable and terrifying abilities.

Adventuring: A child of magic's first adventure is often a quest to find the truth behind his ancestry, either by finding genealogical records or by hunting down his often centuries old parent or grandparent. This lineage quest is often a lifelong pursuit, with the character finding tantalising clues throughout his adventuring career that lead him ever closer to his goal. Often, when the child of magic is the descendant of a powerful being like a dragon, demon or celestial, these clues are actually carefully planted hints, a series of tests laid out to determine the sorcerer's worthiness.

Roleplaying: If he is the latest in a long line of sorcerers, the child of magic may be haughty and flush with his own abilities, especially if those who came before him are known for their great deeds. It is equally likely, however, that he will be intimidated,

even humbled by his family's titanic legacy.

Should he be the first or among the first, in his family to inherit his supernatural ancestor's affinity for magic, his outlook on life is determined in large part by the particulars of his birth. If he was a wanted child, he will be flush with confidence and perhaps arrogant in his dealings with others, who he will often believe to be inferior to himself. If unwanted, he is likely filled with rage and shame, the former as often directed either at those blessed with 'normal' births or the supernatural being who sired him, while the latter, an endless well, reserved only for himself.



Bonuses: A child of magic's bonuses depend on the nature of his supernatural ancestry.

Sorcerous Family: While each sorcerer is unique, members of magically gifted families often develop similar abilities, enabling them to offer each other the focused training and support that comes from practical experience. Characters who choose this concept learn from an early age the strengths and weaknesses of their powers, granting them knowledge beyond that which, more isolated fledgling sorcerers could only hope to achieve. At 1st level, the sorcerer gains either Skill Focus (Knowledge (arcana)) or Skill Focus (Spellcraft) as a bonus feat. In addition, at 1st level, he selects a 1st level spell with which he will have greater facility than normal - the chosen spell is cast at +1 caster level.

Fantastical Ancestor: Those sorcerers of this concept who are descended from beings such as dragons, demons or fey inherit a particle of their ancestor's soul energy, giving them a lifelong connection to both their forefathers and to other beings of the same type. They receive either the Kindred Soul feat or the Old Soul feat free at 1st level. In addition, the magical essence inherited from their ancestor trumps any inborn or societal preferences for character class - the child of

magic's preferred class, regardless of race, is always sorcerer.

Penalties: As with the unique benefits he receives, the child of magic's penalties vary by his particular ancestry.

Sorcerous Family: Just as families of sorcerers often develop related abilities, so too do they manifest common weaknesses. These weaknesses are passed down from generation to generation in the same way a more mundane family might pass down haemophilia. At 1st level, the player must select a single school of magic (except Divination); his character suffers a -1 penalty to all saves against spells of that school and, in addition, casts spells of that school at -1 caster level.

Fantastical Ancestor: While the child of magic receives great benefit from his ancestor's legacy, he does face unique challenges as a result of his heritage as well. He loses some of the natural benefits of his mundane race as outlined below:

- † *Human:* The character does not receive the bonus feat for being a human and receives only 2 extra skill points at 1st level. He does, however, continue to receive 1 additional skill point as normal at other levels.
- † *Dwarves:* Suffused as he is with magic, the character no longer benefits from a +2 racial bonus



CHARACTER CONCEPTS

on saving throws against spells and spell-like effects. In addition, he benefits from only a +1 racial bonus on saving throws against poison.

- † *Elves:* The character loses his immunity to *sleep* spells and effects and gains only a +1 racial saving throw bonus against Enchantment spells and effects.
- † *Gnomes:* The character loses his +2 racial bonuses to Craft (alchemy) and Listen checks and gains only a +1 bonus to his racial bonus to saving throws against Illusions.
- † *Half-Elf:* The character loses his immunity to *sleep* spells and spell effects and gains only a +1 racial saving throw bonus against Enchantment spells and effects.
- † *Half-Orc:* The character loses his darkvision, possessing instead low-light vision to normal range of sight. In addition, his ancestor's energy overwhelms the orc blood in his veins, so that he may no longer use weapons or items with racially specific orc powers.
- † *Halfling:* The character loses their inherent +1 to all saving throws and gain only +1 to Climb, Jump and Move Silently checks.

CHILD OF NATURE

Though sorcerers are often seen to be an aberration of nature and indeed many are, there are those who turn this stereotype on its head. In fact, on rare occasions, the gods of air, beast and forest or the primal spirit of nature itself, will take direct steps to imbue a child with vast arcane energy, so that he might serve them as protector, guardian and champion. These children of nature, as they are known to sages and druids, share a kinship with all wild things and are connected to the natural world in a way that only the most blessed druid could hope to understand.

The awakening of a child of nature is a rare and wondrous event, heralded by natural phenomenon that foretell the temperament and purpose of the sorcerer soon to be born. When a benevolent child of nature is created, he is caressed by gentle winds, warmed by soothing sunlight and suckled at the breast of soft rain clouds. Conversely, when a child of nature is born who embodies the darker aspects of nature (an evilly aligned sorcerer) the sky is torn by

lightning and wolves run savage amongst the herds of deer, slaying indiscriminately and leaving the carcasses to fester and rot.

Adventuring: Children of nature assume the mantle of protector of the wild and all the creatures that live within it. They often adventure in defence of the wilderness, taking steps to redress some injury done to the primal world or making a pre-emptive strike against those who might threaten the wilds in the future. Unlike druids, who often concern themselves only with a small portion of one forest, a child of nature considers the whole of the wilderness to be his territory and he is dogged in his defence of it.

Roleplaying: Infused with the spirit of nature, the child of nature shares a soul with the living earth and all the animals and plants that dwell upon it. The child of nature is old, timeless as the earth and content, most times, to move in tranquillity and serenity, letting the world turn as it will. The child of nature is slow to anger and prone to long periods of stillness. It is known for them to spend hours or even days lost in quiet contemplation of a rock, fawn or pattern of leaves on the ground or even simply enjoying the feeling of winter snowflakes on skin.



When a child of nature chooses or is forced to act, however, he moves with the implacable certainty of a thunderhead, striking with the assured grace of a hunting falcon. A child of nature roused to anger can no more be reasoned or pleaded with than a hurricane can. Fortunately, only overt, wasteful cruelty to animals or the purposeful, wonton destruction of the natural environment truly raises their ire.

The child of nature is strongly affected by the turning of the seasons and his moods reflect this. In the fall, he is quiet and reflective, in the winter sluggish, prone to sleeping for days at a time and reluctant to leave the comforts of his home. When spring approaches his energy soars, he becomes restless and consumed with lustful thoughts and in the summer his moods are volatile and he rarely sleeps for more than three hours a day.

Bonuses: Children of nature are born into the favour of Nature herself and are kin to all wild things. Each time a child of nature gains a new spell level, he gains the appropriate *summon nature's ally* spell as an additional known spell. In addition he gains the spell *speak with animals* as a free known spell, it is considered a 2nd level spell. Finally, he casts all *summon nature's ally* spells at +1 caster level.

Penalties: Children of nature are born to serve the will of Nature and, as protectors of all natural wild things, are strictly prohibited from bringing undue harm to her children. A child of nature cannot use magic (including magic items) to harm a creature of the animal, beast, magical beast or plant type, nor may he purposefully use them to bring harm to the natural world, by starting forest fires, destroying boulders and so on. This is not merely a sworn oath, rather, the child of nature's spells automatically fail should he attempt to break the prohibition, wasting the spell slot. There is a single exception to this prohibition, a child of nature can use non-lethal magic against animals, beasts, magical beasts and plants as normal. Non-lethal spells are those spells that cause no direct damage to hit points or ability scores and which do not require the target to save or die.

In addition to the above restrictions, children of nature, as the living embodiments of Nature's will, are restricted to Neutral alignments.

CHILD OF THE ELEMENTS

A child of the elements carries the essence of one of the four primal elements, air, earth, fire or water, in his blood and soul. Both the child of magic and the child of nature are superficially similar to the child of the elements. While the former two inherit their magical power from supernatural ancestry or are chosen to serve the spirit of the world respectively, the child of elements is infused with the power of an elemental plane, either by accident of birth or circumstance. In either case, a child of the elements often gains his power if he, or his parents in the case of an infant, are exposed to the primal fury of an elemental plane, such as when attacked by an elemental or subjected to elemental magic of arcane or divine origin. In rare instances, the normally uncaring lords of the four elemental planes are moved to impregnate a mortal soul with the energy of air, earth, fire or water, usually when they feel the balance on the material plane has shifted to favour another element. Even more rarely, they will do so after a mortal has performed some great service in their name.



CHARACTER CONCEPTS

In any case, a child of the elements is a truly mighty sorcerer and a terrifying opponent, able to buffet foes with hurricane winds, scorch flesh and crops, grind bones to powder and crumble mighty walls beneath crushing fists of stone or drown entire cities beneath merciless currents.

Adventuring: A child of the elements might adventure for any number of reasons. Those attuned to fire and air, for example, are drawn to the wandering life because they are restless by nature and familiarity equals confinement to their minds. Others adventure because they are no longer welcome in their home villages, because the manifestation of their elemental powers caused great destruction and sorrow. Still others adventure because they lust for gold and power or simply wish to use their powers for good or ill. Finally, many children of the elements are driven to seek out other creatures like them, travelling the width and breadth of the world to find and commune with the spirits of earth, flame, wind and wave.

Roleplaying: A child of the elements embodies the traits of his elemental aspect. If he is fire, he is restless, reckless and passionate, often with a malicious desire to inflict damage and injury and a casual disregard for the well being of others. If he is air, he is full of wanderlust and bluster, eager to talk but unwilling or uninterested in listening to the words of others for long. If he is earth, he is stolid and often passive, with a contemplative mind that sometimes falls prey to sloth and indecisiveness. If he is water, his emotions run deep and cool and he can be frustratingly inscrutable.

Bonuses: A child of the elements is particularly attuned to the magic of a specific element, be it air, earth, fire or water. He casts all spells of the attuned element at +1 caster level and, in addition, gains the ability to turn, destroy, rebuke and command creatures of his elemental type as a cleric of his sorcerer level. Alignment has no bearing on the child of the element's interaction with creatures of his element, he chooses each time whether he wishes to turn, destroy, rebuke or command creatures he encounters. A child of the elements also gains elemental resistance to his attuned element equal to his sorcerer levels.

Penalties: Just as a child of the elements is attuned to a particular element, so too is he blind to the song of another. A child of the elements can never learn a spell of the element opposed to his attuned element. So, a child of the elements who is attuned to air can never learn a spell with the earth spell descriptor, nor may one attuned to fire learn a spell with the water descriptor. Further, he suffers double damage from all spells or spell-like effects of the element opposed to his own. Finally, at least half of the spells of each level that the child of the elements knows must include the descriptor of his attuned element.

DIVINE RECEPTACLE

Perhaps once or twice a generation, each god selects a worthy mortal to become a divine receptacle, a sorcerer invested with the power to wield arcane energy thanks to divine providence. The mortal so gifted is almost always one who embodied the tenets of the god's portfolio and is usually, but not always, already a member of the god's faith.

The newly created divine receptacle is a champion of his deity, in much the same way that a paladin or a cleric is. But where the paladin's weapons are courage and steel and the cleric's faith and miracles, the divine receptacle's is arcane energy, which he uses to accomplish those deeds which faith and courage alone cannot.

A divine receptacle is a paragon, the living embodiment of his god's will who, guided by visions



sent to him in dreams, brings the light of faith to the darkest corners of the world.

Adventuring: The divine receptacle is a powerful agent for his deity and his adventures usually revolve around accomplishing his patron's goal and spreading his beliefs. In his god's name a divine receptacle might be called upon to bring a rogue cleric to heel, to bind and banish a demon, to spread the faith to cabals of arcanists or to bolster the magical defences of a besieged temple. When a divine receptacle is called upon to spread word of his patron's glory, he rarely does so through sermons and ceremony, as those are the tools of clerics and lay priests. Instead, he spreads the faith through the performance of great acts of arcane might, raising castle walls in a single night, crafting mighty weapons to serve allied kings and paladins and smiting the enemies of the flock with goutts of flame and jagged swords of lightning. In an adventuring party, the divine receptacle often takes a leadership role, as his dynamic presence and unshakeable faith are highly compelling.

Roleplaying: A divine receptacle is a champion of his deity, with all the confidence that comes from being hand picked to serve divinity. It is the rare divine receptacle indeed who is anything but self-assured, with many being confident to the point of arrogance. Still, a divine receptacle's pride is tempered by the knowledge that his considerable powers must always be used in the service of his god, lest they be stripped from him, so most make at least some effort to keep their egos in check.

As they are directly invested with a spark of their patron's divine essence, divine receptacles share many of their god's beliefs, personality traits and quirks. So a divine receptacle who serves a noble god of war will himself endeavour to be noble and fair in his dealings and will have courage to equal any paladin's. Likewise, a divine receptacle who serves a god of secrets and knowledge will be inquisitive and retiring, with a need to wheedle out secrets and maintain his own privacy that borders on obsession. Divine receptacles who serve bloodthirsty gods are especially terrifying, as they live for the moments when they can use their arcane energies to despoil and rend flesh, such divine receptacles usually live brief, but eventful and blood soaked lives.

Bonuses: Divine receptacles enjoy the favour of their patron deity and gain limited access to his divine magic. They gain access to one of their deity's domains, benefiting from the domain's granted power and gaining its listed spells as additional known spells.

The domain spells are considered to be arcane spells but are gained at the level appropriate to a cleric, that is to say, if the spell appears on both the sorcerer and cleric spell lists, the divine receptacle receives it as a cleric would.

Penalties: A divine receptacle is a chosen champion of his god and is expected to serve his deity without question or reservation. The deity can, whenever he wishes, speak to the divine receptacle through dreams, showing him visions of the tasks he is expected to perform. Upon receiving one of these visions, the divine receptacle is affected as if by a *Quest* spell that cannot be dispelled or broken by mortal magic.

Additionally, the divine receptacle must always hold true to the tenets of his faith. Should he break faith with his god, he loses access to his magic until he has atoned for his sins in the manner of a disgraced cleric or paladin.

ORACLE

An oracle is one blessed or cursed, with the ability to see the threads which weave the tapestry of the future. Their amazing gift for determining the patterns of all the world's tomorrows keeps them in much demand with commons and kings alike, for who doesn't want the advantage that foreknowledge brings?

Adventuring: Many oracles, once they discover the miracle that is their gift, choose to live in protected seclusion, far from prying eyes so they are not forced to use their abilities to view the often tragic lives of those who seek them out. These oracles are content to stay where and as they are and rarely, if ever, willingly seek out adventure.

Other oracles, however, are made of sterner stuff. These sorcerers see their fortune telling abilities as a means to an end, a tool that leads to great wealth and fame or allows them to more easily influence the course of the future or both. Heroic oracles often use their abilities for the benefit of the world at large, nipping potential threats in the bud, redressing wrongs before they can even occur and working to unravel seemingly unavoidable tragedies. Less scrupulous oracles take advantages of weaknesses, use their powers to exploit future events and bring themselves temporal power.

Roleplaying: Whether their abilities are viewed as blessing or curse, many oracles are haunted by the foreknowledge their powers grant them and their inability to prevent or change all the events they see.





For this reason, many choose to avoid prolonged meaningful contact with others, as they all too often know the sad end of their relationships before they even begin. As might be expected, this weighs heavily on their minds, so many oracles are melancholy at best, cynical and frigid at worst.

Other oracles, however, find a strange sort of freedom in their knowledge. Content in the knowledge that fate will have its way, they take risks, live only for the moment and take what joy they can in every bit of happiness, no matter how fleeting and no matter the result. Such people are often baffling to the people around them who, unable to experience life as the oracle does, are unable to escape the chains of sorrow that so often weigh down a life.

Bonuses: Oracles have no trouble making sense of the tangled spider's web of fate's threads. Each time an oracle gains access to a new spell level, he gains a divination spell of the appropriate level as an additional known spell. In addition oracles cast all divination spells at +1 caster level. Should the oracle have access to the traditional elements of fortune telling, such as tarot cards or rune stones, his divination spells are cast at +2 caster level.

Penalties: An oracle's magic is subtle, so they lack the capacity to unleash powerful destructive spells. They are barred from all spells of the Evocation school and cast all Conjunction and Transmutation spells at -1 caster level.

SPIRIT GUIDE

The worlds of the living and the dead are separated by the thinnest of veils. The spirit guide, a mortal being whose body courses with chill necromantic energy, sees and can dominate the realms of flesh and spirit with equal ease. While popular legend holds that spirit guides are the descendants of vampire lords or mighty lich kings, cursed with the eyes of their undead ancestors, scholars and theologians believe it more likely they have inherited a bit of the divine essence of one of the many death gods. Another school of thought is that they possess an ancient reincarnated soul that did not entirely give up its ties to the afterworld.

Whatever the reason, spirit guides possess immense arcane power over death and are able to summon and bind spirits, speak with the deceased and create or destroy undead with a word and a gesture.

Adventuring: Spirit guides adventure for any number of reasons. Some seek to gain power, to increase their mastery over necromantic forces, so they can use them to gain riches and influence in the living world. Others seek to combat the depredations of the undead, pitting themselves against powerful ghouls, vampires and liches who would prey on the living. Still others do the reverse, using their powers to keep the souls and bodies of the deceased safe from necromancers and evil priests who would enslave them for their own benefit. In an adventuring party, the spirit guide is likely to stay far from the front lines, summoning up undead minions to fight for him, trigger deadfalls and other traps and carry his treasure and gear.

Roleplaying: Spirit guides often have difficulty relating to the living and can appear cold and retiring. Many prefer the company of the dead.

Bonuses: The spirit guide's magic is focused on the world of ghosts and spirits and he holds great power over them. He gains the following spells from the Necromancy school as free additional known spells and casts them at +1 caster level: *disrupt undead*, *halt undead*, *animate dead*, *control undead* and *soul bind*.



Additionally, the spirit guide gains the spell *speak with dead* as a bonus third level arcane spell and the *create greater undead* spell as a bonus ninth level arcane spell. Both spells are cast at +1 caster level.

Penalties: Since the spirit guide's powers are so strongly focused on necromantic magic, he lacks the versatility of other sorcerers. At least half, rounded up, of all spells that the sorcerer knows must come from the Necromancy school (cantrips are not included in this restriction). The bonus Necromancy spells the spirit guide gains do not count towards this total.

SUMMONER

The aberrations, the freak legions, the beasts who rend with claws and fangs and teeth, who burn with fire or acid and hunger for the flesh of mortal men, all those things which scuttle through the nightmares of even the bravest, are the summoner's to command. So too do the shining ones, the benevolent guardians and the wise creatures who stand watch against the darkness heed his call, for they recognise in him the heart of the monster and soul of the wild beast.

The summoner is a sorcerer who's magic centres around the ability to summon and command monsters. Where other sorcerers destroy their foes with strokes of lightning or hell blasts of fire, the summoner calls vicious hellhounds to rend their throats. Other spellcasters may look down on the summoner, feeling his powers are too specialised, his dependence on

living creatures too great, but the summoner knows the truth; his monstrous servant's loyalty, adaptability and power are more than any spell can match.

Adventuring: With any number of monstrous creatures at his beck and call as servants, warriors and slaves, a summoner's magic is perfectly suited to the adventuring life. Often, a summoner's career begins immediately upon discovery of his gift, as his safe, comfortable existence is shattered by the sudden, inexplicable appearance of a hideous beast. All too often, particularly in rural areas,

this miraculous event is immediately followed by the summoner's expulsion from his home village. Other times, when confronted by evidence of his powerful abilities, the summoner discovers a long hidden urge to venture beyond the fields he knows.

Roleplaying: With notable exceptions, most summoners fall into one of two groups - either they treat the creatures they summon as cherished companions or they view them as a disposable commodity. In the former case, the summoner often comes to view his beasts as his allies or even his children, naming them and doting over them during the brief time they are in his presence. Sometimes, a summoner becomes so attached to a particular summoned 'friend' that he enters into a long period of mourning if it is killed. In rare cases, summoners develop psychological blocks which prevent them from ever summoning a creature of the same species again. Conversely, a summoner who sees the creatures he summons purely as tools for his benefit sheds no tears for their deaths. In some instances, they do not even consider summoned monsters to be 'real'; rather, they see them as manifestations

Bonuses: The summoner's magic is a siren call to magical beings of all sorts. At each spell level, he gains the appropriate *Summon Monster* spell as a free additional known spell. In addition, *Summon*





Monster spells cast by a summoner require only verbal components and he casts them at +1 caster level.

Penalties: A summoner's magic is focused on the conjuration of magical creatures. Consequently, he lacks versatility. At least half of the spells, rounded up, of each spell level that the summoner knows must come from the Conjuration school. The bonus *Summon Monster* spells the summoner receives do not count towards this total. In addition, he must select a single school from the following list - Abjuration, Evocation or Transmutation. He is banned from learning any spells from the selected school.

NON-HUMAN SORCERERS

What follows is a discussion of how the character concepts presented above apply to characters of non-human ancestry. In addition to listing the most common archetypes for non-human sorcerers of each race, each entry includes a brief overview of the role sorcerers play in each society and the attitude common members of the race have towards those who wield arcane power.

Finally, both the elf and half-orc sections contain a new character concept, which is unique to and

especially appropriate for, sorcerers of that race. Game masters are encouraged to think very carefully before allowing sorcerer characters of other races to select these race specific concepts.

Remember that the information provided below is in no way immutable. It does not, and cannot, take into account campaign specific information related to your campaign, instead, it lists default attitudes and preferences which can and should be modified or ignored to suit your needs.

ELVES

For the elven race, the ability to spontaneously generate and manipulate arcane energy is a precious, god given blessing. Sorcerers are revered in elven society and are considered celebrities of the highest order. Those who hone and develop their arcane talents to mastery are considered artists equal to the finest painter, bard or sculptor. Elven sorcerers are also much sought after as mates and even sorcerers born into humble homes are considered fine partners for royalty. In fact, unlike other members of elven society, who are encouraged to freely pursue love and affection, sorcerers are often betrothed from the instant their powers first manifest. In an effort to improve their station in life, elf families will sometimes pursue brief dalliances with powerful magical beings, particularly good dragons and fey, in the hopes that the union will result in offspring who carry the sorcerous spark.

The most common character concepts for elven sorcerers are the child of magic (fey, good dragon), the child of nature, the child of the elements (air) and the divine receptacle. The child of magic is almost always the result of a negotiated union between an elven family and a powerful good dragon or fey being, though occasionally dragons, particularly silver and noble fey will simply fall in love with an elf and wish to consummate the relationship. The birth of a child of nature or the elements is simply an extension of

the elven race's affinity for the natural world and sorcerers of both concepts are celebrated as proof of the elven race's innate superiority. Divine receptacles are revered above all other sorcerers, with the possible exception of the willspeaker (below). Blessed with the favour of the elven pantheon, they are considered to be divinity given mortal form and their words are heeded as divine mandate. Divine receptacles can be found in the court of every elven king and queen, serving as advisors on matter both spiritual and mundane.

ELVEN WILLSPEAKER

I speak the will of magic and by my voice its desires are made manifest. What more need be said?

The willspeaker is among the most blessed of elves, a sorcerer who need merely speak to manifest the most potent sorceries. Willspeakers believe themselves to be the living embodiment of arcane energy, which they consider to be an abstract, living being, with thoughts and desires all its own. Most elves share this belief and hold the willspeakers up as the ultimate expression of elven greatness.

Willspeakers dwell at the highest strata of elf society, moving amongst nobility with practised ease. They are protected and doted upon by other elves and, with the exception of divine receptacles, recognised as the greatest elven spellcasters.

For all their privileges, however, willspeaker's lives are hardly free of responsibility. They are expected to develop their sorcerous powers to the highest level and, in fact, priests and members of the nobility will take drastic steps to ensure that a lazy willspeaker finds his motivation, carefully monitor their progress. Willspeakers are also expected to embody the ideals of the elven race at all times and must present themselves as graceful, beautiful and knowledgeable.

Adventures: Willspeakers enjoy adventuring for its own sake, as it allows them to prove the superiority of their magic. Willspeakers rarely back down from a challenge, particularly when brought into conflict against other spellcasters, with the caveat that they never frivolously throw their lives away in hopeless battle, as they consider themselves far too important to the elven race

to die needlessly. Willspeakers also prefer to avoid tracking about in dungeons or other places of wretched filth, like slums or deep caverns, though they will grudgingly venture there if left with no other option.

Roleplaying: Elven willspeakers believe themselves to be the living embodiment of arcane energy. As such, they expect to be treated with respect and deference by anyone who does not share their facility with magic. At best, they consider bards, druids and clerics to be their equals and they almost universally look askance at wizards, viewing them as awkward, overly studious second-rate hacks. Willspeakers take an even dimmer view of those who have no skill with magic whatsoever. Though they acknowledge martial prowess as a worthwhile skill, they consider it to be solely the province of those incapable of 'higher' pursuits. Though some willspeakers grow beyond their ingrained prejudices as they gain life experience, the vast majority do not.

Bonuses: Elven willspeakers believe themselves to be the literal voice of arcane energy and their powers



support their claim. At first level, he selects a single school of magic. When casting spells of that school, he ignores the need for somatic components, focuses or material components of less than 50 gold pieces in value. At every odd sorcerer level, he selects another school to which this ability applies, to a maximum of 1 + his Charisma bonus in schools. In addition, the willspeaker's magic is not easily denied, as he gains a bonus equal to his Charisma modifier to all saves versus *Silence* or other, similar spells or spell-like effects. Finally, Diplomacy and all knowledge skills are considered class skills for the willspeaker sorcerer.

Penalties: The magic of an elven willspeaker runs free and wild and they are unable to constrain it. Willspeakers are forbidden from selecting Item Creation feats and may not participate in the creation of magic items, even if they later multi-class into another class capable of manufacturing magic items. Their awkwardness with magic items extends even into those they find, purchase or are given. In order to use a magic item, a willspeaker must first attune himself to it. Each day, the willspeaker is required to expend a single first level spell slot for each 100,000 gold pieces, or portion thereof, worth of magic items he possesses to attune himself to them for the day. Once this is done, the willspeaker is free to use his magic items or benefit from their effects, as normal. Finally, as their magic is entirely dependent on their voices, elven willspeakers cannot select the Silent Spell feat.

Optional Rule: Elves and Sorcery

Of all the fantasy races, none is more associated with magic than the elves. For elves, magic is an art and an elf's magic is a natural expression of his personality. To simulate the elf race's natural facility with magic, a Game Master may wish to change their favoured class to sorcerer. When doing so, however, keep in mind the following:

† One of the main class features of the default elven preferred class, the wizard, are the bonus magic feats they receive. These bonus feats, specifically the item creation feats, ensure that the wizard is the master of magic item production. Changing the elf preferred class to sorcerer reduces the number of elven wizards and must then, logically, reduce the number of elven magic items.

† Changing the preferred class means changing the default distribution of attributes. Since Charisma, rather than Intelligence, is the sorcerer's primary attribute, the focus of elven society is likely to change to better represent that focus.

DWARVES

In comparison to other races, there are relatively few dwarven sorcerers. The stolid, no-nonsense nature of the dwarven soul does not encourage the manifestation of the quicksilver arcane spark and the isolationist, dour members of the race are rarely intriguing or attractive enough for powerful magical beings to mate with. That said, those dwarves who do possess the capacity for spontaneous magic and choose to follow the sorcerer's path are no less powerful or heroic than those of any other race.

The most common concepts for dwarf sorcerers are the child of nature and the spirit guide. A dwarven child of nature almost invariably has an affinity for either fire or air. Known collectively as Great Masons, they are believed to be blessed by the dwarven gods of the forge and are trained in the deepest secrets of the dwarven smithy. In dwarven society the spirit guide is known as a Lineage Keeper and it is both his duty and privilege to create and maintain the historical records of both his clan and the dwarven race as a whole.

On rare occasions, one or more of the dwarf gods will invest his power into a suitable mortal host, creating a divine receptacle. Such investitures almost always come as a response to a direct threat to a particular clan or to the entirety of the dwarven race, so the appearance of one or more divine receptacles is seen as a harbinger of dark tidings fast approaching. For this reason, dwarf sorcerers with the divine receptacle concept primarily manifest powerful destructive spells and magic designed to bolster and protect troops in battle, as their godly 'parents' create them specifically to counter dire threats to dwarven civilisation.

GNOMES

Gnomes are arguably the race most innately suited to the sorcerer's role, possessing, as elves do, a cultural love of and passion for the arcane arts. More than that, however, gnomes are gifted from birth with the natural ability to cast spells, albeit from a limited repertoire.

The archetypal gnome sorcerer is, of course, the illusionist and for good reason. The gnomish love of humour and well-crafted machinery is infamous, but there is more to the story than that. Skilled artisans, gnomes have a passion for integrating natural wonders and gnome created objects into works of art, in which the viewer is completely immersed. Illusion magic allows gnomes to create enveloping artwork which defies the laws of reality, as such gnome illusionists are among the most respected and storied members of the gnomish community.



most useful, versatile assets. Halfling sorcerers are expected to dedicate themselves wholeheartedly to advancing the welfare of the clan as a whole, though their particular role in the community depends on the nature of their gifts. In return for their service, halfling sorcerers are accorded great wealth and status within the clan. Of course, not all halflings choose to dedicate their lives to clan service; instead, they take their leave of the clan at the earliest opportunity, using their abilities in service only to themselves or to assist adventuring bands or thieves' guilds.

In addition to their mastery of illusion, gnomes frequently manifest other forms of sorcery, most commonly of the divination, enchantment and transmutation schools. The character concepts most appropriate for gnome sorcerers are the arcane experiment, the child of magic, the child of nature and the child of the elements. Gnomes who select the arcane experiment concept are almost universally willing participants who gained their powers as the result of gnomish mechanical and alchemical ingenuity. While some races and cultures look down upon those who gain their sorcerous abilities from such artificial methods, gnomes are likely to congratulate them for their cleverness and ingenuity. Gnome sorcerers of the child of magic concept most often are descendants of forest-loving fey, particularly sprites.

HALFLINGS

Halfling sorcerers, like the majority of their fellows, are possessed of an insatiable curiosity and wanderlust. As a result, their magic is heavily focused on spells which facilitate travel and offer protection against the rigors of the wilderness, meaning the typical halfling sorcerer manifests a disproportionate number of abjuration and, especially, transmutation spells.

When a member of a halfling clan manifests sorcerous abilities, the event is marked by days of celebration, as sorcerers are considered to be among a clan's

The most appropriate character concepts for halfling sorcerers are the child of the elements and the oracle. Halfling children of the elements almost always have an affinity for air, though those attuned to water and fire are not unheard of. Restless vagabonds, even by the standards of their race, characters of this concept are the most likely to flee their clan in search of their own destiny. Those who choose to stay, become advance scouts or diplomats, revelling in the freedom of the open road. Halfling oracles, by contrast, prefer to remain within the clan, using their powers of foretelling to keep their families and friends safe from unexpected dangers and to earn a tidy profit as travelling fortune-tellers. Powerful oracles often rise to become clan chiefs or at least advisors to the chief and those clans that benefit from the presence of such a gifted sorcerer are among the most prosperous and populous, as other halflings flock to join their caravans.

It should be a rare halfling sorcerer indeed who has the arcane orphan concept, since, as discussed above, halfling clans are far too pragmatic to willingly abandon such a potentially useful asset. Only as the result of extraordinary circumstances, such as the absolute destruction of the clan, should such a concept be allowed. Should a player wish to select this concept for his halfling sorcerer, he and the Game Master should work together to create a suitable and plausible reason as to why the character was cut off from clan support.



HALF-ELVES

The stereotypical half-elf is a character torn between two worlds, a misfit who, through whim of fate, is kept forever separate from civilised culture. How like a sorcerer they are in that regard.

All the character concepts presented in this chapter, with the exception of the race specific ones, are appropriate for half-elf sorcerers and with the Game Master's permission even the elven willspeaker can be justified, though such a character should be rare in the extreme. That said, the most thematically appropriate concepts for half-elves are the arcane experiment and the arcane orphan. Outcasts that they are, half-elves are the perfect prey for those who would twist flesh and spirit for their own edification and amusement. A few half-elves even volunteer for the often torturous and blasphemous surgeries and rituals required to awaken the arcane spark, seeing sorcery as the best means for escape from the prison that is the disdain and derision of those 'purebloods' around them. Such sorcerers either become dedicated protectors of the downtrodden or savage, raging madmen, obsessed with taking revenge against the society which spurned them. Unlike most other races, the majority of half-elf arcane orphans were orphans long before their powers manifested, simply because of their mixed raced heritage. This fact fundamentally alters the way they view their magic; where other arcane orphans frequently resent their powers as the cause of their isolation, half-elf arcane orphans embrace their

abilities, seeing them as the key to bettering their lives and the way to find some measure of acceptance in society.

HALF-ORCS

Though half-orcs, crude, pigheaded and dim as they are, are far from the world's most powerful sorcerers, they are no less likely than the members of any other humanoid race to find themselves blessed with arcane powers. The most common character concepts for a half-orc character are the arcane orphan, the arcane experiment and the child of nature.

Frequently shunned by both orc and human society, half-orc sorcerers fall naturally into the arcane orphan concept. Whether raised in putrid back alleys or in the wilderness near rural villages, the half-orc arcane orphan is tough and self-reliant and his magic centres around boosting his already formidable physicality. He also commonly manifests spells that alter his appearance or render him invisible, a subconscious manifestation of his desire to leave his troublesome heritage behind.

Half-orcs are very frequent targets for unscrupulous slave traders and are likewise common fodder for experimentation. A half-orc with the arcane experiment concept is very likely to have been an unwilling subject, though most half-orcs deal with their new-found power much better than those of other

racess, using their abilities to take from society what was so long denied them. Still, a half-orc who gains his sorcerous abilities in this fashion is likely to take terrible revenge against the one who so endowed him, just on the general principal of having been taken against his will.

A half-orc child of nature is a savage savant, an animalistic lurker who's magic gives him the ability to summon and emulate the abilities of animals. He feels no kinship with other humanoid beings and may not, in fact, consider himself to be one. He is likely to act on pure instinct, consciously



or subconsciously rejecting the niceties of civilised society.

TOTEM AVATAR

Though most half-orcs that try to live amongst orc society are treated like second class citizens at best, a lucky few blessed with the favour of their ancestors and potent magical power, rise to prominence. They are the totem avatars, chosen champions of their people.

Most totem avatars gain their powers at birth, though a rare few are blessed with sorcerous ability after the accomplishing a great deed in service to their tribe. Only half-orcs ever become totem avatars, as full-blooded orcs are simply too hopelessly crude and weak willed to ever command real arcane power.

Totem avatars most frequently manifest a combination of divination magic, straightforward offensive spells like *Fireball* and transmutation magic that they use to supplement the combat abilities of their tribe's warriors.

Adventures: Totem avatars do not go on 'adventures' in the usual sense. Instead, their exploits centre on the protection and advancement of their tribe's welfare. In the pursuit of this goal, however, a totem protector can just as easily find himself delving deep into forgotten ruins or assaulting a dragon's lair as bringing his powers to bear against competing tribes or incursions from hostile monsters. Since their powers are so strongly tied to their ancestral lands, totem avatars rarely venture far afield. A totem avatar will rarely associate themselves with adventurers, if he is found in their company it will be only for a short time and then only for as long as it benefits his people. Totem avatars surround themselves with warriors and specialists of their own or allied, tribes, forming specialised forces that take proactive stances in the defence of their home.

Roleplaying: A totem avatar is the chosen defender of his tribe and the voice of his ancestor spirits. As such, he is and expects to be treated with the same respect due a chieftain or powerful shaman. A totem avatar is likely to be bossy and authoritarian and will not take kindly to those who dismiss him or his abilities. In any group, the totem avatar will seek a position of power and will willingly defer only to the chieftain of his own tribe or to an orc shaman or cleric of an orc god who



proves to have greater magical ability. Still, despite all their bluster, totem avatars treat their calling as voice of the ancestors with appropriate gravity and truly do have the best interests of their tribe at heart.

Benefits: The totem avatar is a champion of his tribe, with powers granted to him by the spirits of his long dead ancestors. While within the boundaries of his clan's traditional territory, he casts all spells at +1 caster level. While within the boundaries of his tribe's village, his Charisma is raised by 2 points, but only for the purposes of determining bonus spells and spell levels he has access to. When the totem avatar speaks, his words carry the weight of his ancestor's power, he also adds Intimidation to his list of class skills.

Penalties: A totem avatar's powers are enhanced by the might of his tribe's ancestors and he is inescapably tied to them and to the lands of his tribe. Outside the established boundaries of his tribe's lands, he casts all spells at -1 caster level.

CHILD PRODIGIES AND LATE BLOOMERS

The ability to naturally manipulate arcane energy does not just manifest in those in the prime of their lives. More so than the members of any other class, a sorcerer character can be justified as starting at almost any age, from preteen to snowy bearded elder. Playing a sorcerer character of non-standard age can be a unique, exciting roleplaying experience, both for players and Game Masters. Here are some general guidelines:

Ability Scores

A sorcerer character that begins play before the recommended starting ages listed in *Core Rulebook I* has not yet grown into his full physical potential. To generate a young sorcerer's ability score modifiers, roll as normal then consult the following chart.

Ages And Ability Score Modifiers For Young Characters

Race	Young Adult*	Child**	Infant [§]
Human	12	5	1
Dwarf	32	12	4
Elf	78	37	7
Gnome	32	12	4
Half-elf	16	7	2
Half-orc	11	4	1
Halfling	16	7	2

* -1 to Str, Dex, Con, Int and Wis

** -2 to Str, Dex, Con, Int and Wis. -1 to Cha

§ -4 to Str, Dex, Con, Int and Wis. -2 to Cha

As with the ageing effects presented in *Core Rulebook I*, the modifiers to attributes listed above are cumulative, so a human infant would have a -7 modifier to the majority of his ability scores and a -3 to his Charisma. It is not recommended that characters of infant age be allowed as player characters. These modifiers are cumulative with racial modifiers but in no case can they reduce an ability score below 1. With the Game Master's permission, a player can select the feat listed below, thereby circumventing the extreme penalties associated with youth.

Characters above starting age should use the modifiers listed in *Core Rulebook I*, applying the bonuses and penalties to ability scores after first generating them using the standard method. A character generated in this manner could conceivably begin the game with significantly higher mental attributes than is normal for a starting character, but this will be balanced over the life of the campaign by the character's significantly weaker physical statistics.

CHILD PRODIGY

You are a prodigy, a child possessed of a rare gift that makes you the mental equal of any adult.

Requirements: Must be age category Infant, Child or Young Adult.

Benefits: Select one of the following attributes: Intelligence, Wisdom or Charisma. You now ignore the modifiers for the first two age categories that apply to you. So, for example, a character of the age category Child who chooses this feat and applies it to his Intelligence ignores that category's -2 Intelligence modifier, as well as the Young Adult's. Likewise, an infant would ignore the penalties associated with the Infant and Child categories, but would still suffer the -1 Young Adult modifier.

Special: Can only be selected at 1st level

Roleplaying: For the most part, a character of unusual age is just like any other, with hopes and dreams, fears and desires just like anyone else. That said, there are some personality traits that are typical, but by no means ubiquitous, of young and old adventurers.

The young have not yet fully developed a sense of self. They are likely to be mercurial and changeable as the wind, with emotions and reactions that tend to the extreme. A young adult, particularly, is prone to rapid emotional flux and is likely to assert his independence even in the face of common sense. Though loath to admit it, young adults often subconsciously crave the approval of their older adventuring companions and may well secretly idolise them. Likewise, children are likely to view adults as parental figures and frequently attach themselves to a particular adult, following him or her about, pestering them with questions and generally making life difficult. Children are also less likely to have a true understanding of mortality, throwing themselves into dangerous situations without a thought to the likely consequences. Paradoxically, however, they are much more likely to react in terror to the presence of monsters and are likely to hide behind adults when confronted by one.

An elderly character, meanwhile, is less hurried and eager to prove himself than his younger companions. He understands the value of patience and is likely to argue for caution in any situation. Elderly adventurers often see themselves as advisors to their younger counterparts, even if they, themselves, are novices. Elderly characters also tend to be more realistic about their strengths and weaknesses and are therefore less likely to find themselves in hopeless situations.

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Even more than for other characters, it is critically important that a sorcerer player highlight the unique personality, talents and powers of his character, as the sorcerer's primary class feature, the ability to cast magic spontaneously, is not a particularly compelling character hook. For the sorcerer, taking levels in a prestige class is an excellent way to more tightly theme the personal expression of the character's magic. Prestige classes give access to related abilities that better define his role and his personality in the context of not only the adventuring party, but also the larger campaign world.

The prestige classes presented here are by no means the only options available, but they do represent a wide range of possible themes for both character and Non-Player Character sorcerers to explore.

USING THESE PRESTIGE CLASSES

In addition to the normal information concerning entrance requirements and discussion of skills and powers, each prestige class entry also includes a few bits of information you might not have seen before, specifically suggested concepts, suggested spells and effective caster levels.

Suggested Concepts and Spells

The listings of suggested concepts and spells are just that; suggested. Use them as a guide to selecting thematically appropriate spells and backgrounds for both player and Non-Player Characters, but do not restrict yourself solely to the suggested choices. By necessity, the listed spell suggestions are drawn only from the *Core Rulebook I* and do not reflect the rich diversity of spells available from other sources, such as Mongoose Publishing's *Encyclopaedia Arcane* series. Games masters who own one or more of these supplements are encouraged to incorporate them into the existing lists presented below, to give the players of sorcerer characters a better idea of the wide variety of powers their theme encompasses.

Effective Caster Levels

The chief difficulty when creating prestige classes for the sorcerer is reconciling the need for useful and

interesting class abilities with the per-level increases in spell power the class normally receives. Since the sorcerer does not receive any class abilities as he gains levels (other than a slight increase in his familiar's powers) even comparatively minor benefits gained from a prestige class can create an overpowered character.

What is in a Name?

In a word, nothing. The manifestation of a sorcerer's magic is a personal thing, the legacy of his personality and his parentage. As such, prestige classes designed for the sorcerer do not represent training in an arcane brotherhood or the selection of a career path so much as they symbolise the focused manifestation of his powers. A sorcerer doesn't choose to become an artificer (though, of course, the player chooses to have his character assume that role), instead, his powers simply and naturally evolve into that role.

To reflect this fact, the names of the prestige classes presented in this chapter are simply convenient descriptors, nothing but labels which describe a select few archetypal manifestations of sorcerous power. So, for example, a sorcerer who becomes a primordial sorcerer would rarely, if ever, address himself as such and an arcane blade would undoubtedly raise an eyebrow if an ally inquired as to his yearly guild dues.

The moral of the story? Do not get hung up on the labels. A rose by any other name, in other words.

ARCANE BLADE

The arcane blade prefers to stand on the front lines of conflict, pitting his body against the swords, teeth and claws of his foes, unarmoured, save for the protection his sorcery affords him. Which means, of course, he is well armoured indeed, for the magic which burns within his soul can, at his whim, take the form of shimmering armour, boost his reflexes and strength to superhuman levels or grant him unmatched combat awareness.

In addition to the obvious expressions of his power, the arcane blade's magic also gives him an unsurpassed affinity for a single weapon, to the point where it becomes an extension of his own body. An arcane duellist with a fully charged arsenal of spells is almost unstoppable in melee combat, able to hold his own against a handful of experienced men-at-arms, striking them low with both blade and spell.



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Non-Player Character arcane blades are often unrepentant thrill seeking adventurers, throwing themselves recklessly into battle again and again, the better to test, push and surpass the limits of their skill and magic. Their undeniable talent for combat and awesome sorcerous power, combined with their forceful personalities and indomitable will, often elevate them to the position of revered hero. Even those arcane blades that are undeniably evil, both of thought and deed, are often viewed as romantic anti-heroes, rather than the ruthless killers they truly are. As might be expected, arcane blades usually live brief, but spectacularly eventful lives.

Suggested Concepts: The arcane experiment, child of magic (particularly fey and celestial) and divine receptacle are especially appropriate. Arcane orphans, particularly those who grew up among urban environments and the martially inclined half-orc totem avatars also make likely archetypes for the arcane blade.

Suggested Spells: The arcane blade's bread and butter spells are those which boost his physical abilities and offer solid defensive and close range offensive enhancements. In addition to mandatory spells listed below, an arcane blade can make superb use of the cantrips *daze* and *flare*, low level spells like *true strike*, *burning hands*, *enlarge*, *jump*, *shocking grasp*, *blur*, *invisibility*, *mirror image*, *haste* and *keen-edge* and mid-level arcana such as *minor globe of invulnerability* and *stoneskin*. The *polymorph self* may be the most potent weapon in arcane blade's arsenal, allowing him to assume the form of any number of powerful monstrous shapes while still benefiting from his weapon focused sorcery. An arcane blade who gains access to high level magic will surely wish to consider spells which allow the summoning of alternative magical weapons.

Hit Die: d8

Requirements

To qualify to become an arcane blade, a character must fulfil the following criteria:

Base Attack Bonus: +3

Feats: Combat Casting, Weapon Focus

(any melee weapon)

Skills: Concentration 9 ranks, Intimidate 9 ranks

Spells: Must know the following arcane spells, and possess the ability to cast them spontaneously: *mage armour*, *magic weapon*, *true strike*, *cat's grace*, *bull's strength* and *keen edge*.

Class Skills

The arcane blade's class skills (and the relevant ability for each) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (weaponsmith) (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Tumble (Dex).

Skill Points Per Level: 4 + Int bonus

Class Features

All of the following are class abilities of the arcane blade prestige class.

Arcane Blade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+2	+2	Chosen Weapon	+1 level
2 nd	+1	+0	+3	+3	Improved <i>Mage Armour</i> , Bond	+1 level
3 rd	+2	+1	+3	+3	Arcane Senses I	+1 effective caster level
4 th	+3	+1	+4	+4	Improved Statistics, Arcane Senses II	+1 level
5 th	+3	+1	+4	+4	Improved <i>True Strike</i>	+1 level
6 th	+4	+2	+5	+5	Improved <i>Keen Edge</i>	+1 effective caster level
7 th	+5	+2	+5	+5	Arcane Senses III	+1 level
8 th	+6	+2	+6	+6	Unfettered	+1 level
9 th	+6	+3	+6	+6	Arcane Senses IV	+1 effective caster level
10 th	+7	+3	+7	+7	Unmatched Prowess, Arcane Senses V	+1 level

Weapon and Armour Proficiency: The arcane blade gains no new proficiencies in weapons, armour or shields.

Spells: As the arcane blade gains levels, his mastery of sorcery continues to increase. At every level except 3rd, 6th and 9th he gains an additional spell level as though he had advanced in the sorcerer class, so a 6th level sorcerer/2nd level arcane blade would cast spells as an 8th level sorcerer. At 3rd, 6th, and 9th, levels, he gains an effective caster level, he does not gain new known spells or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher. A 6th level sorcerer/3rd level arcane blade would, therefore, have the same known spells and spells per day as an 8th level sorcerer, but his spell effects and caster checks would be made as though he were a 9th level sorcerer.

Chosen Weapon: Arcane blades have a unique affinity for a single chosen weapon, which only grows stronger as their powers develop. At 1st level, the arcane blade must choose a single melee weapon; the benefits of the class features Bond, Improved *Keen Edge* and certain aspects of Improved *True Strike* and Arcane Senses apply only when used in conjunction with his chosen weapon. Because his magic and training have more to do with his combat prowess than the weapon does, he receives the bonus no matter the quality of the weapon and regardless of his familiarity with the specific implement. In other words, an arcane blade whose chosen weapon is a short sword wields a bent,

rusted and pitted blade as easily as he would a sword of legendary craftsmanship.

Improved *Mage Armour* (Su): Arcane blades must throw themselves into the heart of melee combat if they wish to use their abilities effectively. As a result, they quickly learn to maximise the benefits of their defensive magic. At 1st level, an arcane blade learns to enhance *mage armour* spells by supplementing them with the ambient spell energies that suffuse his body, gaining several bonuses when doing so. First, the armour bonus he gains from the *mage armour* spell is equal to 4 +1 per 2 class levels. Second, his Charisma modifier is added to his caster level for the purposes of resisting attempts to *dispel* his *mage armour*. Finally, he need not use gestures or vocals when casting the *mage armour* spell, nor does he need a focus, in essence, the spell is considered to be Silenced and Stilled, though it's spell level is unchanged. The bonuses listed above apply only to those *mage armour* spells which the arcane blade casts upon himself, *not* to those he casts upon others or those cast upon him by another spellcaster.

Bond (Su): An arcane blade and his weapon are one, melded together by the sorcerous fire that churns in his veins. As a result, it is exceptionally difficult to disarm him of his chosen weapon. Beginning at 1st level, an arcane blade can, with a free action and the expenditure of a 0 level (cantrip) slot, add his class level as a bonus to resist disarm attempts made against his chosen weapon. The bonus lasts for 1 + his Charisma bonus in rounds. Should the arcane blade be disarmed after bonding his weapon in this fashion, he can, with the expenditure of another cantrip slot and as a free action





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on his next turn, summon the weapon back to his hand. If the weapon has already been picked up by another combatant, then make an opposed check, using the arcane blade's Charisma modifier versus the target's Strength modifier; targets gripping the weapon in both hands gain a +4 bonus to the opposed check. In order for the bonded weapon to return to his hand, it must have a reasonable unobstructed flight path - the weapon can avoid combatants, but cannot move through closed doors or walls, for example, and is blocked by spells such as *wall of force*.

Arcane Senses (Su): An arcane blade's senses are optimised for melee combat. Where others see a confusing jumble of monsters, desperate men, magic, blood and swirling dust, the arcane blade sees each moment as a near still life, with seconds crawling by slow as a summer's day. Beginning at 2nd level, the arcane blade can designate a single opponent and fix him with his arcane senses; for a number of rounds equal to his class level, he perceives that opponent as moving in slow motion, allowing him to anticipate his movements and easily avoid his attacks. He benefits from a +2 insight bonus to armour class, attack rolls, damage rolls, Sense Motive and Spot skill checks and to Reflex saves, but only against the fixed opponent. In addition, the designated opponent cannot, under any circumstance flank the arcane blade, meaning the designated opponent is not considered when determining whether other opponents are flanking the arcane blade.

The arcane blade can only fix an opponent with his arcane senses if he is aware of him, meaning *invisible* and hidden opponents cannot be designated until after they reveal themselves. Should an opponent successfully hide or become *invisible* after being

designated, the arcane blade retains the +2 insight bonus to Spot checks, but loses all other benefits - unless, of course, he is under the effects of an item or spells such as see *invisibility*.

Arcane senses can be activated as a move equivalent action. At 4th, 7th, 9th and 10th level, the arcane blade can select an additional opponent to fix with his arcane senses, for a total of 5 combatants at 10th level. Fixing multiple opponents requires only a single move equivalent action.

Improved Statistics (Su): Beginning at 4th level, the arcane blade reaps greater benefit from those spells which boost his physical statistics, as his body's pathways learn to channel such magic more efficiently. When he casts the spells *bull's strength* or *cat's grace* on himself, the effects are calculated as though the spell were Empowered, though neither the spell's level or casting time are affected. If he does have the feat Empower, and chooses to apply it, the effects are calculated as though the spell were doubly Empowered.

In addition to the above benefit, the arcane blade adds his Charisma bonus to his caster level for the purposes of resisting *dispel magic* or other, similar spells, but only in regards to *bull's strength* and *cat's grace*.

Improved True Strike (Su): While an arcane blade works hard to ensure that his skill with his chosen weapon is impressive, he reaches his true potential only when bolstered by his sorcery. Beginning at 5th level, when an arcane blade casts a *true strike* spell, the duration is changed to 1 round per class level, allowing him to hold the charge until it is advantageous for him to utilise it. In addition, he can divide the +20 bonus

Kalex centred and calmed his soul energy, as he had learned to do long ago. The world snapped into sharp focus, the reds and the greens and the blues, for so many years now faded and dull to his eyes, shining like jewels and the voices around him, normally muted, rushing to fill his ears. He concentrated for a moment and his senses increased tenfold again; he saw the telltale outlines of metal plates sewn into the lining of his four opponent's jackets and the beads of sweat which gathered at their temples and upper lips; he heard the creak of their leather clad fingers clenching their swords; he felt the weight of the fifth, hidden would-be duellist's stare at his back; and he could smell their fear. At the scent, his fingers twitched reflexively, calling out to his blade.

The largest of the five swordsmen took a single step forward. 'Kalex!', he said, gesturing wildly with his sword, 'we come for your knot and we mean to have it.'

With his right hand, his sword hand, Kalex flipped back the hood of his cloak, letting his long, piss white top knot tumble free. The swordsmen confronting him stepped back. Kalex sighed. He moved his feet a few inches, rising up on the balls of his feet and settling into his instinctive fighting posture. It occurred to him quite suddenly, as he drew his blade, soundlessly, to meet the first duelist rushing to his own death, that he must truly appear old if five to one was now considered acceptable odds when facing Kalex the Orphanmaker.

between his attacks as he sees fit. For example, a 6th level sorcerer/5th level arcane blade has an attack bonus of +6/+1. When he casts a *true strike* spell, he could divide the bonus in half, gaining a +10 bonus to each attack, or a +7 bonus to the first attack and a +13 bonus to the second, or any combination that adds up to +20. The extended duration applies to any casting of the *true strike* spell, but the arcane blade can only split the attack bonus when it is applied to melee attacks made with his chosen weapon.

Improved Keen Edge (Su): Beginning at 6th level, when an arcane blade casts *keen edge* on his chosen weapon, not only is its threat range doubled, its critical multiplier is increased by one as well. For example, an arcane blade whose chosen weapon is a longsword would, when casting a *keen edge* spell, increase its threat range to 17-20 and its damage multiplier to x3.

Unfettered (Su): The magic which makes the arcane blade such a deadly melee combatant also protects him from the effects of spells and conditions which might rob him of his mobility. Beginning at 8th level, the arcane blade adds his Charisma bonus to all saves against spells, spell-like effects and toxins that cause *paralysis*, *entanglement* or otherwise negate his ability to move. The bonus would apply, for example, to saving throws against the effects of a *web* or *hold person* spell and would even apply against spells and spell-like effects causing *petrification*. The bonus likewise applies to an arcane blade's saving throw against the effects of *slow* and even to Escape Artist skill checks when attempting to wriggle free of a grapple attempt.

Unmatched Prowess (Su): When an arcane blade reaches this level of power, his skill, his body and his magic unite as one, creating a warrior of truly transcendent prowess. A 10th level arcane blade adds his Charisma bonus to initiative checks and one half his Charisma bonus to his armour class. The Charisma bonus to armour class is not lost when the arcane blade is caught flatfooted or when he would otherwise lose his Dexterity bonus.

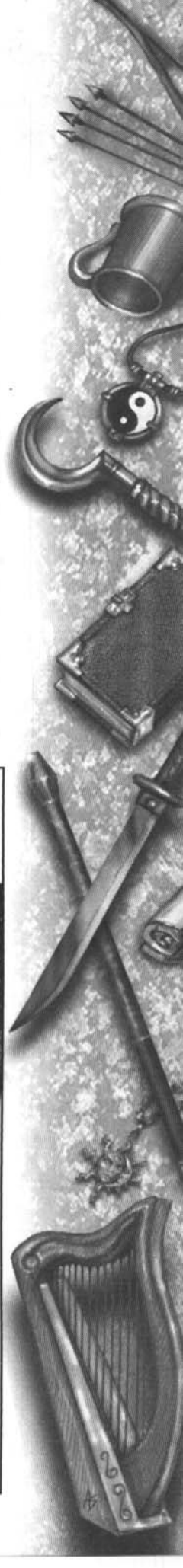
ARTILLERIST

The artillerist is the classic battle mage, a raging destructive force whose spells can crush an army or batter down a castle's walls. Though an artillerist understands and appreciates the use of subtle magics,

such things are not for him. His magic manifests as enormous gouts of flame, as sizzling bolts of lightning and as greasy fogs whose long tendrils blister soft skin at the slightest touch.

Since it is commonly believed that a sorcerer's magic is a direct reflection of his true nature, many common folk, and even some learned scholars and adventurers, perceive the artillerist to be an overly violent sort at best and an openly murderous threat at worst. While it is true that many artillerists believe strongly in violence as the proper answer to most confrontations, they are far from the unrepentant killers some would paint them as. Indeed, some artillerists use their immense arcane might to prevent violence, demonstrating the destructive superiority of their spells to all sides of a potential conflict, not so subtly suggesting that parley would perhaps be the healthiest way to resolve a tense situation.

Non-Player Character artillerists are among the most feared spellcasters in any fantasy world, not necessarily for their actions, but for the destructive potential of their arcane gifts. The most notorious of them are invariably either in the employ of a powerful



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ruler, humanoid or otherwise, rulers themselves, or the mightiest of adventurers. In any case, the potent artillerist who labours in even relative obscurity is rare indeed.

Suggested Concepts: The arcane experiment, child of the elements or child of magic (dragon, demon and devil, giant), are the concepts best suited for a sorcerer character pursuing the path of the artillerist.

Suggested Spells: Obviously, the Evocation school contains the spells most suited for the artillerist, but both the Conjuration and Transmutation schools contain powerful direct damage spells well suited for the prestige class' unique abilities. Though they prefer to attack at range, most artillerists manifest a few defensive spells. *Shield, mage armour, protection from arrows, invisibility, dispel magic* and *minor globe of invulnerability* provide solid, multi-purpose protection while *fly* and *expeditious retreat* help the artillerist escape when enemies who survive his initial spell barrage close to melee range. More powerful spells like *teleport, prismatic wall, prismatic sphere* and *time stop* are also incredibly useful parts of the more powerful artillerist's arsenals.

Hit Die: d4

Requirements

To qualify to become an artillerist, a character must fulfil the following criteria:

Feats: Enlarge Spell, Maximise Spell, Spell Focus (evocation) or Spell Penetration

Skills: Concentration 9 ranks, Spellcraft 9 ranks

Spells: Must have the ability to spontaneously cast arcane spells of at least 3rd level and must know the following spells: *burning hands, magic missile, acid arrow, flaming sphere, fireball, lightning bolt*.

Class Skills

The artillerist's class skills (and the relevant abilities) are: Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int) and Spellcraft (Int).

Skill Points Per Level: 2 + Int bonus

Class Features

All of the following are class abilities of the artillerist prestige class.

Weapon and Armour Proficiencies: An artillerist relies almost exclusively on his repertoire of destructive magic. He gains no new weapon proficiencies, nor is he proficient in the use of armour or shields.

Spells: As an artillerist gains levels, he continues to grow in magical power. At every level except 3 and 9, he gains new known spells and spells per day as though he had gained a level as a sorcerer. He does not, however, gain any other benefit a character of that class would gain. At levels 3 and 9, the artillerist gains an effective caster level and, as such, he does not gain new spells known, or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher.

Artillerist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Power Surge	+1 level
2 nd	+1	+0	+0	+3	Personal Immunity	+1 level
3 rd	+1	+1	+1	+3		+1 effective caster level
4 th	+2	+1	+1	+4	Metamagic Boost I	+1 level
5 th	+2	+1	+1	+4		+1 level
6 th	+3	+2	+2	+5	Selective Immunity	+1 level
7 th	+3	+2	+2	+5		+1 level
8 th	+4	+2	+2	+6	Metamagic Boost II	+1 level
9 th	+4	+3	+3	+6		+1 effective caster level
10 th	+5	+3	+3	+7	Reignite	+1 level

Power Surge: An artilleryist relies on his ability to inflict tremendous harm with each and every spell he casts, so it is vital that he be able to overwhelm his enemies' arcane defences. At 1st level, the artilleryist gains Power Surge as a bonus feat, even if he does not meet the normal prerequisites.

Personal Immunity (Su): Like an archer or siege engineer, an artilleryist prefers to fight at range, as his spells are most effective when rained down from afar. But as the tide of battle ebbs and flows, particularly in the skirmishes that adventuring parties routinely face, it is not uncommon for an artilleryist to find himself confronted by aggressors at close range. As a result, at 2nd level, an artilleryist's magic and body undergo a forced evolution, granting him personal immunity to his own direct damage spells. The artilleryist is immune to all damage caused by his own Evocation spells and is also immune to the effects of *burning hands*, *shocking grasp*, *acid arrow*, *flame arrow*, *black tentacles*, *acid fog*, *incendiary cloud* and other, similar spells he casts which cause direct damage to the target. Though many of the listed spells have the potential to harm their caster only under extraordinary circumstances, such as when the spell is subject to certain effects which reflect it upon the caster, the artilleryist still enjoys immunity to their effects. For the purposes of this ability, the artilleryist is only immune to the direct initial effects of the spell and would not, for example, be immune to the effects of non-magical fires started by his casting of a *burning hands* spell.

Metamagic Boost (Ex): Combat is a fast and fluid affair. Fortunately, an artilleryist's facility with metamagic allows him to adapt quickly to sudden changes on the battlefield. At 4th level and again at 8th, the artilleryist receives one of the following benefits.

Rapid Metamagic: The casting time of a spell modified by a metamagic feat is no longer increased.

Reduced Cost: Each time the artilleryist selects this ability, he reduces the spell level increases of spells modified by metamagic feats by 1, to a minimum of 1. The reduced spell level increases apply to all metamagic effects added to the spell, so an Empowered, Maximised *fireball* would require a 6th level spell slot, rather than an 8th.

Selective Immunity (Ex): While an artilleryist prefers to secure a position away from the heart of battle, he understands that many of his allies can only use their skill when toe to toe with the enemy. So that he can continue to use his most powerful destructive spells, which rarely discriminate between friend and foe, he

can, at the beginning of the day, charge his allies with his own arcane essence, granting them the benefits of his Personal Immunity ability. He can extend this protection to a maximum of 1 + his Charisma bonus in allies, with each ally so protected requiring the expenditure of a 1st level spell slot. Selective Immunity cannot be dispelled, though the artilleryist can dismiss it as a free action. Selective immunity lasts 1 hour per class level.

Reignite (Ex): Sometimes, all that's needed to win the battle is a sustained barrage of concentrated firepower. At 10th level, the artilleryist gains access to his most potent ability. He can excite the lingering remnants of the last spell he cast, causing it to reignite.

An artilleryist can only reignite spells that meet all the following conditions. First, only spells which cause direct damage (such as *fireball*, *lightning bolt* and *meteor swarm*), either in a flat amount or based on level, can be reignited and only if they have a Spread effect, or an area descriptor of Burst, Cone, Cylinder, or Spread. Further, the artilleryist can only reignite a spell he cast in the previous round and only if he has not travelled outside its standard casting range.

Because a reignited spell is using the remnants of arcane energy left by the original spell, it's power is considerably reduced. Damage is rolled as normal, then reduced by half, therefore, on a successful save the victim suffers only one quarter normal damage.

A reignited spell manifests in precisely the same area as the original spell effect and filling the same dimensions, meaning that a spell which travels a predetermined path before exploding, like *fireball*, can be blocked or prematurely detonated by barriers or living things which cross the original spell's path. Those caught within the radius of the reignited spell are allowed a saving throw as normal and if they have spell resistance, it applies against the reignited spell as normal.

Reigniting a spell is a move equivalent action that does not require the artilleryist to use any components, allowing the artilleryist to cast a new spell in the same round that he reignites a previous one. To reignite a spell, the artilleryist must sacrifice a spell slot equal to or higher in level than the initial spell. In the case of a spell altered by metamagic feats, he has a choice; he can forego the metamagic benefits and cast the spell at it's normal spell level, or he can cast it at the higher level, in which case it benefits from the metamagic bonuses as normal. In the case of a spell altered by more than one metamagic effect, he can choose to



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forego the application of one effect while leaving the others. For example, when reigniting an Enlarged, Maximised fireball, he could choose to forego the Maximisation in order to lower the spell slot cost.

Causing a spell to reignite is a test of not just willpower, but of force of personality, with the artillerist pitting his indomitable will against the living essence of magic itself. Each time the artillerist attempts to reignite a spell, he must attempt a Will save against a DC of 15 + the level of the spell. With a successful save, the spell reignites, but if the save is failed, the spell not only sputters out, but the artillerist suffers 2 points of temporary Wisdom and Charisma damage. In any case, the artillerist can reignite a maximum of 1 + Charisma bonus spells per day.

ECHO OF THE ANCESTORS

The voices awoke just before your powers did; a soft murmur in the night, a whisper in your bones and a buzz in your soul that exploded into a roar the first time arcane energy poured from your fingertips.

Since that moment, they've always been with you.



At first, you were frightened. No, more than that, you were terrified. You dreaded the waking hours, when the whispers would come unbidden, sharing secrets, offering advice and drowning out the outside world with rambling reminiscences of ancient glory and ignominious, lonely death. The nights were worse. When the dreams came, and they always did, your identity drowned in a sea of memory and fantasy. You saw through eyes which perceived colour as notes on a musical scale, all sharps and flats and booming echoes. You dispersed your essence through storm clouds and rivulets of water streaming down a dragon's back and you felt the thrill of inhaling burning soul smoke as it, screaming, soaked into your skin.

You sought out holy men and wizards and consulted with soothsayers, physicians and philosophers, searching for a cause and, more importantly, a cure. Some said it was madness, others possession; you endured treatment after treatment, choked down bubbling, acrid potions, ate bitter roots and quested for lost talismans of holy power, all to no avail. At last, you conceded defeat, the voices, memories and phantom sensations remained.

As you grew in power, the phantoms changed, no longer tormenting your conscious mind or overwhelming your dreams with ragged, alien visions. Instead, they whispered to you of potential, of unrealised glory, of the freedom to be found in embracing the legacy of your ancestors.

And you listened.

The echo of the ancestors is a sorcerer blessed with the ability to communicate with the spirits of his magical forefathers. As he grows in power and understanding, he gains the ability to access his ancestor's memories and abilities. When his journey towards mastery reaches its end, he transcends the limits of flesh and becomes a being of spirit, memory and light, living as much in the planes beyond death as in the mortal world.

Suggested Concepts: The child of magic (any), child of the elements and arcane orphan are the most natural concepts for a character pursuing this prestige class to select, but almost any concept can, with a little effort, be made to fit this prestige class. The exception is the arcane experiment, with powers granted by science and magic, rather than inherited, a character that chooses this

concept should be steered away from selecting this prestige class.

Suggested Spells: The echo of the ancestors is a class with such diverse abilities that nearly any spell could be considered appropriate. Of all spell schools, only Divination, representing the knowledge the character's ancestors grant him, could be considered universally appropriate.

Hit Die: d6

Requirements

To qualify to become an echo of the ancestors, a character must fulfil the following criteria:

Feats: Old Soul

Skills: Knowledge (arcana) 8 ranks, and additional skills as determined by his ancestor type:

- † *Dragon:* Intimidation 8 ranks, Jump 4 ranks
- † *Air Elemental:* Jump 4 ranks, Knowledge (nature) 4 ranks
- † *Earth Elemental:* Climb 8 ranks, Knowledge (nature) 4 ranks
- † *Fire Elemental:* Intimidate 8 ranks, Knowledge (nature) 4 ranks
- † *Water Elemental:* Knowledge (nature) 4 ranks, Swim 4 ranks
- † *Giant (Storm):* Intimidate 8 ranks, Swim 4 ranks

- † *Evil Outsider:* Bluff 4 ranks, Intimidate 8 ranks
- † *Good Outsider:* Knowledge (religion) 4 ranks, Sense Motive 4 ranks

Spells: The ability to spontaneously cast arcane spells of 3rd level.

Special: The sorcerer must claim ancestry and derive his powers from one of the following groups of creatures: dragon, elemental, storm giant or outsider.

Class Skills

The echo of the ancestor's class skills (and the relevant abilities) are: Concentration (Con), Craft (Int), Knowledge (Arcana) (Int), Knowledge (history) (Int), Speak Language, and Spellcraft (Int). In addition, the echo of the ancestor gains access to other class skills, depending upon his ancestry:

- † *Dragon:* Appraise (Int), Intimidate (Cha), Jump (Str)
- † *Elemental:* Listen (Wis), Spot (Wis) and:
- † *Air Elemental:* Jump (Str)
- † *Earth Elemental:* Climb (Str)
- † *Fire Elemental:* Intimidate (Cha)
- † *Water Elemental:* Swim (Str)
- † *Giant:* Climb (Str), Intimidate (Cha),

Echo of the Ancestors

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Weight of Experience	+1 level
2 nd	+1	+0	+0	+3	Ancestral Memory	+1 level
3 rd	+1	+1	+1	+3		+1 effective caster level
4 th	+2	+1	+1	+4	Ancient Blood	+1 level
5 th	+2	+1	+1	+4		+1 level
6 th	+3	+2	+2	+5	Beneath My Skin, We Are Legion	+1 effective caster level
7 th	+3	+2	+2	+5		+1 level
8 th	+4	+2	+2	+6	Chrysalis	+1 level
9 th	+4	+3	+3	+6		+1 effective caster level
10 th	+5	+3	+3	+7	The Flesh I Wear is Just a Mask	+1 level





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Jump (Str)

† *Outsider*: Intimidate (Cha), Knowledge (religion) (Int) and:

† *Evil Outsider*: Bluff (Cha)

† *Good Outsider*: Sense Motive (Wis)

Skill Points Per Level: 2 + Int bonus

Class Features

All of the following are class abilities of the echo of the ancestors prestige class.

Weapon and Armour Proficiencies: The echo of the ancestors gains no new weapon, armour or shield proficiencies.

Spells: At every level except 3rd, 6th and 9th, the echo of the ancestors gains new spells known and spells per day as though he had gained a level in the sorcerer class. He does not, however, gain any of the other benefits a sorcerer would normally receive. At levels 3rd, 6th and 9th, the character gains an effective caster level he does not gain new spells known, or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher.

Weight of Experience (Su): When the echo of the ancestors embraces his heritage, he gains instant and sudden access to the practical wisdom of his forefathers. Beginning at 1st level, he gains a +1 per class level insight bonus to any 2 of his class skills. This is a floating bonus; since he is drawing on the memories of beings with centuries, or even millennia of collective experience, he can always be assured that at least one of his ancestors has insight into the skills he needs. Once every day, after a full rest period and an hour's worth of uninterrupted meditation and communion with his ancestors, he can shift the insight bonuses to any skills on the echo of the ancestor's class skill list. These bonuses remain attached to the selected skills until such time as the echo of the ancestors chooses to reallocate them.

Ancestral Memory (Ex): The echo of the ancestors is a repository for all the endless experiences of his ancestors. Within his soul are catalogued hundreds of thousands of precious memories, some only dimly remembered flashes, like crumbling pages of an ancient tome, others vibrant and pristine as a newly woven tapestry. Beginning at 2nd level, an echo of the ancestors sorcerer can, after a brief but exhausting

moment of meditation, access all these memories, giving him an insight into historical events that even the greatest sage can only envy.

The echo of the ancestors can, after a full round of uninterrupted meditation, use his ancestor's memories to attempt to answer questions of history or legend, as though he were a bard using bardic knowledge. The echo of the ancestors adds a bonus equal to his sorcerer level + echo of the ancestor level + his Charisma bonus to the check. The Games Master determines the DC of the check. If the character succeeds at the skill check, his mind is temporarily subsumed beneath that of the ancestor who's memory he is recalling; for one round, his features twist to resemble those of his ancestor and the knowledge he seeks is spoken aloud in its voice. At the end of the round, the character is returned to control of his body, with full recollection of both what occurred and the knowledge he was seeking.

The inward journey required to sift through all the jumbled memories floating through his soul is very taxing; each time the character uses this ability he must attempt a Will save against DC 20. If the check is successful, he suffers no adverse effect but if the check is failed, he suffers 2 points of temporary Charisma damage, as his personality and strength of will is exhausted.

Ancient Blood (Su): When the echo of the ancestors reaches this level of ability, both his body and spirit undergo a subtle but fundamental change. The exact nature of the change depends on the character's magical ancestry. At 4th level, the character undergoes the appropriate changes listed below:

Dragon: The character's maximum age is tripled and old age no longer carries its sting; though he progresses through age categories as appropriate for his race and though he shows the cosmetic effects of ageing as normal, he no longer suffers the penalties to his physical statistics associated with ageing. In addition, the sorcerer's body is covered with a fine dusting of scales, tinted the shade appropriate for the character's ancestor's breed and granting him a +2 natural armour bonus. Finally, the sorcerer gains immunity to *sleep*, *paralysis* and to the effects of the dragon's frightful presence ability.

Elemental: The character gains a +1 per two class levels saving throw bonus against poison and stunning attacks and complete immunity to *sleep* and *paralysis*. In addition, he gains +1 saving throw bonus per two class level to spells of the elemental descriptor which corresponds to his ancestor's type.

Storm Giant: The sorcerer gains the ability to breathe underwater at will and may, once a day, use the spell *freedom of movement*, cast as though by a cleric of the character's class level. In addition, he gains resistance to electricity equal to his class level.

Evil Outsider: The character gains immunity to poison and the ability to, three times per day for 10 minutes per class level, communicate telepathically with any creature within 50-ft which has a language.

Good Outsider: The character gains resistance to electricity equal to his class level and is immune to *petrification*. In addition, he gains the ability to communicate verbally with any creature, which has a language, as though permanently under the effects of a *tongues* spell.

Beneath My Skin, We Are Legion (Su): Since the echo of the ancestors carries not just his forefather's legacy but a portion of their souls as well, he is never alone. Able to draw both comfort and strength from their presence, the echo of the ancestors possesses an almost indomitable will. Should his own mind be seized by magic or addled by chemicals, his ancestors can temporarily take control of his body, guiding him to safety or simply unleashing a torrent of spells.

Beginning at 6th level, the echo of the ancestors can, once a day per two class levels, turn the remnant minds of his ancestors into a potent shield against mental invasion. Doing so gains the echo a bonus to all Will saves against mind affecting spells and spell like effects equal to his Charisma bonus. Unlike normal bonuses, the echo of the ancestors can decide to add this bonus after he attempts his Will save, as he is so in tune with the spirits inside his soul that calling on their aid is a reflexive action. The effort to summon up and focus their disparate wills does, however, leave the sorcerer's mind addled and sluggish; each time he uses this ability, he suffers 2 points of temporary damage to his Intelligence.

More impressively, and more importantly, the ghosts which haunt the sorcerer's soul can temporarily take control of his body in the event of his own mental incapacitation. They can do this once a day as a free action, for a number of rounds equal to the sorcerer's class level. The assumption of control happens automatically and involuntarily in the event of the character failing a save against a *feeblemind*, *insanity* or *charm person* spell or other, similar spells or spell-like effects which negate or take control of the character's mind. Alternately, the character can voluntarily, as a free action, give up control of his body

in the event that he is under the influence of a *hold person* or *fear* spell. The echo of the ancestors soul can also be repressed if they are under the effects of other, similar mind affecting spells, spell-like effects or abilities which leave him in at least partial control of his conscious mind. In either case, when the ancestor's take control, the character is no longer considered to be under the effect of the spell, or spells, which triggered the change. The effects of the spell or spell-like affect are only temporarily negated, however, returning as soon as the sorcerer's mind resumes control, unless the ancestor mind has taken steps to dispel or otherwise remove the effect, or the spell's duration has expired. Should the spell or spell-like ability have a continuous effect, such as in the case of a dragon's fear aura, the ancestral mind must immediately attempt to save against the affect.

For all intents and purposes, the ancestral mind is considered to be identical to the echo of the ancestor's own personality, with identical alignment, mental attributes and access to his spells, class abilities, skills and other knowledge.

Chrysalis (Ex): When the echo of the ancestors achieves this level of power, both his physical and spirit self undergo a drastic change, bringing him to the final steps of his journey to fully unite with the spirits of his ancestors.

First, he gains the ability to not just speak with his ancestor's spiritual essences that haunt his body, but with the entirety of their immortal souls, gaining great insight into the fundamental nature of reality. He can, once a day, question his ancestors as though using an improved version of the *contact other plane* spell cast by a sorcerer of his class level; for the purposes of answering the spell, his ancestors are considered to be demi-deities on the outer plane. Though his soul has evolved to closely resemble that of his ancestors, the act of communicating with them in such a direct fashion is still strenuous, so he must still save against effective Intelligence and Charisma decreases. Should the check fail, however, his attributes are decreased for only one day.

In addition to the ability to communicate more meaningfully with his ancestors, the sorcerer continues to evolve physically as well. He gains racial specific benefits as outline below:

Dragon: The sorcerer gains immunity to energy as appropriate for his ancestor's dragon type. In addition, the light dusting of dragon scales which covers the character's body grows thicker and harder; his natural armour bonus is increased to +4. Finally, he can, at





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will as a free action, unsettle foes as a dragon would, using frightful presence. The radius of effect, in feet, is equal to his class level and the DC of the Will save necessary to negate the effect is 10 + class level + Charisma modifier.

Air Elemental: The sorcerer gains resistance to electricity equal to his class level. In addition, he no longer needs to breathe, rendering him immune to drowning, suffocation and inhaled poisons. Finally, the character is surrounded at all times by swirling winds and spiralling fingers of vapour. The force of the wind disrupts arrows in flight, granting him a +4 bonus to armour class against non-magical arrows and other ranged weapons. Once a day, he can shape and strengthen this natural wind, using it to form a barrier as a *wind wall* spell cast by a sorcerer of his class level.

Earth Elemental: The sorcerer gains resistance to acid equal to his class level. In addition, his skin hardens to the colour and consistency of stone, granting him a +2 natural bonus to armour class and damage resistance 2/-. Finally, he leaves no footprints or other detectable signs of his passage, as though permanently affected by a *pass without trace* spell.

Fire Elemental: The sorcerer gains resistance to fire equal to his class level. His hair and skin become a flickering, swirling tapestry of reds, oranges, blues and deep charcoals and he radiates light to the radius and strength of a torch. The Echo of the ancestors can, at will, suppress this effect or, once a day per two class levels, cause it to flare up, allowing him to create magical flames in his hands, as a *produce flame* spell cast by a druid of his class level.

Water Elemental: The sorcerer is rendered absolutely immune to natural and magical fire and gains the ability to breathe underwater and walk across liquids as though affected by a permanent *water walk* spell. His skin takes on the deep blues and vibrant greens of unspoiled ocean and his hair becomes a roiling, churning mass of foam and sea weed; though he maintains his body shape, his flesh is soft and yielding as water, granting him damage reduction 2/- against bludgeoning damage.

Storm Giant: The character gains resistance to electricity equal to +1 per class level and benefits from a continuous *freedom of movement* effect. His skin takes on one of the myriad shades common to storm giants (pale, light green or violet), his muscles swell and harden and he gains the ability to grow to near giant proportions. The echo of the ancestors can, as a free action once a day per two class levels, grow as

though affected by an *enlarge* spell cast by a sorcerer of his class level.

Evil Outsider: The sorcerer is rendered completely immune to the effects of all magical and natural fire and gains the ability to see normally in all forms of darkness, including magical darkness. He grows short black horns at his hairline, which are easily concealed beneath a hat or simply long hair, and his skin, which grows hot to the touch, takes on a ruddy red tone. At the same time, he begins to radiate an aura of disquieting otherness; small animals and insects flee from his presence and he gains a +1 per class level racial bonus to all Intimidate skill checks. Finally, he gains the ability to, once a day per two class levels, influence others as though by a *suggestion* spell cast by a sorcerer of his class level. Those of evil alignment suffer a -2 penalty to saving throws to resist this effect, as their minds are more open to the corrupting influences of lower planar beings.

Good Outsider: The sorcerer is rendered immune all forms of fear and gains the ability to *detect evil* at will as a paladin of his class level. His skin takes on a golden sheen and he radiates an inner light which glows with a brightness equivalent to a light spell. The Echo of the ancestors can, at will dim this inner light at will as a free action, or, once a day per two class levels. They can also increase it's intensity, allowing him to cause *fear* in beings of neutral or evil alignment as though by the spell cast by a sorcerer of his class level. Finally, he gains a +1 per class level racial bonus to all Diplomacy skill checks.

The Flesh I Wear is Just a Mask (Ex): At 10th level, the echo of the ancestors transcends the last vestiges of flesh and bone that anchor him to the mortal plane. He becomes a being of spirit and memory, living as much in the realms beyond death as on the mortal world. He gains both the spirit touched template and the appropriate ancestry-touched template appropriate to his ancestor (the fey touched template for a child of the fey, for example). If the sorcerer already possesses the ancestry-touched template, there is no additional benefit; though he would normally gain the legacy template as a result of stacking two ancestry-touched templates, his gaining of the spirit-touched template precludes this.

FEY LORD

The fey lord is a sorcerer whose power has been passed to him by a member of the shining host; a fey, in other words. Most often, this is because he is direct descendant of a fey being, the result of a dalliance

between the fey and a particularly attractive and charming mortal. Fey are fickle and easily distracted, either abandoning their pregnant mortal lover before the birth of their child or, if the female fey is pregnant, fleeing the responsibility of caring for their infant mere days or even moments after births. In any case, those sorcerers destined to become fey lords rarely know who their parents are, or even recognise their own half immortal nature, at least until their powers first manifest.

Fey lords are masters of illusions and enchantments, those magics which are close kin to fey glamour. As they grow in power, they begin to take on more and more fey like attributes, eventually leaving their clumsy mortal forms behind, spreading gossamer wings and taking their place among the shining host. Throughout their physical and mystical growth, they enjoy close kinship not only with fey, but with all the animals and plants which populate the natural world. A fey lord in his natural element, the sylvan world, is truly a force to be reckoned with, able to move soundlessly over fallen leaves, hide in a raindrop's shadow or dance on the tip of a single blade of grass.

Suggested Concepts: The child of magic (fey) is, obviously, the most appropriate concept, but the arcane orphan is another good choice, as the abandoning of infants thought (in this case rightly) to be changeling babies is a well established practice in a typical fantasy world. The elven willspeaker is another good choice, as unions between forest dwelling fey and elves are relatively common.

Suggested Spells: Enchantment and Illusion spells should constitute the bulk of a fey lord spells, both because the prestige classes abilities strongly enhance them and because they hew most closely to the concept of the class. Low level spells from other schools which are appropriate to the fey lord include: *obscuring mist*, *cause fear*, *enlarge* and, especially, *reduce*, *glitterdust*, *see invisibility*, *scare*, *alter self*, *phantom steed*, *clairaudience/clairvoyance*, *fly*, *shrink item*, *remove curse*, *minor creation*, *bestow curse*, *polymorph self* and *polymorph other*. Appropriate high level spells

include: *major creation*, *animal growth*, *passwall*, *legend lore*, *true seeing*, *control water*, *control weather*, *eyebite*, *move earth*, *magnificent mansion*, *phase door*, *vision*, *ethereal jaunt*, *plane shift*, *vanish*, *limited wish*, *prismatic wall*, *maze*, *polymorph any object*, *freedom*, *imprisonment*, *foresight*, *shapechange*, *temporal stasis* and *wish*.

Hit Die: d4

Requirements

To qualify to become a fey lord, a character must fulfil the following criteria:

Feats: Enhanced Spell Chain (enchantment), Spell Focus (enchantment)

Skills: Bluff 4 ranks, Perform 9 ranks

Spells: Must be able to spontaneously cast 3rd level arcane spells of enchantment and illusion schools and must know the following spells: *charm person*, *change self*, *hypnotic pattern* and *suggestion*.



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Fey Lord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+2	+2	Kinship	+1 level
2 nd	+1	+0	+3	+3	Fey Familiar	+1 level
3 rd	+1	+1	+3	+3	Glamour I	+1 level
4 th	+2	+1	+4	+4		+1 effective caster level
5 th	+2	+1	+4	+4	Glamour II	+1 level
6 th	+3	+2	+5	+5	Forgotten Song	+1 level
7 th	+3	+2	+5	+5	Glamour III	+1 effective caster level
8 th	+4	+2	+6	+6	Forever Young	+1 level
9 th	+4	+3	+6	+6	Glamour IV	+1 level
10 th	+5	+3	+7	+7	Shining One	+1 effective caster level

Special: In order to become a fey lord, the character's sorcerous energies must have been inherited from a fey ancestor. Of course, the child of magic (fey) is the most appropriate concept for such a character, but it is not required.

Template: Must have the fey-touched template.

Class Skills

The fey lord's class skills (and the relevant abilities) are: Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana, nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Spellcraft (Int), Spot (Wis) and Wilderness Lore (Wis).

Skill Points Per Level: 4 + Int bonus per level.

Class Features

All of the following are class abilities of the fey lord prestige class.

Weapon and Armour Proficiencies: The fey lord gains proficiency in the longbow, the shortbow and the rapier. He gains proficiency in light armour but does not gain proficiency with shields.

Spells: At every level but 4th, 7th and 10th, the fey lord gains new spells known and spells per day as though he had gained a level as a sorcerer. He does not, however, gain any of the other benefits a sorcerer would normally receive. At levels 4, 7 and 10, the fey lord gains an effective caster level - he does not gain new spells known, or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher.

Kinship: Though fey are capricious and cruel by nature, they are loyal to their friends and family. When the sorcerer first assumes the mantle of the fey lord, he is instantly embraced into the bosom of the sidhe as a long lost son returned home at last. Beginning at 1st level, all Non-Player Character fey who encounter the fey lord are automatically considered friendly to him. So long as the fey lord does nothing to earn their wrath, they will not harm him and will in fact aid him as they would an old friend, though they will not risk death or permanent injury on his behalf. The good will shown the fey lord extends to his allies as well; so long as they are in his presence, they receive a +4 bonus to all initial Non-Player Character reaction checks relating to fey.

Fey Familiar: When the fey lord reaches 2nd level, his familiar undergoes a brief metamorphosis that transforms it permanently into a fey-touched familiar creature. If the fey lord does not currently have a familiar, he attracts one with the fey-touched familiar template. In either case, the fey lord need not pay any cost for the evolution, either in experience or feats. As the fey lord grows in power, he may improve the familiar as normal, with one exception; he may not alter or abandon its fey touched status, save to increase it to full half-fey status. Should the first familiar gained in this fashion be slain, a new one will appear to him a year and a day later.

Glamour (Su): The fey are well known for their unearthly beauty, their peerless grace and for their ability to beguile and enchant mortals with little effort. When a fey lord reaches 3rd level, he too gains that power; he can charm with a glance, seduce with a few whispered words, dance with the swirling ease of

a summer zephyr and run through a glade blanketed by crisp autumn leaves without making a sound. At 3rd, 5th, 7th and 9th level, the fey lord selects one of the following abilities (once an ability is selected, it cannot be selected again):

- † The fey lord gains the ability to pass unimpeded through areas of natural sylvan wilderness; this functions exactly as the druid's Woodland Stride ability does.
- † While in a sylvan wilderness, he gains a racial bonus to all Balance, Hide, Move Silently and Perform (dance) skill checks equal to his Charisma modifier, if any.
- † The fey lord can alter his appearance at will, as a spell-like ability, as though by the spell *change self* cast by a sorcerer of his class level.
- † The fey lord gains the spell *charm animal* as one of his spells known; the spell occupies a 2nd level spell slot. In addition, the fey lord does not need somatic components when casting any of the various *charm* spells.
- † All creatures or animals summoned by means of either the *summon monster* or *summon animal* gain the fey touched template, replacing the fiendish and celestial templates they would normally receive.

Forgotten Song (Sp): The fey are deeply connected to the living force of the world's wild places. They hear the heartbeats of all wild animals, their breath is timed to the pulse of winds battering against high cliffs and their blood to the current of mighty rivers and quiet forest streams. The stillness of the forest in winter, the soft crunch of paws on autumn leaves, the heat of the sun on a kit's face in summer and the tickle of dew welling up over a butterfly's cocoon. The fey hear all the feelings, sounds and sights of the natural world as a sublime symphony.

At 8th level, the fey lord gains the ability to *speak with animals* and *speak with plants* at will, as though by the spells of the same name. Additionally, he gains the spell *commune with nature* as a free 5th level known spell.

Forever Young: At 8th level, the fey lord need no longer fear the ravages of time, as he inherits a portion of the fey's immortality. He no longer suffers penalties for ageing and, in fact, any ageing penalties he has already accrued are retroactively eliminated.

His natural life span is tripled and he is rendered immune to magical ageing. Further, all blemishes and imperfections are erased from his body. This unearthly beauty grants him a +2 racial bonus to all Charisma and Charisma based skill checks, a bonus, which increases to +4 in regards to those of the opposite sex (or any who might be romantically or sexually attracted to the character).

Shining One (Su): The fey lord is now as one with the fey, shedding his mortal form to become a member of the shining host. He acquires the fey touched template a second time, granting him all the benefits and limitations of the fey legacy template.

PRIMORDIAL SORCERER

Before there was life, there was magic. Before there were planets, there was magic. Before there were stars, before there were planes, before there were gods, magic existed, an endless, seething storm of white-hot possibility that is alpha and omega; the beginning and ending of all that we know and all that we can know.

The primordial sorcerer connects with magic on a fundamental level; his magic is the expression of raw, unadulterated power, a primal scream from the cradle of the universe. For him is the crushing fist, the wildfire and the searing wave; he overwhelms his opponents with spells that strike like hammer blows, or uses his direct access to the ultimate source of arcane energy to distort, dampen or even control the magic of his enemies.

Because the primordial sorcerer focuses on the generation and manipulation of magic in its purest, most raw form, he does not have access to the highest spell levels. Nor does he need them, as the overwhelming force of his arcane energy is more than sufficient to accomplish any goal.

Suggested Concepts: The arcane experiment is an excellent concept, as the inexact processes used to grant a mortal sorcerous abilities are the perfect origin for a character who uses raw magic rather than more focused spells. Likewise the elven willspeaker; while as a whole the elven people prefer and practice subtle magics, they appreciate the primordial sorcerer's ability to mould and control arcane energy as they do a sculptor's ability to spin wet clay into pots.

Suggested Spells: Conjunction, Evocation and Transmutation spells fit the primordial sorcerer's concept best, though any spells which require opponents to save or suffer damage or death can be



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particularly effective in the his hands. Conversely, while spells of the Enchantment, Illusion and, especially, Divination schools can be selected and even used effectively by the character, they do not readily fit the concept of the prestige class - carefully consider the thematic implications before selecting such spells.

Hit Die: d4

Requirements

To qualify to become a primordial sorcerer, a character must fulfil the following criteria:

Feats: Ambient Energy Siphon, Empower Spell, Skill Focus (concentration)

Skills: Concentration 13 ranks, Spellcraft 13 ranks

Spells: Character must be able to spontaneously cast arcane spells of 5th level

Special: The character must seek out and slay a greater or elder elemental each of the four main elemental types, air, earth, fire and water using only his spells. In

so doing, he absorbs a bit of each creature's essence, which ultimately allows his magic to transcend the concept of those elements.

Class Skills

The primordial sorcerer's class skills (and the relevant abilities) are: Concentration (Con), Craft (Int), Knowledge (Arcana), Spellcraft (Int) and Use Magical Device (Cha).

Skill Points Per Level: 2 + Int bonus

Class Features

All of the following are class abilities of the primordial sorcerer prestige class.

Weapon and Armour Proficiencies: The primordial sorcerer gains no new weapon proficiencies, nor is he proficient in armour or shields.

Spells: At 1st, 3rd, 5th, 6th, 7th and 9th levels the primordial sorcerer gains new spells per day and spells known as though he had gained a level as a sorcerer. He does not, however, gain any other benefits a member of that class would receive. At 2nd, 4th, 8th and 10th levels he gains an effective caster level, he does not gain new spells known, or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher.

Power Surge: The primordial sorcerer can, at great personal cost to himself, overcharge his spells with extra arcane energy, allowing him to overwhelm his hapless foes with the sheer power of his will. At 1st level, he gains the Power Surge feat for free, even if he does not meet the requirements. If he does meet the requirements, he may attempt a Fortitude save against a DC equal to 10 + spell level each time he uses this feat; if he succeeds, he suffers only a single point of temporary Constitution damage.



Dampen Spell (Su): The primordial sorcerer's ability to control and manipulate raw arcane energy allows him to interfere with the spellcasting ability of those around him, seriously hampering their ability to harm him and his allies. Beginning at 3rd level, the primordial sorcerer can, three times per day for his class level in rounds, radiate a field of 'magical static' that reduces the effectiveness of his opponent's magic. The saving throw DC of all spells and spell like abilities, whether of arcane or divine origin, are reduced by a number equal to one half of the character's Charisma modifier, rounded down. If the affected spell is of arcane origin and if the primordial sorcerer counts it among his spells known, the saving throw DC is lowered by his full Charisma modifier. So, for example, if an enemy wizard with an Intelligence score of 20 casts a *fireball* at a primordial sorcerer with a Charisma of 20, the saving throw DC of the spell would be 16, rather than 18 (Base 10 +3 +5 - 2). If the primordial sorcerer counted *fireball* among his spells known, the DC would be reduced to 13.

The benefits of the spell dampening field apply to all creatures within a radius of 5-feet + 5-feet per class level of the primordial sorcerer. His dampening field does not affect the primordial sorcerer's spells but all other spells cast into or out of the field are. The primordial sorcerer can turn his spell dampening field on or off as a full round action.

Channel Energy: Beginning at 4th level, the primordial sorcerer gains such control over the firestorm sea that is arcane magic that he can channel nearly limitless amounts of force through his spells. He gains the Channel Energy feat for free, even if he does not meet the normal requirements. If he does meet the requirements, he can use the feat twice per week.

Primordial Energy (Su): The primordial sorcerer's magic taps into a source that is to the elements as the elements are to the universe; the foundation of all that ever was, is or will be. As a result, when a primordial sorcerer of 5th level or above casts a spell with a specific elemental descriptor, like *fireball*, the expression of his power is not chained to that element. Rather, the spell is a mix of both all elements and none, a purer form of energy that transcends mortal conception and confounds all types of elemental resistance. Spells cast by the primordial sorcerer which inflict damage based on (and include the descriptor of) acid, cold, electricity, fire or sonic instead are composed of a shifting form of energy which is not affected by any type of resistance to energy or elemental immunity. On the downside, since the spells are no longer based on a specific element, but instead on the energy which creates all elements, creatures which are normally vulnerable to specific kinds of elemental energy no longer suffer extra damage when struck by a primordial energy spell originally of that type. If the primordial sorcerer wishes, he can, with a Spellcraft skill check against a DC equal to 15 + spell level, force a spell with a specific elemental descriptor to use only that form of energy. To do so raises the spell's level by one and its casting time increased just as if he were modifying it with metamagic feats (feats which reduce metamagic casting penalties have no effect).

Crush Spell (Su): The primordial sorcerer's ability to control the ebb and flow of magical energy allows him to effectively shut down his opponent's spellcasting capabilities. Beginning at 6th level, when a primordial sorcerer successfully saves against an opponent's spell or spell like ability, when he successfully counterspells

Primordial Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Power Surge	+1 level
2 nd	+1	+0	+0	+3		+1 effective caster level
3 rd	+1	+1	+1	+3	Dampen Spell	+1 level
4 th	+2	+1	+1	+4	Channel Energy	+1 effective caster level
5 th	+2	+1	+1	+4	Primordial Energy	+1 level
6 th	+3	+2	+2	+5	Crush Spell	+1 level
7 th	+3	+2	+2	+5		+1 level
8 th	+4	+2	+2	+6	Spell Puppet	+1 effective caster level
9 th	+4	+3	+3	+6		+1 level
10 th	+5	+3	+3	+7	Spell Flare	+1 effective caster level



or dispels an opponent's spell he can attempt to render the opponent unable to cast or even prepare that specific spell or spell like ability for one full day. To successfully use his crush spell ability, the sorcerer must defeat his opponent in an opposed Concentration skill check. If the check is successful, the opponent is rendered immediately incapable of using that spell for a full day. The prepared spell does, however, remain in his mind and can be used for other purposes, if applicable. The ban extends beyond innate spell casting ability; the victim cannot cast the spell from a scroll or magical item (though he can use the item's other powers, should it have them). If the primordial sorcerer loses the opposed Concentration skill check, he may not attempt to crush that same spell from that opponent's memory for one full day.

Spell Puppet (Su): The primordial sorcerer's ability to control the raw building blocks of magic extends even to the spells, spell-like effects and magic items of those around him. Beginning at 8th level, the primordial sorcerer can, once a day per two class levels, attempt to seize control of an enemy's magic, or magical devices, as they are being cast or activated. In order to do so, he must ready an action and identify, with a free action Spellcraft skill check (DC 15 + spell level), the spell being cast or activated. If the check is successful, he and the opponent then make opposed Concentration skill checks. If the primordial sorcerer wins the skill check, he seizes control over his opponent's spell, giving him the choice of range, spell effects and targets as normal for the spell. Though the primordial sorcerer controls the spell, it still originates from the original caster or magic item for the purposes of determining range and other level dependent spell effects. Spell Puppet can be used to seize control of spells with a range of touch; while the primordial sorcerer cannot force the original caster's hands away from their intended target, he can cause the spell to detonate internally, subjecting the original caster to the effects of his spell. Spell puppet cannot be used to seize control of spells or spell-like effects with a range of personal.

Spell Flare (Su): When the primordial sorcerer reaches this level of ability, he no longer need concern himself with the limitations of mortal spellcasting. When he applies the Empower spell feat to a spell, it is considered to be doubly Empowered; so, for example, if he casts an Empowered *fireball*, its effects are doubled rather than increased one-and-a-half times. Alternately, the primordial sorcerer can instead choose to simply Empower a spell without using a higher level slot increase or increasing the casting time, meaning he would cast an Empowered *fireball*, for example, with a standard action and as a 3rd level spell, rather

than a 5th. In addition, the primordial sorcerer can use spell flare to augment spells seized by his spell puppet ability as though by the Empower feat, when doing so, neither the spell's level or its casting time are increased.

SPIRIT CARVER

Mortal flesh is fragile and transient. Instinctively, all who are destined to face the bittersweet kiss of death know this; some choose to deny the inevitable end and some few readily embrace it, but most simply accept there is a limit to the time they are given and live life as best they can.

Alone among mortals, the spirit carver is guaranteed a different fate.

The spirit carver is a sorcerer infused by the alien sentience of the negative energy sea, an obsidian black plane of sluggish, frigid energy which laps at the boundaries of the living energy planes, seeking to drown them in its bottomless depths. Thanks to the dark power coiled within his soul, the spirit carver has immense power over the undead and necromantic magic in general and he can raise and bind the dead to his will with startling ease.

Though he shares many superficial similarities with necromancers and priests of the gods of death, most spirit carvers possess neither the obsession for clinical study nor the dedication of honorific prayers to the divinities that control them in the realms beyond life. Nor is he particularly inclined towards evil; while many spirit carvers do act in, if not evil, decidedly selfish manners, an equal number lead their undead servants into combat against demons and dragons and bandit kings, or simply use their abilities as mood and circumstance directs them.

Suggested Concepts: The spirit guide is the first and best choice for a character pursuing this path, as it is not only thematically appropriate but, with its bonus necromantic spells and heightened necromantic casting potential, mechanically synergistic as well. Other appropriate concepts include the arcane orphan, the arcane experiment, the divine receptacle and the oracle.

Suggested Spells: Necromancy spells are, of course, a must for any character pursuing this path. Other thematically appropriate and useful low and mid level spells include: *ray of frost*, *obscuring mist*, *detect undead*, *spider climb*, *fog cloud*, *summon swarm*, *darkness*, *darkvision*, *gaseous form*, and *solid fog*. Appropriate high level spells include: *cloudkill*, *cone of cold*, *nightmare*, *eyebite*, *shadow walk*, *trap the soul* and *power word (kill)*.

Hit Die: d4

Requirements

To qualify to become a spirit carver, a character must fulfil the following criteria:

Feats: Great Fortitude, Spell Focus (necromancy)

Skills: Concentration 13 ranks, Knowledge (arcana) 13 ranks

Spells: Must have the ability to spontaneously cast 4th level arcane spells and must know the following: *disrupt undead*, *ray of enfeeblement*, *vampiric touch* and *animate dead*.

Class Skills

The spirit carver's class skills (and the relevant abilities) are: Concentration (Con), Craft (Int), Intimidation (Cha), Knowledge (arcana) (Int), Profession (Wis) and Spellcraft (Int).

Skill Points Per Level: 2 + Int bonus

Class Features

All of the following are class abilities of the spirit carver prestige class.

Weapon and Armour Proficiencies:

The spirit carver gains proficiency in the scythe but gains no proficiency in armour or shields.

Spells: At every level except 4th and 7th, the spirit carver gains new spells per day and new spells known as though he had gained a level in the sorcerer class. He does not, however, gain any of the other benefits of gaining a sorcerer level. At 4th and 7th levels, the spirit carver gains an effective caster level – he does not gain new spells known, or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher.

Death's Chosen: Powered by the chill black currents of negative energy, the spirit carver is a necromantic engine of incomparable power. While he does not enjoy the backing of divinity, as clerics of the various gods of death do, he is directly connected to the alien essence

of negative energy itself; beginning at 1st level, the spirit carver enjoys the following benefits:

- † He gains a +1 per two class levels bonus to all saves versus death spells and spell-like effects, as well as all spells which are powered by negative energy.
- † No material components (other than corpses) are required when casting the spells *animate dead*, *create undead* and *create greater undead*.
- † Should he so choose, he can use the cantrip *disrupt undead* to repair, rather than damage undead; hit points are restored to the undead on a one for one basis, with excess hit points restored counting as temporary hit points which fade at the rate of one per round. *Disrupt undead* is considered a negative energy spell when used in this fashion.



THE PRESTIGE SORCERER

Spirit Carver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Death's Chosen	+1 level
2 nd	+1	+3	+0	+3	Aspect of Death	+1 level
3 rd	+1	+3	+1	+3	Create Undead	+1 level
4 th	+2	+4	+1	+4	Aspect of Death	+1 effective caster level
5 th	+2	+4	+1	+4	Aspect of Death	+1 level
6 th	+3	+5	+2	+5	Aspect of Death, Shallow Graves	+1 level
7 th	+3	+5	+2	+5		+1 effective caster level
8 th	+4	+6	+2	+6	Aspect of Death	+1 level
9 th	+4	+6	+3	+6	Create Greater Undead	+1 level
10 th	+5	+7	+3	+7	AoD, Thoughts like Black Roses Blooming	+1 level

Aspect of Death: As the spirit carver grows in power, he begins a slow but unmistakable metamorphosis, taking on more and more characteristics of the dead and the undead. Beginning at 2nd level and at every even level after that, the spirit carver gains one of the following aspects. Some aspects can be taken more than once and these are so noted in the text.

- † The spirit carver gains +2 caster levels, but only for the purposes of determining how many hit die worth of undead he may control with *animate dead*, or the type of undead he may create with *create undead* or *create greater undead*. This aspect may be selected no more than twice.
- † The spirit carver no longer needs to breathe and gains a +1 per two class levels bonus to all saves against poison, sleep, paralysis, stunning, death and disease effects. If he selects this ability a second time, the bonus to saves against the above listed conditions increases to +1 per class level and he gains, in addition, a +1 per two class levels bonus to resist mind-influencing effects, ability damage, ability drain and energy drain effects (where applicable). If he selects it a third time, he gains complete immunity to poison, sleep, paralysis, stunning, death and disease effects, his bonus to mind-influencing effects, ability damage, ability drain and energy drain effects increases to +1 per class level and he becomes immune to critical hits and subdual damage. Each time the spirit carver selects this aspect, he loses a part of his mortal seeming, as the negative plane curdles his spirit. His cold otherworldliness make it difficult for him to interact with those who don't understand

the comforting touch of oblivion and he suffers a cumulative -2 penalty to all Non-Player Character reaction checks and to all Bluff, Diplomacy, Gather Information, Handle Animal, Perform and Sense Motive skill checks.

- † The spirit carver's nerves deaden and his blood thickens and flows only reluctantly from open wounds. He gains damage resistance 1/-. He can select this aspect no more than twice.
- † The spirit carver can, once per day, summon 4d8 dire rats, 10d10 bats or 3d6 wolves as a standard action, exactly as a vampire can with its *children of the night* ability. Each time this aspect is selected, it grants the spirit carver an additional use per day.
- † The spirit carver radiates a powerful negative energy aura, which bolsters the will of his undead servants. All undead controlled or created by the spirit carver gain a turn resistance bonus equal to his Charisma modifier. The negative energy radius extends to a radius of 10-feet + 10-feet per class level. Taking this aspect twice doubles the radius of effect.
- † The spirit carver can, once per day, use a *death touch* identical to the Death domain granted power. Each time this aspect is selected, it grants the spirit carver an additional use per day.
- † The spirit carver gains darkvision to a range of 10-feet + 10-feet per level. If this aspect is selected a second time, the spirit carver gains the *scent* special quality.

Create Undead: At 3rd level, the spirit carver gains the *create undead* spell as a 6th level arcane spell known. The spell is not gained as a free extra spell; instead it occupies the sorcerer's single known spell slot for the level. If the character has already gained *create undead* as a free spell, as sorcerers with the spirit guide concept do, he instead casts the spell at +1 caster level; this bonus caster level stacks with that gained from the spirit guide concept.

Shallow Graves (Su): The dead yearn for the touch of the spirit carver's energy and eagerly rise to obey his command. Once a day per two class levels, the spirit carver can choose to modify his *animate dead* spell as though by the Quicken feat, ignoring both the increased spell level cost and the normal full round penalty for sorcerers casting metamagic enhanced spells. Additionally, the casting times for both *create undead* and *create greater undead* is reduced from one hour to only one minute.

Create Greater Undead: At 9th level, the spirit carver gains the *create greater undead* spell as an 8th level arcane spell known. The spell is not gained as a free extra spell; instead it occupies the sorcerer's single known spell slot for the level. If the character has already gained *create greater undead* as a free spell, as sorcerers with the spirit guide concept do, he instead casts the spell at +1 caster level; this bonus caster level stacks with that gained from the spirit guide concept.

Thoughts Like Black Roses Blooming (Su): Though the spirit carver is not necessarily a worshiper of death, his soul and body are a living conduit for the dark matter of the negative energy plane. At 10th level, when the spirit carver's powers reach their peak, the negative energies within him becomes a sort of sinister intellect, an animalistic mind unceasingly whispering of the joy of death and the final gift of oblivion to every mortal its host comes into contact with.

Living beings, which come within a radius of 10-feet + 10-feet per class level of the spirit carver come under the influence of *thoughts like black roses blooming*. Images of silent, painless death and visions of ugly, decaying objects made perfect and vibrant at the moment of their destruction flood their minds and a voice, at once delicate and commanding, stern and motherly, urges them to embrace the inevitable end, not just of themselves but of all things. Oblivion's subtle, constant babble is truly dangerous, capable of seducing even the strongest minds. Most dangerous of all, it is impossible to tell where the voice issues from, as it seems to simply well up from the listener's own mind.

Normally, the spirit carver, who is aware of but immune to the call of the voice inside him, can suppress its power, leaving it able to whisper but unable to bring its full force to bear. Should he choose, however, he can release the mental blocks which keep oblivion at bay, allowing it to roll forth like a wave over the souls of all who come near.

When he unleashes the power of *thoughts like black roses blooming*, the following effects immediately occur:

- † Negative energy spells are considered to be +1 caster level, but only for the purposes of resisting *dispelling*
- † All undead gain turn resistance +2, which stacks with existing turn resistance.
- † All beings within the radius of effect must succeed at a Will save against a DC equal to 14 + the spirit carver's Charisma bonus, or suffer from *despair* as though by an *emotion* spell cast by a sorcerer of his character level. Unlike with a normal *emotion* spell, however, those who succumb to *despair* suffer a penalty to all saves versus *death* effects and negative energy spells cast by the spirit carver or undead created or controlled by him equal to one half his Charisma bonus.

Unleashing *thoughts like black roses blooming* is a full round action. It can be used once a day per two class levels and lasts one round + one half the spirit carver's Charisma bonus. Beings immune to mind-affecting spells and spell-like effects are immune to the effects of *thoughts like black roses blooming*.

THE WEAVER

Do you understand the nature of time? The weaver does. He knows its ebb and flow, its currents and its tides, navigating them as easily as a sailor traverses the waves of his homeport.

Do you understand the nature of fate? The weaver does. He knows its whims and its will, its moods and strange fancies and capricious cruelties, seducing and cajoling it as effortlessly as a courtesan bends a noble's ear.

Do you understand the nature of men? The weaver does. He knows they hunger for the knowledge only he can give them... and that is all he needs to know.



THE PRESTIGE SORCERER



The weaver is a sorcerer who's magic instinctively gives him the ability to both foresee the future and influence the course of fate, in ways both subtle and drastic. Armed with the knowledge sorcery brings him, he can unerringly detect approaching danger, determine the most prudent course of action, hear words before they are spoken and influence the actions of kings and commoners alike.

Suggested Concepts: The oracle is, of course, the natural concept for a character pursuing this prestige class. The divine receptacle, elven willspeaker and even the half-orc totem avatar are excellent, thematically appropriate concepts as well.

Suggested Spells: Divination spells are the weaver's bread and butter, but the following low level spells of other schools are both appropriate and useful: *alarm, obscure object, misdirection, non detection, haste, suggestion, confusion and emotion*. Appropriate high level spells include: *dominate person, feblemind, mind*

fog, dream, nightmare, mass suggestion, mass haste and insanity.

Hit Die: d4

Requirements

To qualify to become a weaver, a character must fulfil the following criteria:

Feats: Improved Initiative or Lightning Reflexes, Iron Will

Skills: Concentration 9 ranks

Spells: The character must be able to spontaneously cast arcane spells of 3rd level or higher, and must include the following spells among his spells known: *true strike, read fate*.

Class Skills

The weaver's class skills (and the relevant abilities) are: Concentration (Con), Craft (Int), Gather Information (Cha), Intimidation (Cha), Knowledge (arcana), Listen (Wis), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis).

Skill Points Per Level: 2 + Int bonus

Class Features

All of the following are class abilities of the weaver prestige class.

Weapon and Armour Proficiencies: The weaver gains no new proficiencies in weapons, armour or shields.

Spells: At every level except 4th, 7th and 9th, the weaver gains new spells per day and spells known as though he had gained a level in the sorcerer class. He does not, however, gain any of the other benefits a sorcerer would normally receive. At 4th, 7th and 9th levels, the weaver gains an effective caster level, he does not gain new spells known, or increased spells per day, but all level dependant spell effects (duration, range, damage) and all caster checks are determined as though he were one level higher.

Twist Thread (Su): Beginning at 1st level, the weaver can, with a subtle tug at the threads of fate, forever alter the course of the future, either for himself, or for another. When any skill check, saving throw or attack roll is made, the weaver can elect to roll the

The Weaver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+2	+2	Twist Thread 1/day	+1 level
2 nd	+1	+0	+3	+3	Open Book	+1 level
3 rd	+1	+1	+3	+3	Twist Thread 2/day	+1 level
4 th	+2	+1	+4	+4	Danger Sense I	+1 effective caster level
5 th	+2	+1	+4	+4	Twist Thread 3/day	+1 level
6 th	+3	+2	+5	+5	Guiding Hand	+1 level
7 th	+3	+2	+5	+5	Twist Thread 4/day	+1 effective caster level
8 th	+4	+2	+6	+6	Danger Sense II	+1 level
9 th	+4	+3	+6	+6		+1 effective caster level
10 th	+5	+3	+7	+7	Twist Thread 5/day	+1 level

check himself, applying all relevant modifiers, and then choosing which of the two results will apply. If he uses this ability upon himself, he rolls twice and selects the desired result. If used to influence an ally, both he and the allied character attempt the action and then the weaver decides which result will be used. If the weaver attempts to use the twist thread ability against an enemy, both he and the enemy attempt the action, after which the weaver chooses which result will apply without looking at the enemy's roll and without knowledge of the modifiers, if any, which are applied to it. In other words, he must decide which strand will be woven into fate's tapestry based only on the result of his own roll.

Twist thread can be activated as a free action during any character's initiative sequence. It can be used a maximum of once each round. At 3rd, 5th, 7th and 10th level, the weaver gains an additional use per day of the twist thread ability.

Open Book (Su): Starting at 2nd level, the weaver sees the future as easily as he remembers the past. Since it holds no secrets from him, it is difficult to catch him unawares. He gains a bonus equal to 1 + his Charisma bonus (if any) to his Initiative score and to his Listen and Spot skill checks. The bonuses to his skills come not from heightened senses, but from his ability to 'remember' the sound of an arrow's flight before it is loosed and the sight of an assassin leaping before he stirs in the shadows.

Danger Sense (Su): The weaver's ability to see the future before it occurs keeps him safer than armour ever could. Beginning at 4th level, he can, for a number of rounds per day equal to his class level, add his

Charisma bonus to his armour class. At 8th level, he can, once a day per class level, add his Charisma bonus to all Reflex saves he attempts.

Guiding Hand (Su): Since the future holds no secrets from him, the weaver is a consummate strategist, able to react to an enemy's clever tactic before it is even devised. At 6th level, the weaver learns how to sort and interpret the myriad threads of fate, which surround him so quickly that he can offer advice to his allies, greatly enhancing their efficiency. Each round, a number of allies' equal to the weaver's Charisma bonus gains a +2 insight bonus to attack rolls, damage rolls, skill checks, armour class and saving throws. The benefits remain active so long as the ally is able to hear the weaver's voice. The effort required to read the tangled knots of conflicting futures, which surround life and death moments, is immense. While using the guiding hand class ability, the weaver cannot attack or cast spells, though he can maintain them via concentration, and he may only take move equivalent actions each round. If the weaver is struck while using the class ability, he must attempt a Concentration check against a DC equal to 10 + the damage inflicted or be brought out of his trance, instantly cancelling the granted benefits. A weaver can enter the trance state necessary to gain the benefits of guiding hand only once each combat and a maximum of once a day per two class levels.



TRICKS OF THE TRADE

The traditional image of a sorcerer is of a mortal blessed or cursed with strange and potent powers, a wholly unique being who defies easy classification. Unfortunately, the base mechanics of the class don't really nurture this idea; spontaneous casting, while both useful and powerful, is a bit of a one trick pony.

Enter Tricks of the Trade. This chapter greatly expands upon the base concept of the sorcerer. Within, you'll find rules for substituting life blood for material components, new and surprising ways for sorcerers (and perhaps other spellcasters) to use their existing skills and guidelines for adding true names, the words which define and shape the cosmos, to your campaign.

BLOOD MAGIC

A sorcerer's blood is charged with magical power. By sacrificing a bit of this precious elixir, a sorcerer can

forgo the need for material components and focuses, as well as boost the ability of his spells to penetrate an opponent's defences.

In order to use this ability, the sorcerer must cut himself during the casting of his spell and allow his blood to flow freely; even a small slash will do, so long as it is deep enough to open the skin. When the incantation is completed, a gout of blood will erupt from the cut, transforming into sparks of light and fire as it falls. When this occurs, the sorcerer loses a number of hit points equal to the level of the spell being cast; these lost hit points cannot be healed by magical healing, or by any other supernatural effect and heal naturally at half the normal rate. In return, the sorcerer may forgo the need for both material components of less than 50 gold pieces in value and any required focuses. Spells enhanced by his blood also gain a +2 bonus to pierce spell resistance, which stacks with those bonuses granted by Spell Penetration or other, similar feats and special abilities.

In addition to the above use, a sorcerer's blood can be used for many other purposes. See the Tools of the Trade chapter for more details.

NEW USES FOR OLD SKILLS

Most sorcerers do not benefit from the formal education of their wizard counterparts, nor are they likely to be blessed with as high a natural Intelligence. As such, they rarely have a wide breadth of skills on which to draw in times of need. So clever sorcerers learn to make do with what they have, developing their skills in unexpected ways.

What follows are new uses for existing skills. Written with the sorcerer's particular abilities in mind, Games Masters should think carefully before allowing members of other classes access to these new tricks.

Bluff

Normal: You can make even the most outrageous seem true, act, con and fast talk your way through social encounters.

Disguise Spell: By carefully adding gibberish phrases and redundant hand motions, a spellcaster can attempt to make it more difficult for others to identify his spells as they are being cast. Attempting to do so doubles the spell's casting time and only spells with a casting time of one action or one round can be disguised in this fashion. Attempts to disguise spells are made at



the end of the modified casting time and are against a DC of 20 + the spell level. A successful skill check doubles the spell's level for the purposes of identifying it with Spellcraft checks. So, for example, an attempt to identify a successfully disguised 5th level spell would be made against a DC of 15 + 10, or 25, rather than 20.

Special: Characters with 5 or more ranks in Spellcraft gain a +2 synergy bonus to all Disguise Spell skill checks.

Concentration

Normal: You can focus your mind to ignore pain and other distractions.

Charge Preservation: You can attempt to hold a touch spell's charge while touching an object or casting another spell. In order to successfully hold a touch spell's charge, you must succeed a Concentration skill check with a DC equal to 15 to touch an object, or 15 + level of the touch spell + level of the new spell you are attempting to cast. If the Concentration check is successful, you maintain the touch spell's charge and, if applicable, cast the new spell without incident. If you fail the check while attempting to touch an object, the charge is lost. If the check is failed when attempting to cast a second spell, the new spell is lost and magical feedback causes the touch charge to detonate internally, inflicting 1d6 damage per spell level with no save.

Each new object you touch or spell you cast beyond the first makes it incrementally more difficult to safely hold the touch spell's charge. Each new object touched or manipulated increases the check DC by 2. For casting additional spells, the DC of the check increases by the touch spell's level and the level of the new spell to be cast, stacking each time with existing DC modifiers. So, for example, a sorcerer attempting to hold a *shocking grasp* charge while casting a *magic missile* would make a Concentration skill check against a DC of 15 + 1 + 1 = 17. Were he to attempt to cast a second *magic missile* while maintaining the charge, the DC would be 15 + 1 + 1 + 1 + 1, or 19. You cannot maintain a touch spell's charge while attempting to cast another touch spell.

Spell Fugue: You may attempt to maintain a spell with the duration of concentration while casting another spell. The DC of the check is equal to 20 + the level of the spell to be maintained + the level of the new spell you are attempting to cast. Only spells with a casting time of one action can be cast in this way. If you fail the check, both spells are wasted. You may attempt to

cast a new spell each round, but the DC of the check is increased by the new spell's level each time, stacking with the previous DC. So, for example, a sorcerer attempting to maintain an *emotion* spell while casting a *fireball* would make a Concentration check against a DC of 20 + 3 + 3, or 26. If he later attempted to cast another *fireball* while still maintaining the *emotion* spell, the DC would be 20 + 3 + 3 + 3, or 29.

Special: A character with 5 or more ranks in Spellcraft gains a +2 synergy bonus when attempting a charge preservation or spell fugue skill check.

Craft (alchemy)

Normal: Combine strange and unique ingredients to create exotic and powerful substances

Create Blood Infusion: With a successful Craft (alchemy) skill check, you can create a blood infusion, a magical liquid distilled from your own blood. Blood infusions can be used to create a variety of effects, in a manner similar to potions. The skill check DCs to create blood infusions are listed below.

Task	DC	Notes
Spell Store	15 + spell level	Cost 1 XP per spell level and 1 hp
Spell Boost	20	The total skill check determines the highest level of spell which may be boosted
Spell Shield	20	Costs 2 XP per spell level and 1 hp

Complete rules for the creation and use of blood infusions are presented in **Tools of the Trade**.

Identify Spell Arsenal: With a successful Craft (alchemy) skill check, you can identify a bard or sorcerer's known spells. In order to attempt this, you must have alchemical equipment, a quiet place to work undisturbed and access to at least an ounce of blood (no more than 3 days old) taken from the sorcerer in question. The base DC of the check is 20, with results over that determining what spell levels are identified on a one-for-one basis. So, for example, a skill check result of 25 would correctly identify all spells known up to 5th level. Identify Spell Arsenal can also be used to determine what, if any spell-like abilities a creature possesses, but cannot be used to identify the spell complements of wizards, clerics or other spellcasters, as their magic comes from external, rather than inborn sources. Blood used in the skill check is



TRICKS OF THE TRADE

rendered useless by the test, whether or not the check was successful; in addition, each test requires 10 gold pieces worth of disposable chemicals and powders, which are consumed in the process.

Special: A character with 5 or more ranks in Spellcraft gains a +2 synergy bonus when using Craft (alchemy) to Identify Spell Arsenals.

Intimidation

Normal: You can use veiled threats, sharp words and sheer force of will to bully others.

Crush Resistance: With a successful Intimidation check against a DC equal to 15 + class level, or hit dice in the case of monsters, you can shatter the self confidence of other beings, making them more vulnerable to your spells. Those who you successfully crush suffer a -1 morale penalty to their Will saves to resist the first of your spells which targets them during the encounter. Targets, which are immune to fear, or mind-affecting effects are likewise immune to your attempts to crush their resistance. Likewise, targets

with 5 or more ranks in the Sense Motive skill add +2 to the DC of the check.

Spell Display: A sorcerer and only a sorcerer, can discharge a cantrip to gain a bonus to his Intimidate skill checks. The spell flares to life in a harmless but impressive display of arcane power, causing light to burst from his fingertips, or lightning to crackle in his eyes or other, similar effects. The spell display grants a +2 circumstance bonus to his Intimidate skill check. At the Games Master's discretion, the circumstance bonus may be increased up to a total of +5 when used against peasants or other folk not accustomed to magic.

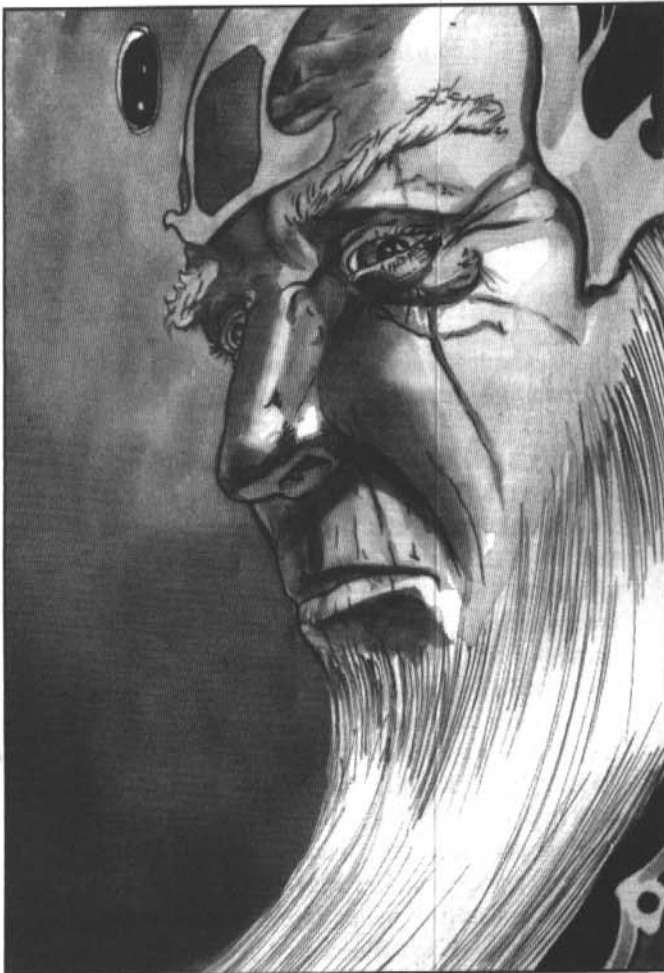
Knowledge (arcana)

Normal: You are well-versed in ancient mysteries and the ways of spellcasters.

Non-Magical Fortune Telling: Whether by consulting astrological star charts, tarot, reading palms, tea leaves, chicken scratches, entrails, seeds, peering into a crystal ball or reading flickering tongues of flame you know how to interpret mystical signs well enough to read the immediate future, at least to a limited degree.

There are far too many fortune-telling mediums for a comprehensive list to be provided here, but some of the more famous and interesting include:

- † *Astrology* - the study of the influence of celestial bodies on personality, the future and life in general.
- † *Cheirromancy* - palm reading. Determining the course of a life by studying lines on the palm of the hand.
- † *Tarot* - predicting present and future events through interpretation of the arrangement of symbolic cards.
- † *Tasseomancy* - divination based off interpretation of the patterns of floating tealeaves.
- † *Rune Casting* - divination based around interpreting the arrangement and positioning of magical symbols carved into bits of bone, wood or rock.
- † *Alomancy* - the interpretation of patterns of salt thrown on the floor.
- † *Floromancy* - divination through interpretation of flowers.
- † *Pyromancy* - divination through interpretation of patterns of flames.



In order to perform a non-magical reading, you need a place of relative quiet and the necessary tools for the particular style of reading you wish to perform. Should you wish to perform a reading on a particular person, they, or at least one of their important possessions, must be in attendance as well. There are no hard and fast rules regarding how long a legitimate reading takes, but you may wish to default to one hour minus the reader's Wisdom or Intelligence bonus, whichever is higher.

A non-magical fortune telling can be performed for any one of the following purposes, one per reading:

Divining the Future:

† *Personal* - Through careful study of the questioner, or by turning his focus internally, the teller can gain limited insight into near future events that will be of some importance. With a successful skill check, the subject of the divination gains a one-off competence bonus of +1 to any attack roll, saving throw, skill check or ability check made during the next 24 hours.

† *General* - The teller can attempt to interpret the tangled web of possibility that is the future. With a successful skill check, he gains sudden insight into a near future event. The insight is equivalent to that gained by the *augury* spell, but can apply to any event which will occur within the coming 24 hours. Unfortunately, the teller has no control over which event he will gain insight to; the feeling or vision simply comes to him. Attempting this sort of foretelling is both physically and mentally exhausting; the teller is considered fatigued for two hours after the reading.

Identify Personality Traits: A thorough reading can deliver great insight into a subject's true nature. With a successful skill check, the teller learns some general facts about the subject. He does not, however, learn exact, concrete facts, such as the subject's alignment, level, abilities for example. Instead, he is given hints and clues, as considered appropriate by the Games Master. For example, should a foretelling be performed on a 15th level fighter of Lawful Evil alignment who's hell bent on establishing his own tyrannical kingdom, the fortune teller would not learn these dry facts. He might, however, he might receive visions of the fighter striking down powerful monsters with a single blow or images of him as an old man on a great iron throne; whip in hand and surrounded by hundreds of peasants in chains.

Only one foretelling of a particular subject may be performed each day, regardless of the success or failure of the initial foretelling. The DC of the skill check to successfully perform a non-magical fortune telling varies by both the type of foretelling being performed and the available tools. The chart below presents a general listing of fortune telling DCs:

Foretelling	DC	Notes
<i>Personal Divination of the Future:</i>		
Self	20	
Another (in person)	20	
Another (personal item)	30	
Greater Divination	20-30	
<i>Personality Readings:</i>		
Subject Present	20-25	DC depends on willingness of the subject
Personal Item	25-30	DC depends on willingness of the subject

* A successful skill check reveals one facet of general personality, such as alignment tendency. For every 5 points the skill check is above the DC, the fortune-teller gains an additional insight.

Typically, a failed skill check means only that the fortune-teller learned nothing in his reading. Occasionally, however, the Games Master may wish to give the character a false reading, which may have dangerous results. Remember also that a foretelling even a successful one does not provide the character with interpretation and analysis of the events foretold. It is entirely possible that the fortune-teller will not understand what he sees, or worse, that he will completely misinterpret the reading - such is the danger of divining the future.

Profession

Normal: You are trained in a livelihood, which depends more upon a wide breadth of knowledge than aptitude in a specific field.

Charlatan Fortune-teller: Logically, the sheer number of divination spells available in most campaign worlds should make it difficult, if not impossible,





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for a charlatan to establish himself as a legitimate fortune-teller. And yet, the average metropolis teems with all manner of charlatans disguising themselves as soothsayers, astrologers, palm readers and spirit mediums. Even many legitimate spellcasters, especially those of questionable ethics, would rather mumble a few words, hum and haw over a handful of tarot cards and pretend to consult star charts than bother with casting real divination spells. Often those seeking answers would rather hear pretty lies than the, often painful, truth. A sorcerer with skill ranks in Profession (charlatan fortune teller) knows how to fake palm readings, astrological consultations and other classic methods of fortune telling to satisfy the ignorant and the foolish.

Special: A sorcerer with access to the traditional implements of fortune telling (crystal balls, tarot cards, star charts and the like) gains a +2 competence bonus to his skill check. A sorcerer with 5 or more ranks in

Quick and Dirty Fortune Telling

For the purposes of game mechanics, at least so far as this book is concerned, all the myriad types of fortune telling are simply different roads leading to the same destination. Which is to say, there are not enough inherent differences between palmistry and tea leaf reading to justify providing individual mechanics for each. In order to add a bit of realism, such as it is, to fortune telling in your campaign, Games Masters might wish to impose the following limitation: a character knows one style of fortune telling for every three ranks he possesses in the Knowledge (arcana) skill.

And Introducing, in the Role of the Fates: The Games Master

By necessity, rules regarding fortune telling must be left somewhat vague, as the future is a nebulous thing, not just in a fantasy world, but in the real one as well. Fortunately, whilst the Games Master, has no more control over the whims of fate in the real world than anyone else does, they ARE fate in the campaign world. Use fortune telling to drop hints of possible future adventures, to reveal Non-Player Character motivations, or to subtly get the player's back on track when their characters are pursuing a fruitless course of action. Or simply use them as mood pieces; a telling which hints at some far off event wholly unrelated to the characters this can reinforce the illusion of a campaign world as an entity which exists independently of the party and the campaign in general. If the players should later express interest in exploring the events of that foretelling, then you have a compelling, hook for a whole new campaign.

Bluff, Knowledge (arcana) or Sense Motive gains a +2 synergy bonus to all Profession (fortune-teller) skill checks.

Spellcraft (Int)

Normal: Use this skill to identify spells, either before or after they are cast.

Spell Signature: Though the uninitiated believe that a *fireball* spell is a *fireball* spell, regardless of who casts it, those better experienced in such matters know that, just as no two artists paint an apple the same way, no two spellcasters craft their magics in identical fashion. A sorcerer, with his intrinsic understanding of magical patterns, can, with a bit of study, identify a particular caster by the telltale clues his spells leave behind. The DC of the check is equal to 25 - the level of the spell; the more powerful the spell, the more clues left behind.

Optional Rule: Intimidation as a Class Skill

A sorcerer is a mortal of unearthly power, a living generator of arcane energy who can rightfully claim descent from and kinship to some of creation's mightiest beings. Beyond that, a sorcerer's magic is geared around his will and sense of self. A high level sorcerer is and should be, possessed of one of the most forceful personalities in the entire world. All in all, this should make for an intimidating combination.

Mechanically, however, there is nothing to represent this. Though a Games Master can certainly take it upon himself to insure any Non-Player Characters that a sorcerer interacts with will be suitably impressed by his personal magnetism and supernatural aura, for some groups, however, this can lead to misunderstandings and awkward moments.

To circumvent this issue, a Games Master can simply add the Intimidate skill to the sorcerer's class skill list. The benefits of this are numerous, but, most importantly gives players of sorcerer characters access to a skill that takes advantage of what is undoubtedly their character's highest ability score. This also gives Games Masters a concrete justification for the stereotypical unease and fear sorcerers receive from the populace of most fantasy worlds.

If you do decide to add Intimidate to the sorcerer's class skill list, it is highly recommended that you also adjust the bonuses gained by the Totem Avatar and Arcane Orphan sorcerer character concepts. Instead of receiving Intimidate as a class skill, these concepts now confer a +2 bonus to all Intimidate skill checks.

TRUE NAMES

A true name is much more than a label mortals use to classify and identify each other and the world that encompasses them. In the same way, it is beyond the secret tongues the gods use when speaking amongst themselves. True names are the defining language of the universe, the whispered tones that shape the forms and guide the destinies of all things that are and ever will be. A true name is given just before the moment of creation; it comes unbidden to the mind which imagines, the hands that build or the seed which consummates and births itself into the world.

What a True Name is not

A true name is not a magical word, though it can be used in conjunction with magic to perform feats of truly staggering magnitude. Nor is a true name sacred or profane, though both the holiest and most blasphemous of beings are defined by true names of incomprehensible power; true names give shape to the concepts of good and evil, so they must, by necessity, stand aloof of them.

Finally, a true name is not something to be introduced into your campaign lightly. While the concept of true names will not fundamentally alter your game, avoid the temptation to allow characters and their players, to become collectors. True names, much like exotic magical items, work best when used sparingly, their value is inversely proportional to their rarity.

You will not find it in a Box

A true name isn't something you just read from a book or find in a box shoved in the corner of some time lost temple (unless, possibly, the book is an artefact of consummate power). Likewise, there isn't a spell yet invented, not even *miracle* or *wish*, which can force a true name to reveal itself. So how then does an enterprising character, whether player or Games

Master controlled, ever gain mastery of even one true name?

The short answer is, he doesn't, at least not without unshakeable dedication, sustained effort and more than a bit of luck. The guidelines below will serve you in good stead when your players and their characters decide to quest for true names.

Scale of Difficulty

Though it should never be said that discovering a true name is easy, it is considerably simpler to discover the true name shared by all rakes than it is to uncover a king's true name. This in turn is simpler than discovering a god's true name, which is monumentally easier task than trying to discover the true name of love. Keep that in mind when determining the exact steps necessary to learn a true name. As a general rule, finding the true name of a king is a quest worthy of a complete adventure, while finding the true name of the concept of love is a quest worthy of an epic, reality spanning campaign.

Or, Perhaps, It is In a Box...

True names don't just float somewhere in the ether. Every true name is anchored to reality in some fashion, though that anchor may not be something you can hold in your hand. The true names of most intelligent mortal beings are, as has already been stated, anchored to their souls. The true name of horses, however, is scattered, one letter to a petal, across a field of eternally blooming dandelions, nestled in a high peak at the



centre of a small, uncharted island. The anchor points for truly esoteric concepts like love can be literally anything you envision, but should, at least in some small way, be connected to the concept. The shadow of a teardrop which falls from a graveside statue's eye only on the anniversary of its death may hold the true name of regret, or a single grain of sand in the middle of an endless desert might hold the true name of infinity.

Of course, the fun of inventing exotic and magical anchor points carries with it the responsibility of giving the characters and their players, some means of actually getting hold of the true name once they've found it. This is a separate concern from them finding it in the first place (see below). It is all well and good for the characters to discover the true name of destiny is anchored to the moment the Crown of Seven Blessings first touches the head of a newly elected priest-king. Without some means of capturing that instant, however, characters have no reason to even bother trying.

There are two methods to deal with this. First, you can create an appropriate ritual or spell for capturing the true name, either one that is specific to the true name in question or useful for capturing any true name. For example, a name seeker who finds the anchor for the true name of horses learns that true name upon eating all the blossoms in the meadow. The second option is to allow the players, through their characters, to invent their own means of seizing their prize; in many ways, this is the better option, as the players will feel more invested in the victory.

Miracle, Wish, Divination and Magic in General

Magic cannot reveal a true name, not even if it draws directly on a deity's power, as *miracle* does. Why? Simply put, because it's not as fun. If, in five minutes, a *commune* spell and a hop, skip and a *teleport* could gain you access to a true name, they would be about as special as a *cure light wounds* potion.

What magic can do, however, is provide vital clues as to the location and nature of the true name's anchor. These clues should not, however, be straightforward answers. Instead, offer cryptic hints and veiled clues that must be deciphered. Play to the character's skills, offer references to ancient events, so the bard can use his Bardic Lore ability, or give them symbols which can be translated by a successful Knowledge (arcana) skill check. Here are some suggestions for specific spells:

Commune & contact other plane: While deities and other planar beings can and sometimes do, know true names, they must seek out and discover them just as any other sentient being must. Which means that a given extra-planar being is only likely to know a handful of true names and, even then, only those which relate to his own interests. Even if the deity or planar being does know the true name sought, he cannot simply convey it to the character, both because he is bound by oaths older than creation itself and because mortal magic shatters in the face of a spoken true name. He can, however, give general information as to the nature and location of true names that he knows and is at least able to direct name seekers towards likely sources of information about those names that he does not know.

Discern location: The requirement that the caster have touched or seen the object or person to be sought greatly reduces this spell's usefulness in tracking down true names. Beyond that, true names are not objects and so cannot be sought by means of this spell. Finally, since the true names of most mortal beings reside in their souls, *discern location* isn't likely to tell the name seekers anything they don't already know.

Detect magic: A true name does not register as magic.

Divination: This powerful spell is a great tool for dispensing clues to name seekers. Simply remember the stated limitations and flavour of the spell and use it unchanged.

Identify: While some magic items are true name anchors (aside from its own), not all anchors are magic items. In any case, a true name will not register as a basic function of a magic item.

Legend lore: This powerful spell can reveal important clues about both those who previously possessed a true name and the nature of the true name's anchor. Remember the guidelines of the spell and let it work as normal.

Miracle & wish: The power of a *miracle* or *wish* nearly limitless, but even they are stymied by the lowest of true names. A *wish* cannot be used to directly learn a true name, but it can be used to take the name seeker to the location of the true name's anchor and a cleverly worded *wish* can also be used to reveal the exact nature of a true name's anchor.

Dragons, Keepers of the Secret

In some fantasy settings dragons are the keepers of true names. Should you wish to incorporate this idea into your own game, the following rules should serve you in good stead.

Age and True Names: When a dragon reaches mature adult age, he falls into a dreamless sleep, which lasts exactly a year and a day. During his slumber, celestial and infernal spirits, unaligned with any deity or philosophy, come to the dragon and whisper the true name of every object, being and concept in the universe to him. When he wakes, it is to find all those words pulsing and whispering in deepest recesses of his soul. From that point on, the dragon can instantly call up any true name he wishes, even those belonging to beings he has never met.

The Unbreakable Vow: A dragon cannot simply give up a true name, not even if it wishes to. In order to learn a true name, even an insignificant one, from a dragon, those seeking it must first declare to the dragon both their intention to do so and the name they desire to learn. Then they must do one of three things; they must defeat the dragon in open combat, whether by spell or by blade. They might also attempt to outsmart the keeper in a riddle contest or other battle of wits, alternatively, and often preferably they must submit to perform a service for it or undertake a quest in its name. Should they choose the last option, they are bound as though by an unbreakable *geas*. If those seeking the true name defeat the dragon, or complete its quest, it is bound by an ancient decree beyond the strength of even gods to break to provide it. Should the dragon be so foolish as to refuse the name-seeker his just reward three times, he is instantly and irrevocably bound to the will of the name-seeker for a year and a day. Likewise if he should attempt to attack a name-seeker who has rightfully earned his reward. All dragons become instantly aware of the terms of their binding decree as soon as they reach mature adult age.

Immunity: Only a dragon knows its own true name. A dragon must be cajoled or coerced into giving up its true name - though woe betide those who threaten a dragon without enough strength to back it up - as not even gods, not even the great dragon god himself, are privy to the secret. Further, those who do manage to learn the dragon's true name cannot share their knowledge with others. Any attempt to do so will end in abject failure, with words on paper appearing only as gibberish, tongues refusing to form the sound and thoughts melting away in the face of divination magic.

A Gift Given Only Once: When a dragon is forced, or chooses, to give a true name to a name-seeker, it instantly and eternally loses the knowledge of that true name, even if the name-seeker were to immediately repeat it, the dragon would hear only meaningless gibberish. Only the dragon's own true name is exempt from this curse.

Other Means of Discovery

There are many other ways for characters to go about tracking down a true name's anchor. Though a book cannot contain a true name, it can hold an account of a long dead scholar's search for one. A powerful wizard might reward a service well done with a cryptic hint to a 'word of truth', or a fiend might secretly steer powerful heroes towards the anchor of its greatest rival's true name. Likewise, your player characters, or any other name seeker, might use their Knowledge (arcana, religion) skills or Bardic Knowledge to seek out clues, or they might simply hire a sage to do the research for them. In general, the DC of the skill check needed to uncover clues should be commensurate to the usefulness/power of the true name, as outlined below:

True Name	DC	Note
Non-unique Object	20	True name of farm implements
Non-unique Animal	20-25	True name of birds
Mortal, unique object or animal	25-30	An elf's true name
Outsider	30-40	A demon lords true name
Deity, artefact level item	40+	The god of dwarves' true name
Concept	50+	The true name of the concept of love

Remember that the DCs presented above are merely guidelines and that careful research and accumulation of facts prior to the skill check should provide hefty circumstance bonuses to searches for even the most powerful or obscure true names.





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'Man, oh mortal man, what have you brought?' The faerie's voice was a hiss-pop whisper, the sound of pebbles scraping and bumping along a streambed. His cricket legs rubbed together absently and he licked his lips, tongue the color and shape of autumn's last oak leaves.

Tamrack knelt and opened the stone box, revealing five small leather sacks, each tied with braided white horsehair. He laid them out on by one, saying 'I have brought the gift that was sought, the price that was agreed upon. Here is fennel seed and fish scales, thistles sprigs and gooseberry and robin's eggs gone to fester in the summertime sun.'

The faerie's legs sawed a brazen piper's tune and he clapped and hopped from foot to foot on his toadstool perch. 'Done well you have, oh yes! A feast for kings! A feast for queens! But all for me!' The faerie reached out, hungrily. Tamrack put his arms around the bundles, a warding wall. 'No, little one. Not until you give me what I seek.'

The faerie wailed, the sound like piping reeds and tea steam. Its segmented fingers wriggled like fat worms on the hook. 'But what you seek I cannot speak!'

'Then you get nothing and I will scatter the seeds in far away fields, wear a necklace of the fish scales and give fat salmon precious berries and eggs.' Tamrack scooped the bundles up into his hands, slowly and deliberately, then snapped back the stone box with a flourish.

'No. Nonononononononono!' The faerie hopped down from its perch and clung to Tamrack's arm, its thin legs digging into his breeches. 'Clever wizard wins. I will tell, I will tell! But I'm so hungry!'

Tamrack smiled. 'I am no wizard, little one. Now tell me the name, as you agreed. Then you can eat and I will trouble you no more.'

Tamrack rose to his feet, stretching, then squatted near the faerie's toadstool throne. It dropped, light as a cat, and scuttled down and behind the cap, cowering in its shadow. It began to sing, its legs marking the tune.

'Thrice damned I name it.
Hope Killer, Throne Breaker and Black Shadow.
Fear Maker, Wind Waker and Midnight Whisper.
Kin Beater and Dream Eater and one more besides.'

Then the faerie stopped and looked up and looked down and then over its left shoulder and then over its right. When it spoke again, its voice was little louder than a mouse creeping across silk wrapped butter. The sound was nonsensical, but a sensation of absolute cold tore through Tamrack's eyes and curled like a snake in his belly. 'Seek the tree which was never a sapling. In its shadow is a raven and in the raven's eye is a tear. Drink the tear and you will know the name you seek.'

Stunned by the power of the faerie's word, Tamrack fell back, the bundles tumbling at his feet. In a blink, the faerie sprang from the shadow of the toadstool, scooped up his prizes and disappeared.

The forest was still.

So, Was it the Third or the Fourth Z That Had the Umlaut?

Finally, a word of caution. When creating 'fantasy' words, it's all too easy to succumb to the temptation of scribbling out long, unconnected strings of letters. Nothing ruins a mood faster than reading a word that looks like the Games Master invented it by smashing his head on the keyboard and erasing all the numbers. Instead, describe the feeling of the word entering the character's mind. The true name of fire isn't

XOMSLIIMLGITIX, it is 'a sublime sensation, at once a warm caress and a searing kiss'. Or, if you prefer, you could instead prepare a litany of words which describe, or are related to the object, being or concept you have learned the true name of. Upon learning the true name of fire, a character might 'hear the sound which encompasses and defines and transcends pyre, flame, heat and inferno', for example.

[end text]

The Mechanics of a True Name

Typically, a character can know a total of no more than $1 +$ his Charisma modifier true names, not counting his own true name. Should he learn a new true name, knowledge of one of the previous true names is lost - the character does not get to choose which name is lost and once forgotten, the knowledge of that true name may never be regained. Thanks to their innate facility with magic, elves and gnomes have an easier time retaining the memory of true names and may know a total number of them equal $3 +$ their Charisma modifier.

All true names have an anchor, as described in the sidebar. An anchor which holds the true name of a group of objects or animals, or which is host to the true name of an element, emotion or other, similar concept cannot be permanently destroyed. Instead, if such an anchor is disrupted or consumed, it reforms one to three days later. In the meantime, the true name attached to that anchor loses its potency, though there is no adverse effect to the objects, animals or concepts it defines. Conversely, since the true name anchors of living beings of above animal intelligence, as well as those belonging to powerful or unique mundane or magical items, are located within the being they define, they are destroyed when it is. Should that unique being or object be later resurrected or reconstructed, their true name returns as well.

True names resist confinement. While a true name may choose to anchor itself to an object such as a scroll or tapestry, it cannot normally be forcibly bonded to an object (though members of the namesmith prestige class and certain artefacts may overcome this limitation.)

Specific effects relating to each type of true name are fully detailed in the appropriate location below.

True Names and Individuals

Every sentient living being is blessed with its own unique true name at the moment of conception. Because of this, there are no true names which apply to the elf race, or any other intelligent mortal race, as a whole, meaning each being is beholden only to its own true name.

While a living being's true name resides within its soul, or, in the case of certain intelligent monsters, in the closest approximation thereof, it is not affected by magics that directly affect the soul, such as *trap the soul* or *magic jar*.

Most living beings learn their true names, spending their lives in blissful ignorance of the wondrous gift they carry within them. Only those who possess the Awakened True Name feat, or those whose souls are by some other means awakened, ever touch its perfection.

If a character gains possession of an intelligent being's true name, he can use it to effect the being in question as follows:

- † *Spells* - The character gains a +4 bonus to pierce spell resistance against those whose true names he knows and they suffer a -2 penalty all saving throws to resist his spells. The penalty is increased to -4 against all mind-affecting spells and *polymorph* spells.
- † *Skills* - The holder of the name gains a +2 bonus to all Bluff, Diplomacy, Intimidate and Sense Motive skill checks which relate to a being who's name he holds.

Once a week, he can:

- † *Stun* - He can briefly stun a being who's true name he knows, simply by speaking the true name aloud while in that being's presence. There is no save for the effect and the victim is *stunned* for one round. The power of the true name is such that it pierces effects that muffle sound, such as a silence spell and even overcomes a target's natural deafness. Only the victim and the speaker may hear the true name; to all others, it is simply a terrible, echoing silent rumble. Stunning a victim is a standard action.
- † *Observe* - He can, by simply closing his eyes and whispering the true name aloud, see and hear what his target does. The effect lasts for one minute.

Finally, once a year, he may:

- † *Suggest* - He can force the target to perform a specified action, as though by a *suggestion* spell cast by a sorcerer of $1 +$ his Charisma modifier in levels. The target is allowed no save. In order to use this ability, the name keeper must be within vocal range of his target.

A name keeper can also enter into a binding oath with a being that's true name he knows, but only if that being is willing. Entering a binding oath is a simple matter; the two participants agree on the terms of the oath and then the name keeper speaks aloud the being's true name. When that occurs, the essence of the name keeper's own true name mingles with the other being's





and the two are bound as though by a *geas* which cannot be broken by any magic, no matter it's power.

True Names and Outsiders

Whereas an intelligent being's true name rests within its soul, an outsider's true name *is* its soul. Outsiders, particularly demons, devils and celestials, are bonded to their true names in a way which mortals can never grasp. The first sound an outsider hears at the moment of its conception is the echo of its true name, an echo that follows them for the duration of their near-immortal lives.

Long ago, to protect themselves, outsiders learned to separate their true names from their bodies. An outsider can fuse its true name to any object, being or situation it desires and most choose to do so within moments of their birth. Less intelligent outsiders generally implant their true names in relatively mundane locations; a stalactite at the heart of an abyssal cave, a golden sword impaled on a shimmering cloud, or in a box sunk at the bottom of the plane of endless water. Cannier outsiders, particularly demon and devil lords and celestial generals, prefer to hide their true names in more abstract places, like in the laughter of sullen children, or in the rain which falls once a century on a world of endless dust, or in the dying echoes of a cello.

A character that does manage to gain control of an outsider's true name can use it in the following ways:

- † *Spells* - He gains a +4 bonus to pierce spell resistance and the victim receives a -2 penalty to all saving throws to resist his spells. The penalty

increases to -4 against all mind-affecting spells and the victim loses all racial immunities to energy types, spells or spell categories, but only in the context of resisting the name keeper's spells.

- † *Pain* - He can, once a day by speaking the target's name aloud, cause pain, as though by a *symbol of pain* spell. There is no save for the effect. Inflicting pain is a free action.

- † *Protection* - The name keeper benefits from a permanent *protection from good or evil* effect, but only against the outsider who's true name he possesses.

- † *Gate* - He can, once and only once, call the outsider who's true name he knows as though by a *gate* spell. The called outsider is absolutely compelled to perform a service for the name keeper, with no need for compensation. When the service is performed, the outsider vanishes and the name keeper instantly and permanently loses all knowledge of the outsider's true name. Fortunately, the outsider is not permitted to seek vengeance for a period of a year and a day.

True Names and Animals

Common animals and beasts, those with an Intelligence score of 1-2, do not have their own true names. Instead, all animals of the same basic type share a true name. So, for example, all non-magical birds share a single true name, as do all non-magical cats. A character with knowledge of such a true name gains the following benefits:

- † *Friendship* - The keeper of a true name gains a +4 bonus to all reaction checks with animals to which that name applies. He also gains a +4 competence bonus to all Animal Empathy and Animal Handling skills checks involving that animal.
- † *Speech* - He may speak at will with all animals who are bound by the true name he knows.
- † *Spells* - All animals bound by the true name he knows suffer a -4 penalty to saving throws against spells he casts.

- † *Command* - Once a day, he may command an animal who's true name he knows as though by a *suggestion* spell. The animal is not permitted as save.
- † *Summon* - Once a week, as a standard action, he may summon a total of 1 + his Charisma modifier in hit dice (or one creature, whichever total is greater) of any animal type who's true name he knows. So long as there are animals of the correct type within 1 mile per point of Charisma modifier the name keeper possesses, they will come, moving at their fastest possible speed. Once they arrive, they will serve his whims for a full day.

Magical versions of mundane animals have, as a species, their own true names which must be discovered and will not be affected by the power of their mundane cousin's true names. Likewise, familiars and awakened animals gain their own true names and follow the rules for individual intelligent beings presented above, rather than the rules which bind their lesser brethren.

True Names and Objects

All objects, from the meanest peasant rags to the most ancient and mighty of castles, has a true name. Like common animals items such as mundane farm equipment, swords and the like, all share one true name. Mundane object true names are grouped together under broad categories, so all farm tools share one true name, as do all blades used in war, as do all axes, as do all bows, as do all wagons, as do all homes (save castles, see below). A character who knows the true name of a category of mundane objects gains the following benefits:

- † *Perfect* - By touching his hands to an object who's true name he knows, concentrating for a full round and then speaking the true name aloud, a name keeper can temporarily eliminate any of its imperfections, creating, in essence, an idealised version of the object. A weapon becomes *masterwork*, a wagon or sailing vessel gains a 10 percent increase in base speed, farm implements and other, similar items grant a +2 circumstance bonus to skill checks and homes become more restful, allowing a full night's rest after only four hours. The name keeper can use a true name in this way a maximum of 1 + his Charisma modifier times per day, with each use lasting a full day.
- † *Repair* - Once a day, after a full hour of concentrating on an object's true name, he can mend any damage it has received, leaving it as

whole and unblemished as the day it was created. So long as more than half of the object in question remains, it can be repaired. Repairing an object in this fashion is very taxing; the name keeper is considered *fatigued* for one to eight hours after repairing an object, with the amount of exhaustion commensurate with the size of the object being repaired.

- † *Create* - Given a sufficient quantity of material, a name keeper can create objects who's true name he knows, simply by speaking that true name aloud. The amount of time required to create an object depends upon its size and complexity. A dagger requires only a minute's concentration and a sword perhaps three times that amount of time, but a sailing vessel would require at least a week of dedicated meditation, with breaks only for eating and sleeping. The created object is of exceptional quality (but is not considered *masterwork*) and lasts for a number of months equal to the name keeper's Charisma modifier. The frequency with which a name keeper can use a true name to create an object depends on the object's complexity and size. An object of about the size and complexity of a sword can be created each day, an object about the size of a wagon or the complexity of plate armour can be created each week. Creating a large and complex item such as a small townhouse would take a month, while items as large and complex as a galleon could take anything up to six months of continuous effort. Creation is very strenuous, leaving the name keeper *exhausted* for amount of time commensurate to the effort required to create the object. Creation of a sword would, therefore, leave him *exhausted* for an hour and *fatigued* for another two, while creating a galleon leaves the name keeper *exhausted* for a full week and *fatigued* for two full weeks beyond that.

While mundane objects share true names, more exceptional items have their own unique true names. Magic items all have their own true names, but non-magical items of great historical or social significance do as well; castles, great monasteries, important pieces of art, all have their own true names. As such, they follow their own rules. A character that possesses the true name of an exceptional object gains the following benefits:

Locations, Artwork and other static objects - While within site of a location or important static object who's true name he knows, the name keeper gains a +2 bonus to all attack and damage rolls, all skill and ability checks and to all saving throws. In addition, while within the boundaries of a location who's true



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name he knows, he need only sleep four hours a night and heals an additional hit point of damage each day he rests.

Magic Items - Most temporary magic items (such as scrolls, wands, potions and the like) do not have their own true name, as the magic which empowers them is simply too transitory. Instead, like objects, all scrolls share a single true name, as do all wands and a character who knows such a true name can use it for the following effects:

- † *Boost* - Once a day, by speaking the magic item's true name aloud, he can increase its power. For one round, the item's powers and effects are considered to be +1 caster level.
- † *Quiet* - Once a day, by speaking the true name aloud, a name keeper can render all magic items of that type temporarily useless. For one round, all magic items of that type within vocal range of the name keeper will not work - no save is permitted to resist this effect. Existing magical effects generated by magic items of that type are not cancelled, however.

Permanent magic items, by contrast, have their own unique true names, which are separate from any activation words they might possess. By saying a magic item's true name aloud, a character can do the following:

- † *Summon* - By speaking a magic item's true name aloud and as a standard action, the name keeper can

call it to his hand. The item in question must be within 25-ft. + 5-ft. per point of Charisma bonus of the name keeper for the *summoning* to work; if it is, it immediately flies to his hand, moving around, but not through, intervening barriers. If the *summoned* item is in another being's hand, the name keeper and the owner engage in a quick battle of wills, testing the strength of each other's personalities with opposed Charisma checks. If the name keeper wins the contest, the weapons pulls itself free of its previous owner.

- † *Preserve* - Once a day, by speaking the magic item's true name aloud, the name keeper can protect it from, or reverse the effects of, any spell or spell-like effect which has suppressed its powers, such as *dispel magic* or *disjunction*. Using the true name in this fashion is a free action, which can be performed either immediately before or immediately after the spell to be warded against takes effect. The item is instantly returned to functionality and is also protected against other, similar, magics for one full round.
- † *Boost* - Once a day, by speaking the item's true name, the name keeper can boost its power. For one round, any spell or spell-like effect generated by the item is cast at +2 caster levels.

True Names and the Elements

Each of the four elements has a true name. An element's true name encompasses all expressions of that element, so the true name of fire is also the true name of heat and flame and bonfires and even lava.

Likewise, the true name of water encompasses both the largest oceans, the finest mists and everything in between.

Gaining an element's true name is a quest worthy of legend, as it grants the name keeper exceptional power over that element. For purposes of counting towards a character's total number of true names known, an element's true name counts as two true names. Once a character becomes name keeper of an element's true name, he gains the following abilities:

- † *Spell Use* - All spells of, or directly relating



to, the element who's true name the character knows are cast at +1 caster level and impose a -1 penalty to all saving throws. The bonus applies both to spells with the elemental descriptor and spells which directly affect the element; so, for example, the true name of air boosts the power of both *whirlwind*, which has the descriptor [air] and *wind wall*, which does not.

- † *Resistance* - The name keeper gains a bonus to all saving throws against spells, spell-like effects or natural effects involving the element who's true name he knows equal to his Charisma modifier. Should he, for some reason, already gain a bonus to saves from his Charisma, the bonus is added again.
- † *Speak* - The name keeper gains the ability to speak and read the appropriate elemental language.
- † *Create* - The name keeper can, once a day, produce one of the following magical effects, as appropriate to the element who's true name he knows and as a sorcerer of a level equal to 1 + his Charisma bonus: *gust of wind*, *produce flame*, *soften earth or stone*, or *water walk*.
- † *Summon* - A name keeper can, once a month, summon an elemental of the appropriate type with hit dice equal to 1 + his Charisma modifier. Regardless of hit dice, the elemental fights as and has abilities equal to a Large elemental. Summoning the elemental is a full round action. It serves the name keeper to the best of its ability for 1 round + 1 round per point of Charisma modifier.

True Names of Concepts and Deities.

While they bear mention here, it should be a rare character indeed who comes to possess the true name of something as unimaginably powerful as the emotion of love, or of the head of a pantheon. The quest for the true name of an concept or deity should be the culmination of a campaign, requiring the characters to overcome obstacles which would challenge even legendary heroes. In the course of such an adventure, the characters are likely to *become* such legends.

The exact abilities the discovery of such a name would grant are left to your Games Masters to create, but they should be impressive indeed. At a minimum, the name keeper of a deity's true name should be able to summon and force the obedience of avatars and servants of the deity, as well as gain a portion of that deity's immortal essence. Likewise, the name keeper of a concept like an emotion should be able to engender that emotion in others at will, or pull it completely from them, leaving

them unable to experience it at all. A character who gains a concept or deity's true name can know no other true names, as the name is simply too vast for a mortal mind to bear easily.

New True Name Feats

The following feats should only be included in your campaign if you have decided to use true names.

Awakened True Name

You are blessed with the knowledge of your own true name and have gained great power from that knowledge

Requirements: Charisma 15+

Benefits: You gain a +2 bonus to all saves against mind-affecting spells and spell-like effects, as well as a +2 save against *polymorph* and *petrification* spells and spell-like effects. In addition, you may swear an *oath* upon your own true name. *True name oath* functions exactly as a *lesser geas*, save that it cannot be broken by any spell and has no limit to its duration of effect. While under the effects of the *true name oath*, you gain a +1 bonus to all attack rolls, damage rolls (including direct damage spells), ability checks, skill checks and saving throws made in direct service to the stated goal of your oath. Any rolls not made in direct service to the stated goal suffer a -1 penalty. A *true name oath* is not to be taken lightly and no more than 1 *true name oath* may be sworn in any month.

Silenced True Name

You have taken the steps necessary to do the unthinkable; you have obliterated your own true name, the key to your identity.

Requirements: Cha 15+

Benefits: You gain a +2 bonus to all saves against mind-affecting spells and spell-like effects, as well as a +2 save against *polymorph* and *petrification* spells and spell-like effects. In addition, you may speak a *name breaking* once a month. A *name breaking* functions exactly as a *bestow curse* cast by a sorcerer of your character level, save that the *name breaking* has a range of 25 ft. + 5 ft. per point of Charisma bonus, requires no gestures and has a duration of 1 week per point of Charisma bonus.



SORCERER FEATS

Since the sorcerer does not accrue the extra that his wizard counterpart does, it is critically important that he make the most of those feats he does receive, lest a poor feat choice at 1st level handicap him later.

This chapter is broken down into two sections. The first section discusses the role and uses of existing feats; their strengths and weaknesses and, more importantly, what those strengths and weaknesses mean for your sorcerer characters.

The second section contains new feats especially designed with the sorcerer's specific needs and flavour in mind. These new feats should greatly enhance your playing experience.

EXISTING FEATS AND THE SORCERER

There is, undeniably, an abundance of potentially useful feats available to the sorcerer, far too many for even a small percentage of them to be discussed here. So, by necessity, this discussion will be restricted to those feats presented in the *Core Rulebook I*.

Brew Potion & Scribe Scroll: The chief benefit of both the Brew Potion and Scribe Scroll feat is that

they provide those who select them with a relatively simple way to gain additional uses of spells each day, for only a minimal investment in gold and experience. For the sorcerer, spell slots are rarely a problem, so on the face of it, neither feat is a particularly sound investment of resources. There is, however, one compelling reason for the sorcerer to at least consider selecting the Brew Potion feat; his allies. Rare is the party that includes both a wizard and sorcerer among its ranks, so the party will often depend upon the sorcerer to provide much needed support in the form of protective and ability boosting magic. If the sorcerer has the ability to prepare *haste* spells, for example, ahead of time and pass them out to his allies to be used at their discretion, he doesn't lose precious time casting them when it really matters, such as in combat. Of course, even this advantage must be balanced against the relatively negligible cost of magical potions and their general availability. If the campaign follows the default recommendations for availability of magic, the sorcerer (and his party) would be better served by his selecting a different feat and simply buying or commissioning potions on the open market.

Combat Casting: The 'archetypal' sorcerer functions as a walking artillery piece, standing as far as possible from the front lines and unleashing long distance destructive spells; ideally, he comes within arm's reach of his enemies only when looting their smouldering corpses. Unfortunately for him, the archetypal adventuring environment is a dungeon, where space is at a premium and there is no safe distance into which

to retreat. In other words, the archetypal environment decidedly does not play to the sorcerer's strengths. This is precisely the reason why the Combat Casting feat exists.

The utility of the Combat Casting feat is directly related to three things; the concept of your sorcerer, his repertoire of spells and the types of environments in which your character will typically adventure. If your sorcerer follows the archetypal path and adventures most often in dungeons or dungeon-like environments, investing in the Combat Casting feat could easily spell the difference between life and death for the whole party. Likewise, if your character focuses on close range combat spells and attribute enhancements (as the Arcane Blade



prestige class does), then the Combat Casting feat becomes almost essential. On the other hand, if your sorcerer most often adventures in the comparative luxury of the wilderness, sound strategic and tactical thinking, backed up by judicious use of spells like *fly* and *protection from arrows*, will render the need for Combat Casting almost non-existent.

The Craft Feats: The various item creation feats (Magic Arms and Armour, Rod, Staff, Wand and Wondrous Item) are immensely valuable, both in terms of the money and effort to be saved in creating your own items and the inherent power and versatility those items possess. Unfortunately, the sorcerer's extremely limited repertoire of spells makes it very difficult, if not impossible, for him to create many of the more useful magic items. Ultimately, the typical sorcerer will be better served simply buying or adventuring for the magical items he wants; since, unlike warriors, his abilities are not dependant on weapons and equipment. Also since he, unlike the wizard, need not set aside gold for inscribing spells into spellbooks, he should never lack for the money to buy magical trinkets.

Empower Spell: The Empower Spell feat is terrifically useful for those sorcerers who rely on direct damage spells like *fireball*. It comes into its own particularly at those character levels where a sorcerer does not have access to the same spell levels as a wizard would. For example: at 11th level, when a wizard gains access to spells of 6th level, sorcerers must make do with 5th level magic, denying him access to powerful destructive magics like *chain lightning*. A sorcerer with the Empower Spell, however, can largely overcome this deficiency; while he cannot replicate *chain lightning's* ability to strike multiple scattered targets, using *empowered lightning bolts* at least allow him to do more direct damage (15d6 versus 11d6). Thanks to his plethora of high level spell slots, Empower Spell retains its usefulness throughout the sorcerer's career.

Enlarge Spell: The Enlarge Spell feat shares many of the same weaknesses as highly specialised spells, at least in regards to the sorcerer. While the ability to double a spell's range is useful, it is doubtful, at least in a typical dungeon-based campaign, that it will be used frequently enough to justify its cost in increased casting time and, especially, precious feat slots. The exception to this is the artillerist prestige class; not only is the Enlarge Spell feat thematically appropriate, it greatly enhances the class' spell power.

Extend Spell: For the sorcerer, the Extend Spell feat is a mixed bag. It's primary benefit, extending the duration of ability boosting spells like *cat's grace* and long term protection magic like *mage armour*, is for a

large part negated by two things. Firstly, the sorcerer's high number of available spell slots and secondly, the fact that by the time he gains even 2nd level spell slots, 1st level spells like *mage armour* will already have a minimum duration of four hours. The utility of the feat is further compromised by the sorcerer's lack of spells known; while the average wizard's spellbook may hold a score or more of spells with durations modifiable by this feat, a sorcerer may know less than a half dozen.

That said, sorcerers with the summoner or child of nature concept should select Extend Spell at their earliest opportunity, as it greatly enhances the versatility of their summoning magics.

Great Fortitude, Iron Will and Lightning Reflexes:

Though a sorcerer does not have the feats to spare that his wizard counterpart does, the life saving power of these feats should never be underestimated. Great Fortitude, especially, should not be overlooked; a sorcerer who wishes to have a decent breadth of skills does not have the luxury of placing his highest ability score in Constitution, so Great Fortitude gives him that all important edge when resisting spellcaster killers like *disintegrate*. Iron Will, too, is valuable, though the sorcerer's outstanding base Will save means its impact will not be felt as often. As a sorcerer feat, Lightning Reflexes is best left ignored; the number of spellcaster killer spells which involve Reflex saves is insignificant and the sorcerer spell list includes several magics which offer solid protection against direct damage Reflex save based spells like *fireball*.

Improved Initiative: At higher levels, the difference between life and death often hinges on the result of a simple initiative check. Even at low levels, a sorcerer who gets the jump on his enemies can dispatch, or at least considerably weaken, lesser opponents with a single spell, allowing him to conserve his spell energies for more powerful foes. Used in combination with spells like *cat's grace*, the sorcerer can achieve initiative modifiers that rogues would envy. Improved Initiative is a solid feat at all levels, useful for both adepts throwing *magic missiles* and masters weaving *time stops*.

Leadership: The forgotten feat. Playing to one of his greatest strengths, his often astronomical Charisma score, the Leadership feat seems tailor maid for the sorcerer and in his hands, it reaches its fullest potential. After all, there is not a spell, monster or artefact created which can match the power and versatility of a small army of loyal followers. The greatest benefit of the Leadership feat, however, goes to the sorcerer wise enough to pick his cohort carefully. The best cohorts are those whose strengths cover for the sorcerer's





SORCERER FEATS

inherit weaknesses; namely, his relative fragility and lack of melee combat skill. Clerics, druids and paladins do an admirable job of fulfilling both criteria, but cohorts of all character classes have something to offer.

Maximise Spell: In the right hands, the Maximise Spell feat is incredibly useful throughout a sorcerer's career, but it is not without its drawbacks, some of which are obvious and some of which are not.

The chief benefit of the feat is obvious; it simultaneously maximises potential damage while minimising the impact of ever-escalating saving throw bonuses. This means lower level spells like *fireball*, which are the foundation of many mid-level sorcerer's arsenals, are not overly hampered by their comparatively lower damage thresholds and saving throw DCs. There is a secondary benefit to the Maximise Spell feat which is particularly valuable to sorcerers, but may not be immediately obvious; it permits the sorcerer the luxury of variety when picking his higher level spells known. The typical adventuring party relies heavily on the sorcerer's ability to unleash powerful destructive spells. Unfortunately, the sorcerer knows precious few spells of each level, meaning he must either sacrifice potentially interesting and useful spells in the name of combat effectiveness, or find a way to compensate. Selecting the Maximise Spell feat is one answer to the problem. While a Maximised *fireball* lacks the potential punch of *chain lightning*, it still carries enough of an impact to justify the sorcerer foregoing the latter spell.

Unfortunately for the sorcerer, the price of the feat is commensurate to its usefulness. While a wizard who selects Maximise Spell at 6th level can begin modifying his 1st level spells after waiting only one level - and has the bonus feats to make up for selecting a feat he cannot initially use. A sorcerer must either suffer through two levels with a feat he cannot use, or wait until 9th level, almost the halfway point of his adventuring career, before he can modify even his weakest spells. This lag in effectiveness continues throughout the sorcerer's career; at 17th level, while a wizard can cast a Maximised *chain lightning*, the sorcerer must content himself with the weaker Maximised *cone of cold* and suffer through full round casting times besides.

Quicken Spell: The Quicken Spell feat is, obviously, of no use to the sorcerer, as its sole benefit, the ability to cast a spell as a free action, is more than negated by the full-round casting time penalty all sorcerers face when applying metamagic to their spells. What more need be said?

Silent Spell and Still Spell: The beauty of both the Silent Spell and Still Spell feats lies not in their effectiveness - though both are eminently useful, but in their thematic appropriateness to so many sorcerer concepts. The quiet, enigmatic child who twists shadows in his palm, the willowy fey born beauty who enchants with a glance and the ancient ascetic who observes a centuries old vow of silence, all are concepts made possible by one or both of these feats. From a standpoint of pure mechanical effectiveness, Still Spell is the more immediately useful of the two, as it offers the sorcerer some defence against grappling attacks; a tactic which more cunning enemies will frequently employ.

Spell Focus and Spell Penetration: Like any spellcaster, a sorcerer's combat effectiveness is dependant upon his ability to affect his opponents with his spells. A sorcerer who's spells are unable to overcome a monster's innate spell resistance is worse than useless and a sorcerer who's opponents consistently save against his spells is half-effective, at best. For this reason, the feats Spell Penetration and, especially, Spell Focus are incredibly valuable feats, perhaps the most valuable in the *Core Rulebook I*.

Sorcerers who's spells are concentrated on augmenting their own abilities, or those of their fellow adventurers, can safely ignore these two feats, as can diviners, but all other sorcerers, particularly those who's strength lies in direct damage spells, should select Spell Focus at the earliest opportunity. Fortunately, most sorcerers strongly theme their spells around a single spell school, meaning they will reap the feat's benefits almost every time they cast a spell. Spell Penetration is, at least comparatively, a less vital feat, owing to the fact that monsters with spell resistance are rare until higher levels of play, but those monsters who do possess it are among a typical campaign world's most fearsome opponents, not the sort of foes you can afford to waste precious spells on.

Toughness: The appeal of the toughness feat is obvious; it allows the relatively fragile 1st level sorcerer to nearly double his initial hit points and for perhaps the first two or three levels of play it is, if not an optimal choice, at least a solid one. After that brief moment of effectiveness, however, the feat quickly loses its lustre; because its benefits do not scale as the sorcerer gains levels, the three bonus hit points quickly become irrelevant, especially in the face of his opponent's rapidly escalating damage potential.

NEW FEATS

Ambient Energy Siphon (Sorcerer)

You can transfer the residual energies of another's spells into your own castings.

Requirements: Charisma 17+, ability to cast arcane spells spontaneously.

Benefits: Choose two types of the following spell descriptors (acid, cold, electricity or sonic), or choose the spell energy type (fire). Three times per day you can absorb a portion of it and focus it into your own spells. To absorb the energy, you must be within 10-foot + 10-foot per point of Charisma bonus of either the caster or the spell or spell-like effect's target or targeted area of effect. If you are within range you may, as a free action at the beginning of your next initiative turn, automatically absorb the lingering remnants of the spell or spell-like effect, using it to empower the next spell you cast in one of the following three ways:

Fast Metamagic: When you cast a spell modified by metamagic, you ignore the normal full round casting time penalty.

Irresistible: The save DC of the spell is increased by 2.

Crushing Force: You gain a +3 bonus to pierce spell resistance.

The bonuses listed above apply only to the first spell cast in the round that you absorb the ambient energy and only to those spells of the acid, cold, electricity, fire or sonic type.

Channel Energy (Sorcerer)

When casting a spell, you focus your concentration and grant it a tremendous burst of power but only at the cost of your own sense of self.

Requirements:

Power Surge,
Toughness

Benefits: When casting an arcane spell, you may choose to inflict up to 8 points of temporary Charisma damage. For each point of damage you

take, you add a +2 to the save DC of your and +2 to your caster level for the purposes of defeating spell resistance. You may use this feat once per week. Its effects stack with those benefits gained from feats such as Spell Focus.

Companion Soul (Sorcerer)

Like most wizards and sorcerers, you have a familiar who is both your companion and assistant. The bond between you and your familiar, however, is much stronger than most and both you and he benefit immensely from the stronger union.

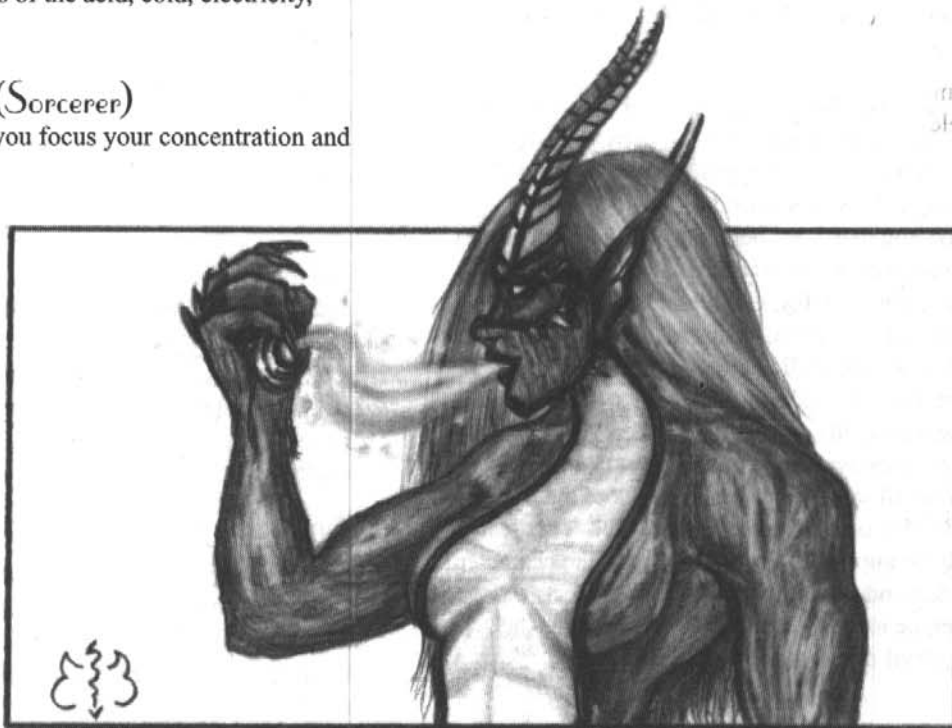
Requirements: Cha 15+, familiar, ability to cast spontaneous arcane energy

Benefits: When you select familiar abilities, which require the expenditure of experience points, reduce the costs by half. In addition, you may select a type I familiar ability. This is in addition to those familiar abilities gained through normal level progression.

Special: This feat may be selected twice. The second time does not reduce experience point costs. Instead, it allows you to select a type II familiar ability.

Enhanced Spell Chain (Metamagic)

You have an advanced ability for penetrating your opponents' magical defences.





SORCERER FEATS

Requirements: Spell Focus (appropriate school), Cha 17+, Spells of at least 3rd level in the appropriate chain

Benefits: Twice per day, you may add your Charisma bonus to all caster level checks to penetrate spell resistance or resist dispelling, but only in regards to those spells which are part of your spell chain.

Special: You may select this feat twice, with the second selection adding three additional uses of the feat.

Increased Spell Knowledge (Sorcerer)

Though sorcerers command great arcane power, their powers express themselves in a limited number of ways. You, however, are less limited than most.

Requirements: Cha 19+, the ability to cast spontaneous magic of 2nd level or higher

Benefits: Each time you take this feat, you immediately select two new spells to add to your spells known. The new spells known can be of any spell level save the highest spell level you can currently cast. The new spells do not count against the maximum number of spells you can cast of that level. You can add no more than two spells to any spell level.

Special: If you wish, one of the new spells known slots gained from this feat can instead be used to select an awakened power (see Song of Blood, Song of Will for listings and descriptions of awakened powers).

Kindred Soul (General)

You share the blood of a legendary creature and while you might not realise it, they are fully aware of this ancient tie.

Requirements: Character must either claim descent from, or been gifted with his powers by, a being of one of the following creature types: dragon, elemental, fey, giant, magical beast or outsider.

Benefits: You gain a +2 bonus to all Charisma checks made against creatures of one of the following types (dragon, elemental, fey, giant, magical beast or outsider) and a +2 racial bonus to all Bluff, Diplomacy and Sense Motive skill checks involving creatures of the same type. In addition, you gain a +2 bonus to all saves against spells or spell-like effects cast by beings of that creature type and your own spells impose a -1 penalty on all saves made by creatures of that type.

Special: May only be taken at first level. This feat can only be applied to the creature type the character's power descends from. If the character selects the type Outsider, he must specify a specific creature, such as demon, devil or celestial.

Ley Line Sensitivity (Sorcerer)

You are attuned to the pulse of the world's ley lines, the network of living arcane energy that criss-crosses the material plane like a spider's web.

Requirements: Cha 15+, the ability to cast spontaneous arcane energy as a sorcerer.

Benefits: You are attuned to the energies of the world's many ley lines, well springs and changeling pools and can use your sorcerous abilities to alter and influence them (see Ley Lines, Well Springs and Changeling Pools for complete details).

Metamagic Cradle (Metamagic)

You can dedicate a portion of your spell energy to hold prepared metamagic effects, allowing you to cast with greater speed and efficiency.

Requirements: Cha 19+

Benefits: At the beginning of each day, following a normal period of rest, you can dedicate spell slots for the day to holding metamagic effects for later use. The spell slot dedicated must be of a level at least equal to the level penalty associated with the metamagic effect to be stored. So, for example, a sorcerer with the Maximise Spell feat could choose to store it in a spell slot of 3rd level or higher. A spell slot dedicated to storing a metamagic feat in this fashion cannot be used for any other purpose, it is considered to be a pre-cast spell. In addition, once it cradled, the metamagic effect cannot be altered, so a cradled Maximise Spell metamagic feat cannot be exchanged for an Empowered Spell feat.

The benefits of cradling metamagic effects are two fold. First, when you wish to modify a spell with a cradled metamagic effect, the casting time of the spell is not modified. So, a *fireball* spell modified by a cradled Maximise Spell feat requires only a single action to cast, rather than a full round. Second, a spell modified by a cradled metamagic effect does not require a higher level spell slot. So, for example, a magic missile spell modified by a cradled Maximise Spell feat uses a 1st level spell slot and the 3rd level spell slot, rather than a 4th level spell slot. Cradled feats and the slots that store them, are expended after a single use.

Old Soul (Sorcerer)

You are blessed with a deep spiritual connection to the ancient ancestor from whom you inherited your powers. In fact, your soul is a direct reincarnation of his spirit. His reborn soul comforts you, advises you and strengthens your will.

Requirements: Cha 17+, the ability to cast spontaneous arcane energy as a sorcerer.

Special Requirement: Sorcerer characters with the Arcane Experiment and Divine Receptacle character concept can only select this feat with their Game Master's permission.

Benefits: You gain a +1 bonus to Will saves. In addition, once per day you may, as a full round action requiring total concentration, benefit from the wisdom of your ancient soul, with effects equal to an *augury* spell cast by a cleric of your sorcerer class levels.

Power Surge (Metamagic)

When casting a spell, you may choose to sacrifice a bit of your soul energy in order to increase the spell's power.

Requirements: Toughness

Benefits: In exchange for suffering two points of temporary Constitution damage, you add a +2 bonus to any spell's save DC. The DC bonus granted by this feat stacks with those gained from Spell Focus and other, similar, feats.

Spell Reverie (Sorcerer)

The release of spell energy during conflict fills you with a euphoric rush that bolsters your confidence and your will.

Requirements: Cha 19+, ability to cast spontaneous arcane energy as a sorcerer

Benefits: The casting of your first spell at the beginning of each combat awakens the fiery spirit of your living magic. For a number of rounds equal to the level of the spell cast, you add your Charisma bonus instead of the relevant ability bonus to all saving throws against spells and spell-like effects. Should you fail a saving throw after this ability has been activated, the effect immediately ends.

Special: The effect only occurs when the character casts a spell while engaged in combat, or when he is otherwise directly challenged by another being or object, as the slumbering spirit awakens only in moments of dire peril.

Sun Blessed, Moon Blessed

(Sorcerer)

The magic of some sorcerers is intrinsically tied to the rising of the sun or moon. You are one such sorcerer. Fuelled by celestial energy, your spells benefit from either the sun's warmth or the cool light of the moon.

Requirements: Cha 15+, Ley Line Sensitivity, ability to cast spontaneous arcane magic

Benefits: Choose either day or night. During the selected period the save DCs of all your spells are increased by 2. During the opposite period, the save DCs of all your spells are decreased by 1. The benefits of this feat remain even when the character is not directly under sun or moonlight, such as when he is deep underground, but they are reduced to a +1 increase to save DCs. Spells that create or alter sun or moonlight do not affect this feat.

Special: This feat can only be selected once.

Way of the Seasons (Sorcerer)

You are particularly attuned to the ebb and flow of a particular season's energies and your magic is greatly strengthened during that time of year.

Requirements: Cha 15+, Ley Line Sensitivity, ability to cast spontaneous arcane magic

Benefits: Select a season (Winter, Spring, Summer or Fall). From the first to last day of that season, all your spells are cast at +1 caster level. Conversely, during the opposing season (Winter and Summer, Spring and



TOOLS OF THE TRADE

For the most part, a sorcerer's innate magic takes the place of weapons, armour and tools. After all, what crossbow can compare with the power and accuracy of *magic missile*, or armour match the comfort and ease of use of *mage armour*, or tool the versatility of an *unseen servant*? Still, in every sorcerer's career, there will come occasions when a simple dagger or a sturdy shovel will serve him better than even the most potent magics. In those situations, the prepared sorcerer will thank his lucky stars that he had the foresight to buy the right gear; the unprepared sorcerer, meanwhile, will be too busy dying to reflect on his mistake.

This chapter introduces new weapons, armour and equipment that are especially appropriate and useful for sorcerers. In addition, it introduces a new concept for magic items, true and lesser reactives, mystic metals which store, channel and redirect arcane energy. Reactives play directly to the strengths of the sorcerer class and should prove a welcome addition to your fantasy campaigns.

REACTIVE ITEMS

Some believe them to be the souls of deceased sorcerers given form, others that they are the teardrops of martyred gods, still others that they are the last remnants of a fallen celestial's dreams, plucked from his soul the moment he passed through the gates of hell - in truth, all or none of these things may be true. In any case, there can be no denying the existence of mystical stones that carry within them the essence of arcane magic. These ingots, known as reactives (and other, more fanciful names) are rare in the extreme, but are a great boon to sorcerers, who can tap into and manipulate their power as easily as they do their own.

Reactives can be found almost anywhere, but they appear with greatest frequency near locations of great mystical power or importance - ley line confluences, the ruins of ancient wizard's towers, dragon burial grounds and the like.

When found, they may be scattered about the ground, or they may be buried at the heart of enormous rock spires, or simply mixed in amongst veins of gold, rubies, or other precious gems and metals.

There are two broad groups of reactives, true and lesser. While both types are highly prized by sorcerers and others, the rarer and more pure true reactives are the most sought after.

True Reactives

True reactive ingots are mystical stones of startling purity. When found, they appear to be nothing more than sapphire and ruby gemstones, albeit ones of the most perfect shape and brilliant, vivid colour. If true reactive ingots are handled or even approached by a sorcerer, however, they reveal their true properties, pulsing briefly with an inner light and radiating soft warmth equivalent to the sun on skin on a pleasant summer's day.

The power of true reactive ingots can be drawn upon in their unworked, natural state or, if the sorcerer chooses, they can be carved by spells into more permanent



shapes, allowing them to be imbued with specialised powers which can be activated by the expenditure of spell energy. The rules for using true reactives, in either form, are outlined below.

Unworked True Reactives

Left in their unworked original forms, true reactive ingots are still powerful magical tools, capable of spontaneously generating and redirecting arcane energy. Owing to both their great beauty and their relative permanence, true reactives are often worn as decorative jewels, either mounted in earrings, brooches, necklaces, anklets or the like, or directly woven into silk gloves, or fashionable caps, or other quality articles of clothing. When found, true reactives are often quite large (see below), but they can be split into smaller shapes without affecting their strength, at least so long as all the pieces remain in contact or close proximity to one another, or to the sorcerer who possesses them.

When found, an unworked true reactive ingot contains $3d10 + 20$ charges and is roughly the size of a human man's fist.

An unworked true reactive ingot can be used in one of three ways, as outlined below:

- † It can be attuned to a single spell, allowing the sorcerer to channel arcane energy through it to create a spell effect he could not normally cast. To be used in this fashion, the ingot must first be embedded with the desired spell energy, by being targeted by the desired spell. To embed the spell, the sorcerer must maintain body contact with the ingot and concentrate on it while either casting the desired spell from a scroll or magic item, or by allowing another caster to target him with the spell. The spell which will become embedded in the ingot is instantly and harmlessly absorbed at the moment of casting, so long as the sorcerer succeeds at a Concentration check against a DC of $10 +$ the spell's level. If the check fails, however, the spell is not embedded and its effects are calculated as normal. Only spells with a casting time of 1 action can be attuned in this fashion and only if they are of 6th level or below.
- † An attuned ingot holds within its crystalline structure the memory of the attuned spell. From that point on, the sorcerer who possesses it can, by channelling spell energy of the attuned spell's level or above into it, cast the attuned spell. The true reactive absorbs and fundamentally alters the spell energy, releasing in it as the spell it is attuned

to. This transformation of energy requires a few moments; spells channelled through the ingot have a casting time of one full round. Each time an ingot is used in this fashion, it burns one charge.

- † An unworked true reactive ingot can be attuned to a spell level, allowing the sorcerer who possesses it to cast far more spells of that level than he normally could. To attune an ingot to a spell level, the sorcerer must hold it in his hands and meditate upon it for one full day per spell level he wishes to attune it to. Once this is done, the sorcerer may then, by focusing his will on the ingot, use its reserves of arcane energy to power his spells. Only spells of the attuned level may be cast with the ingot's energy and the sorcerer can only channel those spells which he knows and which have a casting time of 1 action. Each level of the spell burns one charge, so a fireball cast through an unworked ingot burns three charges. The casting time of spells which call upon an unworked ingot's stored spell energy are changed to a full round.
- † An unworked true reactive ingot can be attuned to harmlessly absorb and disperse spell energy directed at the holder. Attuning an ingot in this fashion requires the possessor to hold the ingot in his hand and concentrate upon it for a full day's time. At the end of this time, the ingot is successfully attuned. From that point on, the holder can will the ingot to *counterspell* an incoming spell. The holder must ready an action as normal to counter the spell, but need not make a Spellcraft skill check to identify the spell as it is being cast. Instead, at the moment of casting, he simply wills the ingot to expend charges, one per spell level to be affected, to negate the spell. An unworked true reactive can counter spells of any level, but only if they directly target the holder or if he is in the radius of effect.

Spell Worked True Reactives

The following rules apply to spell worked true reactives:

- † A true reactive can be embedded with spell activated special qualities of up to +5 equivalency. So, for example, a sword could be embedded with the *vorpal* quality, or with the *keen* and *dancing* qualities, but could not be embedded with both *vorpal* and *keen* qualities. Each + permanently occupies 10 charges of reactive material.
- † Spells activate a spell worked item for one hour per spell level. For the purposes of activating items with special qualities (such as weapons, armour or shields), one spell level is required for



each + equivalency. So, for example, activating a spell embedded vormal quality would require the expenditure of 5 total spell levels, since it is a +5 equivalent special quality.

- † A true reactive item can be permanently embedded with spells of up to 5th level, even spells which the sorcerer cannot cast, in much the same way that a rod or staff is. Each spell which is embedded permanently occupies a number of charges equal to 5 plus its spell level. Once embedded, the spell can be activated either by the sorcerer sacrificing a number of personal spell levels equal to or greater than the spell's level, or by burning charges from the item itself, one per spell level. The nature of true reactive ingots allows for weapons and armour which contain both special qualities and actual spells, so a true reactive sword could be both a *flaming burst* weapon and an item capable of casting *fireball* spells.

- † True reactive items which are successfully suppressed by a *dispel* effect can be restored by the expenditure of a number of spell levels equal to those required to activate the item. Only spell embedded effects can be reactivated in this fashion.

Lesser Reactives

Lesser reactives lack the purity of true reactives, having only the capacity to hold specific, limited effects and charges. Lesser reactives, however, are still eminently useful and much in demand, as they are both less expensive and easier to find and refine than true reactives. Unlike true reactives, which are prized and hoarded by those who find or create them, lesser reactives are the basis of thriving trade, both in legitimate and black market circles. When found, lesser reactive ingots appear much as true reactives do and may be misidentified as such, but they lack the lustre and subtle warmth of their purer cousins and are often shot through with streaks of cloudy grey inert matter.

Like true reactives, lesser reactives can be used in one of two forms, unshaped or spell worked. Lesser reactives, however, are subject to far more restrictions on both their power and scope.

Unworked Lesser Reactives

Lesser unworked reactives can be wielded in much the same manner as unworked true reactives; the difference is in the scope of their powers, not the manner in which they are used. Since lesser reactive materials rarely

have more than a handful of charges, those who own them rarely bother to mould them into pleasing shapes, instead simply carrying them as raw, fist sized chunks of stone shoved deep into their pockets or as rough pebbles kept close at hand in earrings or decorative necklaces.

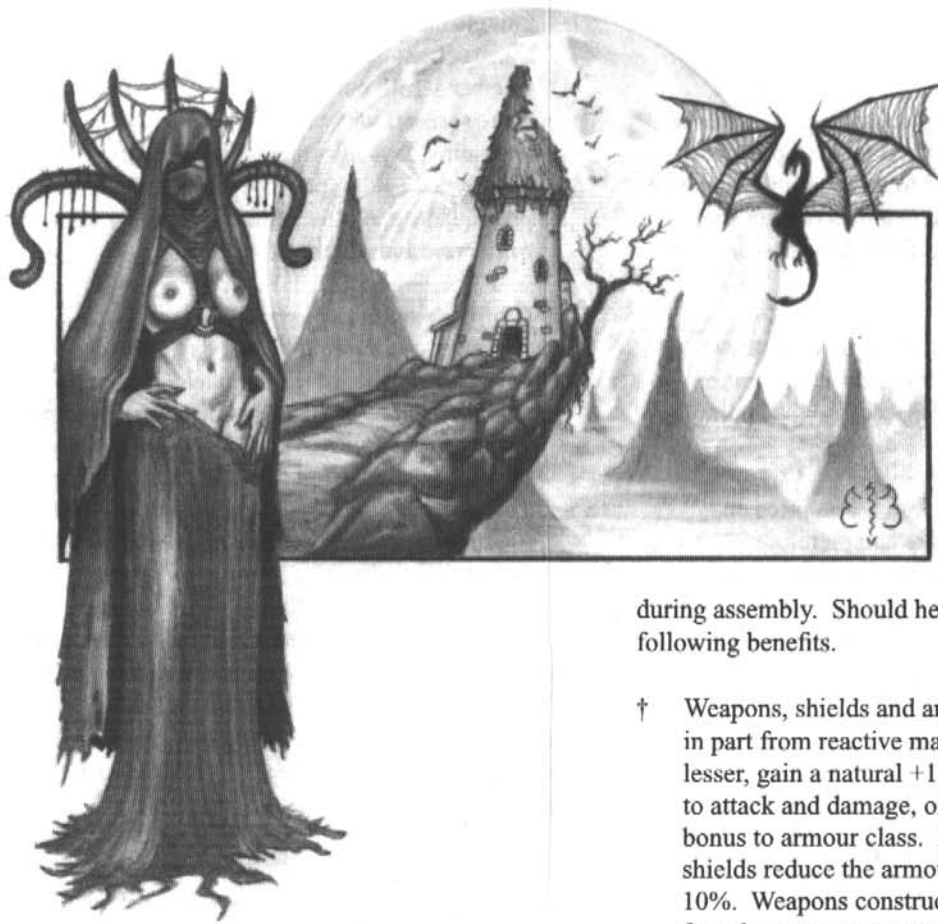
An unworked lesser reactive's only use is as a battery of arcane energy. A lesser reactive ingot contains 1d10 +10 charges when found, with each charge equating to a square inch of lesser reactive material. A lesser reactive ingot can only power or absorb arcane spells of up to 3rd level and, more importantly, can only be attuned to a single spell. The first spell a sorcerer casts into the ingot fundamentally alters its molecular structure; from that point on, any arcane energy channelled into the ingot is automatically converted to and cast as the attuned spell and only that attuned spell may be diverted into the ingot. Channelling spell energy through a lesser reactive ingot otherwise follows the rules for true reactives.

Spell Worked Lesser Reactives

Should a sorcerer choose, he can craft lesser reactives into more permanent forms. The rules for actually crafting a lesser reactive item are presented below.

Compared to a true reactive, an item forged by lesser reactive ingots is inefficient, activating for only a few minutes each time spell energy is channelled into it and capable of only limited expressions of power. Further, unlike a true reactive, a lesser reactive item retains its magical capabilities for only a relatively brief time, burning out and becoming non-magical after, at best, a few months of use. The following restrictions apply to spell worked lesser reactives:

- † Spells directed into a lesser reactive item power it for one minute per spell level.
- † A weapon, suit of armour or shield constructed in whole or in part from lesser reactive ingots can only be embedded with spell-activated special qualities totalling +2 or lower equivalency. So, a lesser reactive sword could be embedded with the spell-activated *flaming burst*, or with *defending* and *flaming*, but could not be embedded with both *defending* and *flaming burst*. Each embedded + equivalent special quality permanently occupies 10 charges.
- † A lesser reactive item can be permanently embedded with spells of 2nd level or below, even spells which the sorcerer cannot cast, in much



Crafting Spell Worked Reactives

A magical item made in whole or in part from reactive materials can be constructed in one of two ways.

Smelting

Should the crafter wish, he can simply mix smelted ingots into the item to be forged, or, in the case of those items made of wood, cloth or other materials, place them on the item

during assembly. Should he do so, the item gains the following benefits.

- † Weapons, shields and armour constructed at least in part from reactive materials, whether true or lesser, gain a natural +1 enhancement bonus to attack and damage, or a +1 enhancement bonus to armour class. In addition, armour and shields reduce the armour check penalty by 10%. Weapons constructed in whole or in part from lesser or true reactive materials count as masterwork items for the purposes of creation times, but the natural enhancement bonus does not stack with other enhancement bonuses. This means that a +2 sword constructed in whole or in part from lesser reactives effectively has a +2 enhancement bonus. Though reactive materials are enhanced by magic, their natural enhancement bonus properties are retained in areas where magic does not function.
- † Rods, Staves, Wands and wondrous items created in part from reactive materials gain a bonus to resist dispel and *disjunction* attempts. An object made from true reactive materials gains a +4 effective caster level bonus to resist *dispelling* and a +2 bonus to Will saves to avoid *disjunction*. Lesser reactive items gain a +2 and +1 bonus to effective caster levels and Wills save, respectively.
- † True reactive materials have a hardness of 12 and 20 hit points per square inch. Lesser reactive materials have a hardness of 10 and 15 hit points per square inch.

the same way that a wand can. Each spell which is embedded permanently occupies a number of charges equal to 5 plus its spell level. Once embedded, the spell can be activated either by the sorcerer sacrificing a number of personal spell levels equal to or greater than the spell's level, or by burning charges from the item itself, one per spell level.

- † A spell worked lesser reactive item which has been successfully affected by a *dispel* can be restored with an infusion of spell energy, it requires double the amount of spell levels normally required to activate the item to restore it. This spell level penalty does not apply if the item would already have recovered from the dispel effect. So, for example, to reactivate a spell-activated *flaming burst* sword (a +2 special quality) in the same round it succumbed to a dispel would require the investiture of four total spell levels.





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In order to receive the benefits of reactive smelting, the item must contain 5 charges of true reactive, or 10 charges of lesser reactive material per 10 pounds, or portion thereof, of item weight. Lesser and true reactive ingots can be mixed to reach the required charges, with the object gaining the benefits appropriate to whichever material makes up the bulk of the charges. Ingots dedicated to the smelting cannot be embedded with either special qualities or with spells, but other ingots can be added for this purpose without issue (see below).

Items which are created using reactive smelting otherwise follow the normal rules for item creation, meaning the crafter must have access to the appropriate materials, spells and feats.

Finally, while it is difficult to put a firm price on reactive materials, they are rare and therefore expensive. Each 5 charges of true reactive material adds 1,000 gold pieces to the market price of the item, while every 10 charges of lesser reactive material adds 1,000 gold pieces to the market price.

Spell Worked Reactive Item Creation

Instead of simply smelting reactive material into a magical item, the crafter can instead spell work reactive ingots into magic items which are powered by his own sorcery.

† *Embedded Special Qualities:* To create a spell worked suit of armour, shield or weapon, the sorcerer needs a proper heat source and tools, an adequate supply of iron, bronze, leather, cured wood or other components and, of course, a sufficient quantity of reactive material, either true or lesser. The lesser components need not be of masterwork quality, as the inherent quality of even lesser reactive ingots is sufficient to overcome any imperfections.

As when enchanting a standard magical item, the sorcerer's caster level must be equal to or greater than three times the equivalent enhancement bonus to be embedded. So, for example, if he wishes to embed the vorpal quality, he must be at least a 15th level caster. Unlike a traditional magic item, a reactive weapon or piece of armour need not have a magical enhancement bonus before it can be embedded with special qualities, so it is possible to simply create a *vorpal* great sword.

Due to the inherent magical augmentation powers of reactive material, a sorcerer need not know the spells, which are normally considered to be part of

a special qualities' prerequisites. Instead, he need merely target the reactive materials to be used with a single casting of each spell on the first day of construction; the spells may come from any source, whether scroll, potion or otherwise, so long as it is the sorcerer who casts them. For each of the remaining days of construction, the sorcerer need merely dedicate a spell slot of the same level as the prerequisite spell to maintain the proper attunement of the reactive materials.

Crafting a reactive material item with embedded special qualities requires one day for each 1,000 gold pieces value of the completed weapon, shield or suit of armour. In addition, it requires sufficient reactive material, in the form of charges, to successfully embed the desired special qualities. This amount of material is automatically sufficient to grant it the natural enhancement bonuses listed for smelting, above.

When the item is completed, the sorcerer must pay an amount of experience equal to the squared value of the charges required to store the embedded special qualities. So, for example, a weapon embedded with the vorpal special quality would cost a total of 2,500 experience points.

† *Embedded Spells:* To create a spell worked item with embedded spells requires a proper heat source as well as ready access to mundane materials such as leather, cloth, wood, stone or metal, if such things are desired. Of course, the sorcerer must also possess quantities of reactive material, in the form of charges, sufficient to store the spells to be permanently embedded. The mundane components used in construction need not be of high quality, though most sorcerers choose to use materials which are at the least pleasing to the eye.

Once the proper materials are gathered, the sorcerer can begin to work. On the first day of construction, he must cast each and every one of the spells to be embedded. These spells need not be spells he knows and can come from scrolls, wands or other sources, so long as it is he who casts them. On each of the following days, the sorcerer need only dedicate a spell slot of equivalent level to the spell to be embedded; this is sufficient to maintain the reactive ingot's attunement.

Embedding spells in reactive materials requires one day per each spell level to be embedded. So, for example, if the sorcerer wishes to create a spell worked item embedded with two 5th level

spells, he would need to spend at least ten days constructing it.

At the end of construction, the sorcerer must pay an amount in experience equal to the squared value of the reactive material charges required to store the embedded spells. So, for example, a true reactive item with a total of fifty charges dedicated to embedded spells would cost 2,500 experience points.

† *Combining Embedded Spells and Special Qualities:*

The power of reactive materials is such that they can safely hold both embedded spells and special qualities. In order to accomplish this, the sorcerer must have sufficient quantities of reactive material to hold the embedded effects and he must have a suitable weapon, shield or suit of armour to place them in. If he meets those conditions, he can then embed the reactive materials with the desired effects. If he has sufficient spell slots to power all the qualities and spells to be embedded, he can halve construction time by performing both tasks at once. If not, he must complete either the embedding of special qualities or spells completely before moving on to the other. If the sorcerer performs both types of embeddings simultaneously, he must pay the combined experience cost as one lump sum. Otherwise, he must pay first each sum of experience separately.

† *Traditional Items With Embedded Components:*

A traditionally crafted magic item (which is to say one which has been created through the use of magic related Craft feats) can be embedded with reactive effects. Such effects must be added after the item is fully constructed and are added and paid for as detailed above. One caveat: embedded special qualities still must abide by the +10 maximum equivalent enhancement bonus limitation. So, for example, a traditionally created +3 *longsword of speed* could be embedded with the *flaming burst* and *keen* special qualities, as those effects add up to a total +10 effective enhancement, but it could not be embedded with the *vorpal* quality, as that would equal an effective enhancement of +12.

SPECIFIC REACTIVES

The following items are examples of the sorts of magical gear which a sorcerer might construct from reactive material.

Craft Feats and Spell Worked Reactive Items

Sorcerers do not have the luxury of bonus magic related feats. Further, they do not have the ability to learn any and all spells, as the wizard does. It is for these reasons that sorcerers make poor item crafters and it is for these reasons that reactive items were created. The advantage of not needing special feats to create reactive items is balanced by their comparative inefficiency (i.e.; reactive items must be powered by spells energy each day and they cannot be attuned to the most powerful spells). Those who feel that sorcerers should have to dedicate feats to the construction of reactive items should introduce the following feat:

Craft Reactive Item

You can create a wide variety of reactive items.

Requirements: Sorcerer level 3+

Benefits: You can create spell worked reactive items, using either true or lesser reactive material.

The King of Seven Wills

The King of Seven Wills is a mighty rod constructed of petrified wood. Spaced evenly along its length are seven small, faceted ingots of true reactive material the colour of sapphire. Each of the pieces, which are all taken from the same larger chunk of material, is embedded with a different or special quality.

The King of Seven Wills is embedded with the following spells:

- † *Charm Person*
- † *Hypnotism*
- † *Sleep*
- † *Cause Fear*
- † *Colour Spray*

The King of Seven Wills can be wielded in combat as a *ghost touch* club of *frost*. There are no charges remaining, meaning the embedded spells must be powered by the wielder's own spell energy.

Caster level: 20th; Market Price: 50,000 +



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With a shout, Kalex hurled the last of his soul energy into the heart of the blast furnace then, bare chest heaving and breath coming in ragged gasps, he collapsed to his knees.

Umberto the Iron Hammer threw the great doors of the blast furnace open with a shrug. Waves of energy, in vivid crimsons and pearl white, washed over him, refracting and sparking off his rune carved skin. He reached into the heart of the furnace barehanded and removed the immense nugget; the ingot, blazing purest white and covered in tongues of eldritch flame, oozed around his fingers. He quenched the nugget in three vats, one filled with glacial water, one with wine and one with the blood of a dozen boars slain by his own hand. When the nugget had cooled and its flames been extinguished, he walked to where Kalex still knelt on the cold stone and shook him. 'Come on, old man, there's still a bit of work to be done.'

Kalex stumbled to his feet and dunked his head in the vat of now warm glacier water, his long knot of falling over and across it into the vat of wine. 'Give me the ingot Umberto, there's still some life in this heart yet.'

Umberto smiled, chipped white teeth in stark contrast to the grime and soot which covered his face. 'There had better be. If you die before this forging is done I'll cut off your knot and use it as kindling for my bathwater.' He slammed the ingot onto his spell forge, with a sound like a bell ringing in the depths.

Forked Tongue

Crafted and carried by the long dead courtesan Silk Whispering on Skin, secretly a sorcerer of considerable ability, the Forked Tongue is a stiletto dagger forged entirely from a single ingot of lesser reactive material.

Dull red in colour and shot through with veins of white quartz, the Forked Tongue is quite striking in its appearance. Forked Tongue is embedded with the *keen* special quality and is also embedded with the spell *message*. Since it is created entirely of reactive material, it has a natural enhancement bonus of +1 to attack and damage rolls. It has no free charges, meaning it must be powered by its owner's own arcane spells.

Caster Level: 10th; Market Price: 10,000 +

Spider Gloves

When found, *spider gloves* are simply exquisitely crafted elbow length gloves made of thin, nearly weightless lengths of gossamer spider's silk entwined with carefully prepared bits of true reactive material. When worn, however, they reveal their true nature, bonding to the wearer's forearms and fading away into almost total invisibility. The *spider gloves* possess several potent abilities which are useful tools for any adventurer and doubly so for sorcerers.

The wearer of the *spider gloves* can strike with his fists as though he possessed the Improved Unarmed Strike feat and may, once a day with a successful touch attack, force a victim to attempt a Fort save (DC 14) or suffer the effects of a *poison* spell cast by an 8th level druid. In addition, the wearer can cast the following spells through the gloves, thanks to the power of true reactives:

Climb

- 1 *Spider Climb*
- 2 *Web*
- 3 *Rope Trick*
- 4 *Vampiric Touch*

A brand new pair of *spider gloves* will contain true reactive charges which may be used to power the spells embedded within it - the number of charges remaining depends on the potency of the ingot used.

Spider Gloves; *Caster Level: 8th; Prerequisites: Craft Wondrous Item, poison; Market Price: 20,000 gp*

Blood Infusions

A sorcerer's body and soul is a storehouse of mystical energy, energy which can be tapped not only with spells, but with specially prepared alchemical solutions known as blood infusions. Blood infusions are, as the name implies, potions and elixirs made from sorcerous blood which has been artificially modified and boosted by spells and alchemy. Blood infusions are similar to both potions and scrolls, but are easier for sorcerers to manufacture, since they do not require the same depth of specialised knowledge (in the form of required feats).

Specific Blood Infusions:

- † *Spell Store:* The most common use for a blood infusion is spell storage. A spell storage blood infusion can hold potential spell energy, in the form of spell slots, of up to 4th level. Since the spell energy is stored in its potential, rather than fully cast form, the sorcerer can decide which spell the stored energy will be expressed as when he

consumes the infusion. A spell infusion requires a move equivalent action to perform, after which time the sorcerer who consumes it must immediately release the potential energy in the form of a spell. The spell can be of any level, up to the spell level of the spell infusion consumed and may be modified by metamagic effects (without changing the casting time), but must come from his list of known spells.

To create a spell store blood infusion requires a container to store the infusion and consumable ingredients equal to 15 gp per spell level times the level of the sorcerer. The ingredients used are preservatives and spell enhancements, rather than material components - because the spell store holds potential, rather than pre-cast spell energy, the needed material components, if any, are not consumed until the spell is actually cast. The sorcerer must also expend experience points equal to 1/25th of the cost of consumable ingredients. Finally, he must dedicate 1 hit point per spell level infused into the blood infusion. Hit points used in the creation of a blood infusion cannot be healed by magic of any kind and they heal at half the natural rate.

† *Spell Store (dedicated)*: Rather than dedicate potential spell energy, a sorcerer can instead store a specific spell in his spell infusion. In doing so, he trades versatility for raw power and for the ability to share his spells with his allies. A dedicated spell infusion can hold any spell of 5th level or lower; the spell to be infused must be chosen at the time of creation, may include metamagic feats if the sorcerer chooses (subject to the 3rd level cap) and must come from the sorcerer's known spells. A dedicated infusion can be quaffed by anyone as a move equivalent action; it charges their body with the spell contained within the infusion, allowing them to cast it as though they were a sorcerer themselves. The spell must be cast on the same round the infusion is consumed. Spell failure percentages for any armour worn must be overcome as normal and the caster must be able to perform any needed vocal or somatic components, but the spell is cast at the creating sorcerer's caster level and the save DC is set using the

sorcerer's Charisma and relevant feats and bonuses (such as Spell Focus).

To create a dedicated blood infusion requires a container to store the infusion and consumable ingredients equal to 15 gp per spell level times the level of the sorcerer. The ingredients used are preservatives and spell enhancements, so any needed material components, which are consumed in the creation of the infusion, must be paid for separately. The sorcerer must also expend experience points equal to 1/25th of the cost of consumable ingredients. Finally, he must dedicate 1 hit point per spell level infused into the blood infusion. Hit points used in the creation of a blood infusion cannot be healed by magic of any kind and they heal at half the natural rate.

† *Spell Boost*: When consumed, a spell boost infusion supercharges the sorcerer's arcane power, allowing him to unleash spells which are almost impossible to resist. A spell boost infusion can be charged with spell energy, in the form of a spell slot of up to 9th level; when consumed, it boosts the spell penetration of the next spell cast by +1 per spell level and increases the saving throw DC by one half that amount, rounded down. A spell boost can be used by any arcane caster.

To create a spell boost infusion requires a container to store the infusion and consumable ingredients equal to 15 gp per spell level. The ingredients used are preservatives and arcane enhancements and they are consumed at the moment of infusion. The sorcerer must also pay 1 experience point and hit point per two spell levels infused (rounded up).



King of Seven Wills



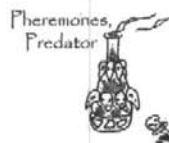
Parked Tongue



Dagger, Scroll



Pheromones, Dryad



Pheromones, Predator



Staff, Weighted

Cloak, Armored



TOOLS OF THE TRADE

Simple Weapons

Weapon	Size	Cost	Damage	Critical	Range	Weight	Type
Dagger, Scroll	Tiny	3gp	1d4	19-20/x2	-	1lb.	P
Staff, Weighted	Large	2gp	1d6/1d6	x2/x3	-	5lb.	B/P

Armour

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed	Weight
Cloak, Armoured	25gp	+2	+7	-1	5%	30 ft.	10 lbs.

Hit points used in the creation of a blood infusion cannot be healed by magic of any kind and they heal at half the natural rate.

- † *Spell Shield*: When swallowed, a spell boost infusion increases the consumer's defences against spell energy. A spell shield infusion can be charged with spell energy, in the form of spell slot of up to 9th level; when consumed, it provides a bonus to any single saving throw equal to the level of the spell slot dedicated to it. The defensive charge must be discharged within one hour of consuming the spell shield infusion.

Regardless of their type, blood infusions are both fragile and ephemeral things. They are subject to *dispels*, *anti-magic* fields and similar magics and lose potency their potency after a number of days equal to 1 + the Charisma modifier of the sorcerer who created it. A single blood infusion requires a full day's preparation.

WEAPONS

The sorcerer's best weapon is his spells, but rare is the sorcerer, especially early in his adventuring career, who does not carry a dagger or staff for backup. The following new weapons will prove especially useful to sorcerers and spellcasters of all types.

Dagger, Scroll

It does not behove a sorcerer to advertise those weapons which he keeps in reserve, so most take pains to equip themselves with innocuous, easily concealed implements. The scroll dagger is one such device. At first glance, it appears to be nothing more than a simple, unadorned scroll case, but when the case is grasped firmly on both ends and twisted, half the tube retracts, revealing a thin stiletto blade.

Staff, Weighted

A weighted staff strongly resembles a quarterstaff, save that one end tapers to a point and the other is topped with a heavy knot the size of a fist. The tapered end is almost always shod in iron and pointed like a spike, allowing it to be used as an impromptu spear, while the knotted end, which is often worked into fanciful shapes like dragon or griffon's heads, can be used as a very effective club. While both ends of a weighted staff can be used as weapons, it is not truly a double weapon - the distribution of weight and the manner of use preclude using both ends in any round of combat.

WEAPON ENHANCEMENTS

Flare: Upon command, a flare weapon is wreathed in a crown of purest arcane energy. Flare weapons deal +1d6 points of bonus energy damage with a successful hit - this energy is primal arcane potential, rather than a specific elemental energy type. Bows, crossbows and slings so enchanted bestow the primal energy upon their ammunition.

Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armour; *Market Price*: +2 enhancement bonus

Flare Burst: This very powerful enchantment functions as a *flare* enhancement, but also explodes in a corona of primal force upon a successful critical hit. The explosion does not harm the wielder. On a critical hit, the weapon inflicts an addition 1d10 points of damage. If the weapon has a x3 critical multiplier, the damage is increased to 2d10 and if it is a x4 critical weapon, add 3d10. Bows, crossbows and slings so enchanted bestow the primal energy upon their ammunition.

Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armour; *Market Price*: +3 enhancement bonus

Arcane Focus: While in hand, a weapon with this useful enhancement can, 3 times per day, increase the save DCs of any spell the wielder casts during the round by +1. In addition, it adds a +1 per point of enhancement bonus (not counting this or other special abilities) to his ability to pierce spell resistance.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armour; *Market Price:* +2 enhancement bonus

Spell Cleaver: This powerful enhancement is a great boon to spellcasters, as it allows them to turn the destructive power of their weapons against the spells of their enemies. So long as it is held in hand, a weapon with this ability adds its enhancement bonus (not including the *spell cleaver* enhancement or other special abilities) to all attempts to *dispel* spells of arcane or divine origin.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armour, *dispel magic*; *Market Price:* +3 enhancement bonus

Spell Shield: By spinning a weapon with this enhancement in a tight circle, the wielder creates a shield of energy which interferes and helps deflect incoming spell energy. Three times per day, the wielder may add the weapon's enhancement bonus (not including this or any other special ability enhancement) to all saving throws against spells cast against him in the round. This special ability can only be applied to melee weapons which are of medium or larger size.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armour, *shield*; *Market Price:* +2 enhancement bonus

Spell Tether: A weapon which possesses this enhancement is a great boon to those sorcerers who favour ray spells. The wielder gains a +1 bonus to all attack rolls made with spells with the ray effect, but only against enemies which have already been successfully struck with a missile fired from this weapon. Bonuses from multiple successful attacks made with this weapon do not stack. Only ranged weapons may be enhanced with this special ability.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *true strike*; *Market Price:* +1 enhancement bonus

ARMOUR

Like wizards, sorcerers have precious little use for conventional armour, as it is hot, uncomfortable and nearly impossible to work spells in. Most sorcerers

would rather stride backwards naked into battle than equip themselves with even the lightest breastplate. That does not mean, however, they are automatically adverse to mundane forms of protection, simply that they have specific needs and desires which are not met by plate and chain.

Cloak, Armoured

An armoured cloak is exactly that, a thick canvas hooded cloak interwoven with thin iron strips. The wearer's head and shoulders are doubly protected by a lining of thin chain and reinforced leather pads. While far from attractive, the armoured cloak provides much needed constant protection for the wearer's head and back and can be swept forward to comfortably provide a measure of protection for the wearer's flanks and front.

WONDROUS ITEMS

Brain Worms: There are few magic items more loathed and feared than accursed brain worms, for they can quickly and efficiently destroy the free will of even the strongest, most centred minds. When found, or when first created, brain worms are gathered into a small lumpy metal ball, roughly the size of a peach. To use the brain worms, the owner need merely hurl the ball at a living target - with a successful touch attack, the ball explodes into a cloud of maggot sized metal worms, which penetrate the target's flesh over the course of a full round, burrowing painlessly towards the brain. The following round, the victim may attempt a Will save against a DC of 17. If the save is successful, the brain worms are rejected from the prospective host's body and fall into a dormant state; a day later, they pass out of the host's body and are destroyed. If the save is failed, however, the brain worms take root in the host's brain, burrowing into and spreading long tendrils in and around the soft tissues. From that point on, the victim suffers a -2 enhancement penalty to all saves against mind-affecting spells and spell-like effects. Worse, once a week, he can automatically be coerced into performing a specific action as by a *suggestion* spell cast by a 10th level sorcerer. This *suggestion* can only be given by the one who originally infected him with the brain worms.

A victim successfully implanted with brain worms has no memory of the initial attack or the presence of the brain worms, nor does he remember any *suggestions* given to him. Brain worms cannot be used against non-living beings, nor against creatures which are immune to mind affecting spells or spell-like effects. A brain worm infestation can be destroyed by *disjunction*, *imited wish*, *miracle* or *wish*, or by the application of





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a *remove curse* spell cast by a caster of at least 11th level.

Brain Worms; *Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, obscure *object*, *suggestion*;
Market Price: 8,000 gp.

Essence Injector: A typical essence injector is a long syringe, tipped on one end by a nondescript brass tube and on the other by a long, hollow silver needle. Sometimes, essence injectors will be more fancifully designed, perhaps styled to resemble a leering demon's head, complete with a forked razor tongue, or shaped to resemble a mosquito. In any case, one thing all essence injectors lack is a plunger for injecting and withdrawing fluids - they simply don't need them.

A essence injector is used to extract vital soul fluids from living or recently deceased beings. These extracted soul fluids can then be injected into another living being, granting them great benefits. The benefits received depend upon the nature of the creature who's essence is contained within the injector, as outlined below:

Aberration: The recipient receives *dark vision* to a range of 60 ft., or increases the range of his already existing *dark vision* by 30 ft, for a number of minutes equal to the aberration's hit die. In addition, he gains the use of any single Extra-ordinary, Spell-like or Supernatural ability the aberration possessed, with the length of time he retains the ability dependant upon its type. In the case of bonuses to armour class, spell resistance, regeneration and the like, the recipient gains access to the ability for 1 round per hit die the aberration possessed. In the case of offensive abilities like *poison* or *fire breath*, the recipient can use the ability once for every four full hit die the aberrant possessed.

Animal: The recipient receives the ability to ability to *speak with animals*, as the spell of the same name, but only in regards to animals which are similar in nature to one the essence was taken from. This ability lasts for one hour per hit die the animal possessed. In addition, he gains *low light* vision, but only if the original animal possessed it, for a number of minutes equal to the animal's hit die. Finally, he gains the use of any one Special Quality the animal possessed, for a number of minutes equal to the animal's hit die.

Beast: The recipient receives *dark vision* to a range of 60 ft., or increases the range of his already existing *dark vision* by 30 ft, for a number of minutes equal to the beast's hit die. In addition, he gains the use of any

one Special Quality the beast possessed, for a number of minutes equal to the beast's hit die.

Dragon: The recipient gains both *dark vision* to a range of 60 ft. and *low light* vision. He also gains a +2 bonus to *sleep*, *paralysis* effects and saves against *fear*, all for one minute per hit die of the dragon. Finally, he can unleash a single gout of dragon breath, as a Supernatural ability requiring a full round action. The size, strength and save DC of the blast is in all ways identical to what the dragon itself could generate.

Elemental: The recipient gains resistance to energy equal to 10 + the elemental's hit die against the energy type appropriate to the elemental type (*electricity* for air, *acid* for earth, *fire* for both fire and water). In addition, he gains *dark vision* to a range of 60 ft., or increases the range of his existing *dark vision* by 30 ft, all for a number of minutes equal to the elemental's hit die. Finally, the recipient gains the appropriate *Mastery* ability (air, earth, or water) or the fire elemental's *Burn* extraordinary ability, as appropriate to the type of elemental the essence was drawn from.

Fey: The recipient gains *low light* vision. In addition, he gains a +2 bonus to resist all mind-affecting enchantments, or spells or spell-like effects of the illusion school, all for a number of minutes equal to the fey creature's hit die. Additionally, the recipient gains access to any one Supernatural or Spell-like ability possessed by the fey the essence was extracted from. The recipient retains the use of the ability for one round per hit die of the fey - in the case of abilities which have a finite number of uses per day, the ability fades when either it either reaches its use limit, or when the time limit is reached, whichever comes first.

Giant: The recipient gains *dark vision* to a range of 60 ft., or increases the range of his existing *dark vision* by 30 ft., for a number of minutes equal to the giant's hit die. The recipient also receives a +4 bonus to Strength for a number of rounds equal to the giant's hit die. Finally, the character gains the Supernatural ability to lift and hurl rocks, as a giant does, for one round per giant hit die - he may lift and hurl rocks of up to 50 pounds up to 3 range increments of 20 ft. each.

Magical Beast: The recipient gains *dark vision* to a range of 60 ft., or increases the range of his existing *dark vision* by 30 ft., for a number of minutes equal to the magical beast's hit die. In addition, he gains the use of any single Extra-ordinary, Spell-like or Supernatural ability the magical beast possessed, with the length of time he retains the ability dependant upon its type. In the case of bonuses to armour class, spell resistance,

regeneration and the like, the recipient gains access to the ability for 1 round per hit die the magical beast possessed. In the case of offensive abilities like *poison* or *fire breath*, the recipient can use the ability once for every four full hit die the magical beast possessed.

Outsider: The recipient gains *dark vision* to a range of 60 ft., or increases the range of his existing *dark vision* by 30 ft., for a number of minutes equal to the outsider's hit die. In addition, the character gain damage resistance 20/+2 and radiates a continuous *magic circle against evil* effect (or *magic circle against good* effect if using an evil outsider's essence), for a number of rounds equal to the outsider's hit die. Finally, the recipient casts spells with either the *good* or *evil* descriptor (depending upon the outsider's alignment) at +1 caster level.

Shapechanger: The recipient gains *dark vision* to a range of 60 ft., or increases the range of his existing *dark vision* by 30 ft., for a number of minutes equal to the shapechanger's hit die. In addition, the recipient gains a +4 bonus to saves against *polymorph* or other, similar spells and spell like abilities which transform his body. Finally, the recipient can *change self* at will, as the spell of the same name, for a number of rounds equal to the shapechanger's hit die.

Regardless of type, all abilities function for the recipient exactly as they did for the creature they were taken from. So, for example, if a sorcerer injected himself with the essence of a troll, he would gain regeneration 5, exactly as the troll possessed, with all the attendant benefits and limitations, such as weakness against *acid* and *fire*.

The *essence injector* can be used against either living beings, or against creatures which have been dead for no more than one minute. To use the *injector*, it must pierce the flesh of the target creature - in the case of unwilling living creatures, this requires a successful attack roll against the creature's armor class. The *essence injector* is considered to be a +5 weapon for the purposes of defeating damage reduction, but grants no actual bonus to attack rolls. When used against deceased targets, the *essence injector* instantly and automatically fills itself with soul essence absorbed from the target creature. When used against living beings, the target of a successful attack is permitted a Will save against a DC of 20 to resist the effect - if the save fails, not only does the *injector* successfully extract

soul essence, the victim suffers two temporary negative levels as well.

Once essence has been extracted, it can be injected into a willing target as a full round action. The round after injection, the essence mingles with the recipient's own soul energy, granting him abilities as outlined above.

An *essence injector* can hold only a single dose of extracted energy at a time, but can be used an unlimited number of times per day.

Essence Injector; *Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *enervation*, *polymorph self*; *Market Price:* 100,000 gp.

Mother's Comfort: A useful item, if a bit unusual, *mother's comfort* is a small-scale model of a quaint country cottage. Roughly the size of a fist, the home is well carved but largely unadorned - those who look upon it see in it their own idealised image of home and family. Even those who have spent their lives in palaces



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or dreary caves feel a yearning for the memories of childhood in *mother's comfort*.

All within arm's reach of the *mother's comfort* are bolstered by it, gaining a +1 sacred bonus to saves against *fear* and a +2 sacred bonus to all Endurance checks or saves against *fatigue*. Finally, the *mother's comfort* carries with it the easy sleep which comes from a feeling of total security - those who keep it within arm's reach during the night need only 6 hours of sleep each night before they are fully rested for the purposes of spell preparation and healing.

Mother's Comfort: Caster Level: 10th; Prerequisites: Craft Wondrous Item, *sleep*, *minor image*, *tiny hut*; Market Price: 45,000 gp.

MUNDANE EQUIPMENT

Since a sorcerer's magic is entirely innate, he has little need for the specialised gear of other adventuring spellcasters. Still, in addition to standard equipment like robes and backpacks, most adventuring sorcerers carry one or two items of more specialised use, some of which are outlined below.

Fortune Telling Accoutrements

While many types of divination can be performed without the aid of props or equipment, the best, most conclusive results are only achieved when the teller has access to proper accessories and equipment. This generic package includes all manner of common divinatory equipment, like tarot cards, dice made of knuckle bones, astrological charts and texts, powders and potions and palmistry charts and the like. None of the knickknacks, trinkets, tools or charts are magical in any way; instead, they are perfectly serviceable but utterly mundane items. This generic package includes a crystal ball, which is in reality a simple, cheap prop made of unremarkable glass.

Should the character wish, he can invest in a set of *masterwork* accoutrements. While still non-magical, the accessories are superior in both quality and authenticity, providing a +4 circumstance bonus to all Knowledge (arcana) checks made for the purposes of non-magical fortune telling. Likewise, the extra authenticity is a great boon to those who use fortune telling for less honest purposes - the +4 circumstance bonus also applies to all Profession (false fortune telling) skill checks.

Keep in mind that these divination tools are not simply purchased en masse at the local grocer's. Instead, the cost listed here represents weeks, months, even

years of intermittent time spent accumulating small items from wizard's fairs and curio shops, as well as investments of the character's time and personal resources researching and building fortune telling tools.

Pheromones, Dryad

Made from a cocktail of scents, both natural and alchemically enhanced and named for the infamously beautiful sylvan fey who can captivate a man with a glance, dryad pheromones is a thin oil which interacts with the body's natural scent to create an irresistible aroma which triggers passionate responses in those who inhale it, making them more amenable to the wearer's suggestions. The wearer gains a +2 circumstance penalty to all Bluff, Diplomacy and Gather Information skill checks against those within a 20 ft. radius of him. Against beings with the scent ability, the range is doubled and the circumstance bonus increased to +4. Likewise, within that area of effect, the DC of all saving throws against his enchantment spells is increased by +1. A single application of dryad pheromones is effective for one hour. Creatures that have no sense of smell are immune to the effects of dryad pheromones.

Pheromones, Predator

Distilled from the scent glands of dozens of magical predators, this viscous liquid surrounds its wearer with an almost palpable aura of menace, an acrid scent which disconcerts and triggers the fear response in all who smell it. The wearer gains a +2 circumstance bonus to all Bluff and Intimidate skill checks made against those within 20 ft. of him. Against beings with the scent ability, the range is doubled and the circumstance bonus increased to +4. Likewise, within that area of effect, the DC of all saving throws against spells he casts which cause *fear* are increased by +1. A single application of predator pheromones is effective for one hour. Creatures which have no sense of smell are immune to the effects of predator pheromones.

Equipment

Item	Cost	Weight
Fortune Telling Accoutrements	25gp	10 lbs.
Masterwork Fortune Telling Accoutrements	150gp	10 lbs.
Pheromones, Dryad - single dose	25gp	-
Pheromones, Predator - single dose	25gp	-

A SORCERER'S MAGIC

A sorcerer is defined by his magic; Magic is defined by the sorcerer.

These statements are not contradictory. A sorcerer *is* magic, his blood a potion, his skin parchment, his heart a spellbook and his fingers wands. A wizard who specialises in illusion is an illusionist; a sorcerer who knows the same spells *is illusion*. Therefore, it is of critical importance that you select each spell carefully, for a sorcerer's spell palette says as much about his character and his place in the world as his attributes, alignment and personality do.

NEW SPELLS

The new spells below are especially designed to add flavour and effectiveness to your sorcerer characters. They are themed around concepts important to this book's presentation of the sorcerer; family legacies, transformation (both voluntary and not) and the essence of creation, history and identity. While some of the spells include level guidelines for other spellcasters, you should think hard before permitting non-sorcerers to select the majority of these spells.

A King in Crimson with Eyes of Starless Night

Necromancy

Level: Sor 6, Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, you temporarily assume the traits and powers of a master vampire. You gain most of the benefits of the vampire template, but gain its weaknesses as well; because the living mortal soul rebels against death's cold, intrusive touch, you are not as powerful as a true vampire, but neither are you so easily harmed.

Upon casting this spell, you gain the vampire template, with changes as listed below:

Type: You retain your original creature type, but gain a +4 bonus to saves against poison, sleep, paralysis,

Multi-school and Multi-level spells

Many of the spells presented in this chapter are listed as belonging to more than one school, or have different, though related, abilities depending on the spell level they are cast at.

In order to learn a multi-school spell, the caster must have the ability to cast spells of both schools. If he does not, he cannot learn the spell. A character who possesses the Spell Focus feat in any of the spell's listed schools gains the benefit of the feat whenever he casts it - should he happen to have the Spell Focus in the spell's other school, however, the benefits do not stack. Beings which are immune or resistant to a particular school of spells are likewise immune to multi-school spells which include the specified school.

Multi-level spells are those spells which have different, though related, abilities which are cast at multiple spell levels. For the purposes of learning a multi-level spell, each spell level is selected as though it were a new spell, meaning a sorcerer who knows the 2nd level *wings of shadow and flame* and wishes to learn the more powerful 4th level version must dedicate a 4th level spell slot to it as normal. When he does this, however, the spell slot dedicated to the 2nd level version of *wings of shadow and flame* is automatically opened and he may select a new 2nd level spell. Should he choose, he can still cast the weaker version of the spell at its appropriate level; in essence, learning the 4th level version of the spell grants him knowledge of both.

Should a spellcaster wish, he can forego learning the lower level version of a spell entirely and simply select the higher level version. If he does this, however, he does not gain the ability to cast the lower level version of the spell.

Multilevel spells are presented with spell levels listed in order from lowest to highest, separated by a semi-colon, like so: **level; level**

stunning, disease, death effects, necromantic effects and min influencing effects.

Hit Dice: +2 hit points per caster level.

Domination (Su): At your caster level

Energy Drain (Su): Your slam attack does not inflict negative levels

Blood Drain (Ex): The Constitution drain is temporary, rather than permanent. In addition, each point of Con drained grants you 2 temporary hit points.

Create Spawn (Su): You cannot create spawn



A SORCERER'S MAGIC

Alternate Form (Su): At your caster level.

Fast Healing (Ex): You heal 5 points of damage each round as normal, but if reduced to 0 hit points or less, you fall unconscious and the spell ends immediately.

Abilities: You gain increases to Strength and Dexterity as normal, but do not gain increased mental attributes.

Feats: You gain any two of the following feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

In addition to the above abilities, you also take on the following weaknesses:

Turning: You can be turned or rebuked as though you were an undead being. For the purposes of turning checks, you are considered to be an undead with hit dice equal to your caster level. Regardless of the turning check result, you cannot be destroyed.

Sunlight: You suffer 2d6 points of damage per round of exposure to direct sunlight. If you are reduced to 0 hit points or less by sunlight, or by a spells like *sunburst* or *sunbeam*, your body is destroyed utterly.



Material Component (Wiz only): A pinch of dirt from a grave and a square of burial cloth, both of which are consumed in the casting.

Awake, Ye Kings of Old

Conjuration

Level: Bard 5, Wiz/Sor 6; Bard 6, Wiz/Sor 7; Sor 9

Components: V, S, M

Casting Time: 1 round

Range: See text

Duration: 1 round/2 caster levels (see text)

Saving Throw: See Text

Spell Resistance: Yes

Your spell awakens the spirits of the mightiest sorcerer kings and dragons of elder days, giving them voice and form to walk the living world once more, albeit it both temporarily and at your whim.

Dark Philosophers (Bard 5, Wiz/Sor 6): Nine spectres spring to life in a rough circle around you, their clothing, gender and even their race shifting by

the moment, alternately resplendent in the raiment of kings or pitiable in the meanest of beggar's rags. Though the rest of their forms are mutable and ebb and flow with quicksilver abandon, their expressions never change; each spectre represents one of the nine alignment philosophies and their visage reflects their outlook, the Lawful and Good spectre stern but benevolent and his Chaotic and Evil counterpart glowering and fearsome.

Immediately after they appear, the dark philosophers begin to chant a whispered mantra, an endless repetition of their personal philosophies that can enthrall even the strongest willed. Each round, all within the radius of effect (save the caster) must attempt a Will save; those who fail their save are enthralled by the words of the ghostly philosophers. For the duration of the spell, they must remain within the radius of effect; though they can be bodily carried out of the spell radius or rescued by means of *teleport* or other, similar magics, they will not leave willingly. The collective, beguiling weight of the wildly conflicting philosophies espoused by the phantoms has a dire effect on those who's minds have been opened to it; those who failed their initial save are affected as follows:

They are *confused*, as though by the spell *confusion*. For the purposes of the effect, treat a roll of 1 on the d10 as a 10.

Each round they must succeed at a Will save or suffer 1 point of temporary Intelligence and Wisdom damage.

They may be commanded to perform a single task, as though by the spell *suggestion*, without the possibility of a save. Though it is you who makes the *suggestion*, it is perceived by the victim to have come from the philosopher which represents his alignment. Only a single *suggestion* may be made each round and a particular victim can only be affected once.

In addition to the effects which pertain only to individuals, the magical arguments of the *dark philosophers* are strong enough to influence reality itself. Spells or spell-like effects with alignment descriptors cannot be cast into or out of the area of effect and magic items with specific alignments will not work. Your own spells and magic items are immune to this effect.

The powers of the *dark philosophers* extends to a radius of 10 ft. + 10 ft. per caster level. When summoned, they appear in a ring around you, their backs to one another. This creates a 5 ft. diameter circle which remains free of their influence; normally, you occupy this space, but if you vacate it other beings may freely enter (so long as they resist or avoid the lure of the *philosophers*). Though the *philosophers* manifest as spectral beings, they are in truth merely constructs of energy which may not be struck or damaged.

Kings Of Old (Wiz/Sor 7): The siren call of your spirit awakens great *kings of old*, majestic warriors who rise up from the dust on shimmering spectral steeds and ride forth to engulf your enemies in sunlight and flame. You can summon the *kings of old* in one of two ways, which must be chosen at the time of casting.

Great Charge: The ground at your feet splits and a mass of spectral horsemen, armed and armoured with a diverse assortment of ancient but well appointed and extravagant gear, rises up like a wave and charges forward, trampling over everything that stands in its path before disappearing. The mass of horsemen, who's number is equal to your caster level, assemble in a formation 10 ft wide and deep. The *kings of old* move as you direct them, turning and wheeling with supernatural agility, travelling to a maximum total distance of 10 ft. + 10 ft. per caster level before vanishing. Any being within their path is trampled, slashed and battered by the rider's weapons and by the hooves of their mighty steeds, suffering 1d6 per caster level (15d6 maximum) damage. Those who succeed at a Reflex save suffer only half damage and under no

circumstance may a being be struck by their charge more than once.

A King Rides Alone: Each round, a single spectral horseman erupts from the ground and charges in a straight line at a being within 10 ft. + 5 ft. per caster level of you. The horseman strikes the target automatically, inflicting 1d8 + your caster level in damage (Reflex save for half). A new horseman appears at the beginning of your action every other round for 1 round per two caster levels - you can direct his attack as a free action.

The *kings of old* are not impeded by natural obstacles like walls or trees and they travel over crevasses or rivers as easily as they pass over solid ground. Though they manifest as spectral beings, they cannot be touched or harmed by attacks.

Dragons of the Earth and Sky (Sor 9): Your spell calls to the great dragon ancestors and they heed your summons, appearing as four great spectral serpentine forms, each composed of spiritual matter which resembles one of the four elements; air, earth, fire and water. One *dragon of the earth and sky*, of the element of your choice, appears each round; all those who witness the dragon manifest must succeed at a Will save or be *shaken* for one round. When the *dragon* appears, it immediately breathes a gout of energy which inflicts 1d6 per 2 caster levels damage (Reflex save for half damage). Though the blast takes a form appropriate to the dragon's element, appearing as a cascade of boulders or a roaring wind, for example, it is not elemental energy; instead, it is pure spiritual energy. Against creatures which are vulnerable to positive, holy, negative or unholy energy, the attack is especially potent, affecting them as though it were an attack composed purely of that energy type. The *dragon's* and their breath attacks, are equal in size to that of a gargantuan dragon, with the air and water *dragon's* attacks taking the form of a line, while the earth and fire's manifest as cones. Though, like the *dark philosophers* and *kings of old*, the *dragons of the earth and sky* are merely phantom constructs, they cannot, or will not, manifest in an area which cannot contain the entirety of their magnificent forms. Summoning the first dragon is a full round action; the rest appear at the beginning of each consecutive round and you may direct their attack as a free action.

Material Components (Bard and Wizard only): In order to summon the *dark philosophers*, the caster must burn a page from different philosophical works; In order to summon the *kings of old*, he must throw a golden horseshoe wrapped in a bit of burial shroud onto the





dirt; and to summon the *dragons of earth and sky* he must hold an ancient dragon scale in his hand while swallowing a bit of burned paper, a pinch of dirt and a few drops of water.

Celestial Teardrops

Conjuration [creation]

Level: Sor 3

Components: V

Casting Time: 1 action

Range: Close 25-ft. + 5 ft./level

Area of Effect: 20-ft. radius spread

Duration: 2 rounds

Saving Throw: Ref half

Spell Resistance: Yes

You summon up a burst of celestial energy, which manifests as a sudden downpour of raindrops composed of either sunlight or the infinite darkness which fills the void of the heavens [either positive or negative energy, chosen at the time of casting]. The downpour lasts for two rounds and inflicts 1d6

per two caster levels (maximum 5d6) damage each round. Undead caught in the downpour of positive energy suffer 1d6 per caster level (maximum 10d6) each round and undead which are specifically harmed by sunlight suffer maximum damage automatically (Reflex save for half as normal). Since it summons energy from the cosmos itself, rather than real drops of rain, *celestial teardrops* can be cast indoors as easily as outdoors.

Death Blossoms

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: 1-creature/4 caster levels

Duration: 1-round/2 caster levels

Saving Throw: Fort negates

Spell Resistance: Yes

You infect a victim area with clinging necromantic pollen, which springs to horrible life the instant blood is spilled upon it. The pollen is, for all intents and purposes, invisible, with only a small chill on the victim's skin signifying its presence. Should a pollen contaminated being come into contact with blood, his own or someone else's, during the duration of the spell, the spores absorb the blood and instantly put down roots, blossoming into black with red-veined roses in the course of a single round.

The hapless victim suffers 1d4 + 1 per caster level (maximum 1d4+5) points of initial damage and must attempt a Fortitude save. If he fails, vines and roots force themselves beneath his skin and begin to entwine in and around his veins, inflicting an additional 1d4 points of damage on the following round and making sudden movement or exertion both painful and potentially deadly. He may take a partial action each round safely, but suffers an automatic 1d4 points of damage if he attempts actions beyond that.

If a victim is slain while infected with death blossoms, 1d4 blood red, quivering bulbous fruits spontaneously ripen on the vine. When eaten, each fruit heals 1d4 points of damage - excess points are gained as temporary hit points which fade at the rate of one minute.

Death blossom spores and flowers are instantly destroyed if the victim suffers 5 or more points of fire or cold based damage.

Material Component (Wiz only): A handful of red or black rose blossoms, which must be crushed in the hand and then scattered by a quick puff of breath.

Destiny is My Sword

Divination

Level: Sor 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5ft./level)

Target: 1 creature

Duration: Instant

Saving Throw: Will partial

Spell Resistance: Yes

You bring the weight of destiny crashing down upon your target and they are battered by misfortunes pulled from their past. The target suffers damage equal to 1d6 per your caster level (10d6 maximum) as their body and soul 'remembers' dozens of old accidents, pains and sicknesses. Their body is wracked with childhood fevers, bones once healed splinter and crack and old cuts and sores run red once more. In addition to the damage they receive, they are *staggered* for one round. A successful Will save halves damage and prevents them from being staggered.

Destroy Memory

Enchantment (compulsion)

Level: Brd 4, Sor/Wiz 5

Components: V, M

Casting Time: 1 hour

Range: See Text

Target: See Text

Duration: Permanent

Saving Throw: Will Negates

Spell Resistance: Yes

This insidious spell permanently erases a single memory from the victim's mind, with such precision and thoroughness the victim has no idea something has been taken from him. The spell can erase either the memory of one event, or one person, object or idea. For example, you could erase the victim's memory of a specific battle, or his memory of a childhood friend, or of his prized sword.

In order to cast this spell, you must have some knowledge of the memory to be erased, from firsthand experience, from an account given to you by someone

with first hand knowledge, or from a written account, tapestry, legend or song. A successful check with the relevant Knowledge skill against a DC of 20 - 30 (depending on obscurity) provides sufficient knowledge for the spell to work.

Destroy Memory can be cast on any being which is currently on the same plane of existence as you. Should the intended target leave the plane before the casting is complete, the spell has no effect. Only a miracle or wish spell, or direct deity level intervention, can reverse the effects of a *destroy memory* spell.

Material Components (Bard and Wizard only): A bit of paper upon which is written a description of the memory to be erased. The scrap must be folded and devoured by the caster at the conclusion of the casting ritual.

Echoes of the Past

Divination/Illusion [figment]

Level: Wiz/Sor 4

Components: V, S

Casting Time: 1 minute

Area of Effect: A 10' per caster level radius circle, centred on the caster

Duration: 1 minute per level

With the casting of this spell, you bring to life spectral images and sounds which re-enact events of the recent past. At the time of the spell's casting, you decide how far back in time you wish the spell to reach, to a maximum of one hour per caster level. The round after the casting is complete, phantasms, equivalent to those created by *major image*, appear and begin exactly re-enacting the events that unfolded from the chosen time on. The phantoms are readily visible to all, but only images of living beings are generated by the spell, meaning viewers might watch a ghostly father take a seat seemingly in mid air or watch two children pantomime kicking a ball back and forth. Voices are reproduced as well, though they take on a hushed, atonal quality which erases any emotion and inflection from the words. Observers cannot interact with the phantasms in any way, but the caster can move about as he wills - because the area of effect is centred on him, it moves as he does, meaning he can follow a particular phantasm as it re-enacts the past. When he does move, all phantasms which are no longer within the radius of effect instantly disappear; should the caster return to that area, the phantasms reappear, but will begin re-enacting events as though he never left, meaning he may miss some vital bit of information.





Your presence cowers and awes living beings and they leap to obey your commands without hesitation. When you cast this spell, you become *more*; you seem to grow and expand, looming over lesser mortals, light sparkles in your eyes, shadows deepen across your brow and your voice booms with righteous authority. Each round, you may give a being a single one-word command, which they will attempt to obey to the best of their ability. This functions identically to the Cleric spell *command*. You may command a being several times but he receives a new save each time and commands which contradict a previous command grant a +1 to +4 bonus to the saving throw. A target who successfully saves against a command is not immune to later commands.

Into the Sea of Waking Dreams

Illusion [phantasm, mind affecting]

Level: Sor 8

Components: V, S

Casting Time: 1 action

Area Of Effect: 10 ft./2 caster levels radius, centred on the caster

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

You open your mind and your arcane energy to those around you, laying bare their subconscious and bringing their fears and desires to vivid, illusionary life. All beings

within the area of effect must attempt two Will saves; the first save determines whether he sees his dreams or his fears brought to life, the second determines if he is fooled by the illusions or recognises them for what they are.

Those who succeed at the first save are see beautiful visions of their secret desires. These desires need not be base urges of the flesh; one victim might be confronted by a vision of someone he lusts after, true, but another might envision himself as a great king on a throne of ruby, or might find himself in a virginal forest glade just as the first light of dawn breaks through the trees, or even find himself being led to a great bonfire, there to be martyred in the name of his god. Those who fail the first save, conversely, are confronted by their worst fears. They might be tormented by visions of a dead lover, or by the nameless horror which lurked in their childhood imagination, or they might simply find themselves surrounded by absolute, crushing emptiness, in a featureless vista which extends unto infinity. In any case, the visions are equivalent to those

Once the phantoms have been raised, they do not fade until either the spell's duration ends or the caster dismisses the effect.

Material Components (wizard only): A small remembrance box and a diary. At the time of casting, the caster must open both the box and the diary and, holding one in each hand, speak aloud the hour he wishes to summon up.

I Speak the Will of Kings

Enchantment (compulsion) [Language Dependant, Mind-Affecting]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: Close 25 ft. + 5ft./level

Duration: 1 round/2caster levels

Saving Throw: Will negates

Spell Resistance: Yes

created by a *persistent image*, with the victim himself subconsciously providing the 'scripting' of events.

Those who fail their second save are lost in their visions, interacting and reacting to the illusions generated by their subconscious as though they were completely real. They do not and cannot react to normal real world stimulus, automatically adapting their dream world to incorporate external events, locations and participants; for practical purposes, they are considered *dazed* for the spell's duration. Should they suffer damage, however, they are automatically allowed an immediate save to break the enchantment, albeit with a -2 penalty to the roll. In addition to being consumed by the dream world, they are affected in the following ways:

desires: They are affected as if by the *emotion (hope)* spell.

fears: They are affected as if by the *emotion (despair)* spell.

Victims who fail their second Will save are generally only affected by the bonuses or penalties to their will saves, though in some cases, particularly when confronted by their subconscious fears, penalties or bonuses attack rolls and ability checks may come into play.

Victims who succeed at their second Will save recognise the visions as illusions. Though they still see their subconscious thoughts brought to life, they manifest only as spectral outlines which can easily be ignored. They still, however, are affected as though by the appropriate *emotion* spell.

Normally, only the victims can perceive their subconscious visions, but you may, once per round, choose to attune yourself to one victim's dream state, seeing and hearing his desires or fears as easily as he does. If you wish, you can freely interact with the victim you are attuned to; he will see and react to you as though you were a part of his visions. Should you undertake any hostile action against a victim who has fallen *into the sea of waking dreams*, they are instantly freed of the visions.

Music of the Spheres

Enchantment [mind affecting, see text]

Level: Sor 7

Components: V, S, M

Casting Time: 1 action

Targets: All living creatures within a radius equal to 10 ft. + 5ft/caster level

Duration: 1 round per caster level

Saving Throw: Will negates (see text)

Spell Resistance: See text

You attune yourself to the music of the spheres, the eternal, transcendent cosmic symphony that resonates from and within the planets, the gods and all the stars in the heavens and directs the course of human destiny. In doing so, you gain the ability to change the will and moods of men and beast alike, changing celestial tone, pitch and rhythm to suit your whim. The changes you create have wide reaching, long lasting but subtle effects, as outlined below:

Emotion: You can replicate any of the effects of the *emotion* spell and can, with a full round of concentration, alter the effect. So, for example, you could first choose to arouse *despair* and then, by subtly altering the pitch of the *music of the spheres*, emanate *rage* instead.



A SORCERER'S MAGIC

Celestial Chorus: Living beings within the radius of effect are attuned to the life giving emanations of the cosmos. They gain fast healing 1 and benefit from a +2 bonus to saves against death effects. Undead within the radius of effect suffer 2 points of damage per round and lose any turn resistance they may possess. No Will save is allowed to resist the effects.

Dark Symphony: The dark undertones of the spaces between the stars reverberate within the area of effect. Living beings suffer a -2 penalty to all saves against death effects and suffer 2 points of damage each round. Undead within the area of effect are empowered by the dark energy; their putrid flesh and bones knit at the rate of 2 hit points per round (in addition to fast healing, where appropriate) and they benefit from +2 turn resistance, which stacks with existing effects. No Will save is allowed to resist the effects.

Once you have elected to emanate the *celestial chorus* or *dark symphony*, you cannot later choose to emanate another effect. *Music of the Spheres* lasts for your caster level in rounds.

One

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: 10 feet/2 caster level radius, centred on the caster

Targets: Up to 1 willing ally/4 caster levels

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With the casting of this spell, you temporarily link your and your ally's life energies on a fundamental level, allowing you all to draw upon each other's life and soul energies in times of need. For the duration of the spell, all affected allies share both their saving throws and their ability score modifiers with one another, meaning a sorcerer linked by this spell to a fighter can use the fighter's more favourable save bonus and Constitution modifier when attempting a Fortitude save and the fighter can use the sorcerer's more favourable bonus when forced to attempt a Will save. Likewise, if the sorcerer is grappled, he can use the fighter's Strength bonus instead of his own when making an opposed grapple checks to escape, or when simply attempting to strike his opponent with a dagger.

Those affected by the spell *one* automatically and unconsciously draw upon the highest ability score or save bonus when needed, with no limit to the number of times any ability may be drawn upon per round. The power of the spell draws only upon its participants innate qualities, meaning that those bonuses to ability scores or saves granted by spells or magic items are ignored. For the purposes of this spell, permanent bonuses granted by *wishes* or similar magics are considered innate qualities. Likewise, temporary or permanent increases granted by feats or by class abilities, such as a barbarian's rage or a paladin's divine grace, are considered to be innate qualities.

The spells effects last only so long as all participants remain within the radius of effect. Should any linked participant move outside



that radius, the spell immediately ends. When the spell ends, all participants are considered *fatigued*
Material Components: A bit of hair or skin from each participant. Alternately, all participants can link hands during the duration of the casting.

Raindrops Like a Thousand Mirrors

Divination

Level: Sor/Wiz 9

Components: S, F

Casting Time: 10 minutes

Range: 1 mile radius +1 mile/5 levels

Effect: Creates magical windows in water

Duration: 1 round +1 round/5 levels

Saving Throw: None

Spell Resistance: No

With the casting of this spell, you send your vision cascading outwards, where it flows into and fills every drop of standing water within a radius of no less than one mile of your location, allowing you to see through them as though you were looking out a window. The spell allows you to see through out from all standing water bodies within the radius of effect simultaneously and aids your mind in processing all the information it receives. The spell only effects natural water, not any other liquid and it only allows sight through bodies of water which are relatively immobile - the spell will not allow sight through rivers, streams, waterfalls or other fast flowing water bodies, nor will it permit the caster to see through creatures composed of water, such as water elementals. It does, however, allow the caster to see through falling raindrops, as raindrops are relatively stable water bodies, albeit ones falling from the sky.

Raindrops like 1,000 mirrors allows the caster to see the area around a standing water body as well as if he were looking upon it with his own eyes, though his sight may be restricted by natural or man-made obstacles, such as tall marsh reeds or the stone walls of a wishing well. Of course, his vision is restricted by the fact that standing water bodies lay flat on the ground, meaning his vision is as restricted as it would be if he were looking about while laying flat on his back. On the other hand, since his vision extends into every body of water in the surrounding area, he will almost always see a scene from more than one angle and when he casts the spell during a rainstorm, he will see everything with hundreds, if not thousands, of 'eyes' simultaneously.

The clarity of vision provided by a water body depends upon its purity. If the caster is looking out from raindrops, the view will be clear, but if cast at night in

an area of muddy fields, his vision will be reduced to 5' or less. Spells, spell-like effects or magic items which provide magical sight do not work in conjunction with *raindrops like 1,000 mirrors*, but innate sight qualities, such as dark or low-light vision, function as normal.

There is a hidden danger to using this spell. Since the caster's vision automatically expands to occupy every standing water body in the area, he is especially vulnerable to effects and attacks which are visually based, such as a basilisk's petrifying gaze; when accidentally or purposefully exposed to such an attack, the caster suffers a -4 circumstance penalty to his saving throw.

Focus (Wiz only): A small piece of silver, hammered into a shallow bowl. At the time of casting, the bowl must be filled with either raindrops or the caster's own tears.

Twist Speech

Enchantment (compulsion)

Level: Brd 3, Sor/Wiz 3

Components: V, M, F

Casting Time: 1 round

Range: Anywhere within line of sight

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, you can permanently change the primary language of your target, or forever destroy their understanding of a single word of your choice. *Twist speech* can be used on any creature of at least human intelligence which uses, or at least understands, one or more languages.

When used to change the victim's primary language, the spell rearranges the pathways of their mind, causing them to forget their primary languages (usually common and racial tongues, if any) in favour of another language of your choice. The new language is considered to be their primary language; they are as fluent in it as they were in the replaced language and can read and write if they were literate in the original tongue. The language the victim learns must be one that you speak fluently and it must be selected at the time of casting. The original language is completely and absolutely erased from their mind and they can only relearn it after careful study (and expenditure of skill points) or if they are cured via a *greater restoration*, *limited wish*, *miracle* or *wish*.





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When used to destroy a word, the spell completely the victim's comprehension, their very conception, of one word of your choice. Regardless of the language used, the victim cannot understand the word, or even discern the meaning behind it, hearing instead disconcerting, vaguely sinister gibberish. The word chosen must be one which expresses a strong emotion or concept, such as love. Though the unfortunate victim cannot even conceive of the destroyed word, he can still feel associated emotions and sensations, so a victim who's conception of the word hunger has been destroyed still feels hunger pangs, though he will not recognise them for what they are. A victim can only suffer from one destroyed word at a time; if the spell is cast upon his again, it has no effect. Only a *greater restoration*, *limited wish*, *miracle* or *wish* can reverse the effects of *twist speech*.

Against creatures of the Outsider type, particularly those monsters known as fiends, *twist speech* is especially dangerous. If you somehow discover the beast's true name and then destroy the fiend's memory of it, the effects are catastrophic. If its true name is destroyed on the material plane, the fiend is instantly and irrevocably banished; it is unable to return to the material plane until the memory of its true name is restored to it by a *miracle* or *wish* spell. If its true name is destroyed on its home plane, the fiend is permanently destroyed, its essence scattered so thoroughly that only a fiend of godlike power, or a true god, can restore it.

Material Component (Bard and Wizard Only): A sheet of parchment or paper, upon which must be written either a full page of text in the language to be forced upon the victim, or one hundred repetitions of the word to be erased from the victim's memory. In addition, if the caster is not a sorcerer, he must have the preserved tongue of a member of the victim's species to serve as a focus.

Wings of Shadow and Flame

Evocation/Necromancy [mind affecting] [fire]

Level: Sor/Wiz 2; Sor 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round per 2 caster levels

Saving Throw: Will Partial

Spell Resistance: Yes

A long shadow, thick and black as cremation smoke, unfolds from your body like a pair of great wings. The wings, which resemble nothing so much as a

dragonfly's wings, are 10 ft wide and 5 ft + 5 ft per caster level long - you can, as a free action, reposition the wings, though your body must always remain their anchor point. The spell's effect depend upon the spell level you choose to cast it at, as outlined below:

2nd level: All opponents must attempt a Will save whenever the *wings of shadow and flame* fall upon them. Those who fail the save are *panicked*, suffering a -2 morale penalty on attack rolls, weapon damage rolls and saving throws for as long as they remain within the *wing* and for 1 round after. Those who succeed at their save are merely unsettled, suffering only a -1 morale penalty to their attack rolls, damage rolls and saving throws so long as they remain under the *wing*. Each time a being enters the *wing's* shadow, he must attempt a new save; those who failed their original save suffer a cumulative -1 penalty to each new save, while those who succeeded at their first save gains a cumulative +1 to their saves. If you choose, you may cross the *wings*; those who fall within the intersection of the *wings* suffer a -2 penalty to their saving throws.

Instead of spreading the *wings*, you can instead choose to wrap them about your body, forming a protective cocoon of shadow which grants you half concealment (20% miss chance), a +1 bonus to all saves against necromancy spells and a +5 circumstance bonus to Hide skill checks. Retracting or spreading the *wings* requires a full round - during that time, the *wings of shadow and flame* have no effect on those they touch.

4th level: All opponents upon whom the *shadow* falls become *panicked* for as long as they remain within it, as outlined above. In addition, they must attempt a Will save; those who fail their save suffer 2d6 points of damage as veins of fire caress their body. If you choose, you can cross the wings; victims then suffer 4d6 points of damage on a failed save and half on a successful save. Alternately, you can wrap the wings about yourself, gaining half concealment, a +2 bonus to saves against both necromancy spells and spells and spell like effects with the fire description and a +10 circumstance bonus to all Hide skill checks.

Material Components (Wiz Only): A bit of charred moth wing, which must be placed upon your forehead at the time of casting.

BONDS OF BLOOD: A SORCERER'S ANCESTORS

The bonds of family and the legacy of history are key themes in many of the greatest fantasies; the orphaned child who discovers that he is the kingdom's true heir, the grim knight seeking vengeance against the men who slaughtered his parents, or the humble slave girl who inherits unimaginable power from a wizard ancestor, all are beloved archetypes of both literature and gaming. The sorcerer, more so than any other archetype, is defined by his family history and as the primary source of both power and motivation for heroism or villainy for most sorcerers, it is critically important that a great deal of thought be given to that history.

This chapter introduces a host of new character templates specifically designed with the unique powers and character of sorcerers in mind. The template herein are representative of the many diverse types of beings who's magical abilities and characteristics might be a sorcerer's inheritance.

A brief caution. While none of the templates are directly restricted to characters of the sorcerer class, they are written with members of that class in mind. As such, they may not be appropriate for members of other classes, either in terms of power, or in terms of flavour. Likewise, not all the templates presented here will be appropriate for all campaigns, or even for all sorcerers. There is an (understandable) temptation when presented with new options to pore over them, carefully weigh and balance them against existing abilities and then select only those which bring optimal results, regardless of questions of character appropriateness. The key is not do refuse to allow players to select powerful and effective options, but to encourage them to select only those options which actually fit their character thematically - so, for example, a player who's sorcerer gains his power from the influence of a ghostly ancestor should be permitted, even encouraged, to select the spirit touched template, but one who's character is the descendant of giants should not.

No Others Need Apply

In general, the templates presented here offer only limited benefits to non-sorcerer characters, but a Game Master who wishes to further restrict their accessibility without outright banning them might consider the following optional rules.

Sorcerer in Spirit - The templates presented below can be chosen at any level, replacing normal sorcerer class level progression. This means that for the purposes of class restrictions, non-sorcerer characters are considered to be multi-classing. This may result in multi-class experience point penalties, or may render a character ineligible to return to his previous class (in the case of paladins and monks).

Sorcerer in Truth - Since the templates presented in this chapter are intended to represent a sorcerer's ancestral inheritance, you might wish to require that those who wish to select one already have at least one sorcerer class level. This way, only those who truly wish to explore the unique challenges of the sorcerer will reap the benefits of the templates.

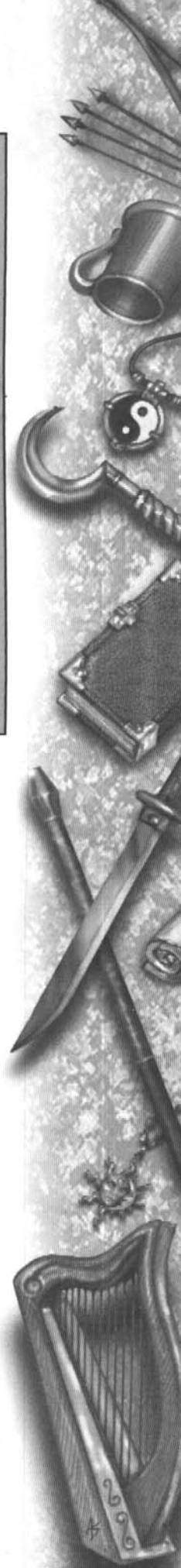
TOUCHED AND LEGACY TEMPLATES

There are two types of templates presented in this chapter; ancestor-touched and ancestral-legacy templates. Ancestor-touched templates are the weaker of the two templates, adding minor thematically related abilities which are appropriate for those sorcerers who inherited more than just spellcasting potential from their ancestors, but are still largely human (or elf, or whatever). They are also intended to serve as stepping stones for the ancestral-legacy templates, which bring with them more comprehensive changes, reflecting the more fantastical nature of the characters who develop them.

Adopting the Templates

The templates presented here can be selected only when a sorcerer gains enough experience points to raise his level, with the selected template and its attendant benefits replacing the normal benefits received for gaining a level in a character class.

Ancestor-touched templates are the first step in the sorcerers evolution to something more than mortal. A sorcerer who wishes to eventually gain the abilities of a specific legacy template must first select the ancestor-touched template which corresponds to it. No



character may possess more than one ancestor-touched template, nor may he select any other ancestral-legacy template than the one which is a direct continuation of his chosen ancestor-touched template. Likewise, a character who already possesses an existing template (*half-dragon, fiendish, celestial, etc.*) may not select either an ancestor-touched or ancestral-legacy template, as his body has already evolved as far as it ever will.

ANCESTOR-TOUCHED TEMPLATES

The following list of templates covers a broad spectrum of possible ancestors for sorcerer characters, but is by no means all-inclusive. Depending upon the nature of your fantasy campaign world, you might wish to restrict access to certain templates, or you might add more of your own invention.

Celestial-Touched

Those who have inherited the legacy of an upper planar being shine with an inner light and radiate a palpable sense of goodness. The celestial-touched template can be added to any corporeal creature of non-Evil alignment. The Celestial-Touched humanoid uses all of his base abilities, except as noted here.

Special Abilities: In addition to any special abilities the character may already possess, he gains the following:

Detect Evil: The character can *detect evil* a number of times per day equal to his Charisma modifier, as the spell cast by a cleric of his sorcerer class levels.

Special Attacks: The character retains all its original special attacks, if any and gains the following:

Spell Smite: Once a day, a celestial touched character can perform a *spell smite* against an evil character. In a *spell smite*, the character adds his Charisma modifier to his roll to pierce spell resistance and one and one half times his Charisma modifier to the spell's save DC.

Special Qualities: The character retains all its original special attacks, if applicable and gains the following:

Heaven's Protection: A celestial-touched character adds his Charisma modifier to all saving throws against normal or magical *acid, cold, electricity, fire* and *petrification* effects.

Heaven's Cradle: The character radiates a permanent *protection from evil* aura as a sorcerer of his sorcerer

casting level. Though the aura can be dispelled, it can be raised again as a free action on the character's next turn.

Spells: A celestial-touched sorcerer gains access to the spells of the Good cleric domain. He may select them as though they were on the sorcerer spell list. In addition, he gains the Good domain's granted power, casting all Good spells at +1 caster level.

Abilities: Modified from the base character as follows: Wis +2, Cha +2

Skills: Gains Knowledge (religion) as a class skill and gains a +4 racial bonus to all Knowledge (religion) skill checks.

Demon/Devil-Touched

Those who are descended from the demons and devils of the lower planes are possessed of a dark will and powers to match. Their spells favour darkness and fire and a palpable aura of menace clings to them like the greasy smoke of a funeral pyre. The demon/devil-touched template can be applied to any corporeal creature of non-Good alignment and uses all the being's base abilities, except as noted below.

Special Abilities: In addition to any special abilities the character may already possess, he gains the following:

Detect Good: The character can *detect good* once a day per point of Charisma modifier, as the spell cast by a cleric of his sorcerer class levels.

Special Attacks: In addition to existing special attacks, if any, the character gains the following:

Spell Smite: Once a day, a demon/devil-touched character can perform a *spell smite* against a Good character. In a *spell smite*, the character adds his Charisma modifier to his roll to pierce spell resistance and one and one half times his Charisma modifier to the spell's save DC.

Special Qualities: In addition to existing special qualities, if any, the character gains the following:

Dark Blessings: The character adds his Charisma modifier to all saving throws against *acid, cold, electricity, fire* and *poison* effects, whether they are of magical or natural origin.

Hell's Shroud: The character radiates a permanent *protection from good* aura, as a sorcerer of his sorcerer class levels. Though the aura can be dispelled, the character may restore it as a free action on his next turn.

Spells: A demon or devil-touched sorcerer gains access to the spells of the Evil cleric domain. He may select them as though they were on the sorcerer spell list. In addition, he gains the Evil domain's granted power, casting all Evil spells at +1 caster level.

Abilities: Modified from the base abilities as follows: Int +2, Cha +2

Skills: Gains Bluff as a class skill and benefits from a +4 racial bonus to all Bluff skill checks.

Dragon-Touched

Those who inherit the fierce power of the great dragons carry within them a legacy of nobility and savage strength. They stand at the tip of the food chain and they and all those around them, know it. The dragon-touched template can be attached to any corporeal creature and uses all the base characters' abilities, except as noted below.

AC: The natural armour of the base creature improves by +2 as a light scattering of reptilian scales grows to cover their back, stomach and neck.

Damage: Dragon-touched have a 50% chance of possessing fangs and a 25% chance of having claws capable of making a viable claw attack. If the base creature does not normally have these attack forms, use the damage listed below. Otherwise, use the creature's base damage, or the damage listed below, whichever is higher.

Size	Bite Damage	Claw Damage
Fine	1	-
Diminutive	1	1
Tiny	1d2	1
Small	1d3	1d2
Medium	1d4	1d3
Large	1d6	1d4
Huge	1d8	1d6
Gargantuan	2d6	2d4
Colossal	3d6	2d6

Special Attacks: A dragon touched retains the special attacks of its base form and gains a weak breath weapon based on its dragon ancestor's species. The breath weapon is usable once a day and follows the normal rules for breath weapons, except as specified.



BONDS OF BLOOD

Species	Breath Weapon	Damage	DC	Range
Black & Copper	Acid Line	2d4	16	5' x 5' x 30'
Blue & Bronze	Lightning Line	2d8	17	5' x 5' x 30'
Green	Gas Cone	2d6	16	20' long
Red, Brass & Gold	Fire Cone	2d10	18	20' long
White & Silver	Cold Cone	2d6	15	20' long

Special Qualities: Dragon touched have all the special qualities of their base form and gain the following:

Immunity to *fear*.

lowlight vision and *darkvision* to a range of 30'.

They add their Charisma bonus to all saves against *sleep* and *paralysis* effects.

They gain energy resistance equal to 1 + their sorcerer class level against a specific type of energy, based on their dragon species. Black, green and copper dragons have *acid* resistance, blue and bronze have *electricity* resistance, red, brass and gold have *fire* resistance and white and silver dragons *cold* resistance.

Attributes: Str +2, Cha +2

Skills: Dragon-touched gain the Intimidation skill as a class skill and benefit from a +4 racial bonus to all Intimidate skill checks.

Elemental-Touched

A sorcerer who carries the essence of one of the four elements within him embodies the nature of that element; he is mercurial as air, stolid and dependable as earth, hot-blooded and consumptive as fire, or cool and adaptable as water. The elemental-touched template can be applied to any corporeal creature, using all the base being's abilities except as outlined below.

Special Attacks: The character retains all existing special attacks, if he has any and gains the following, as appropriate to his ancestral element:

Element Touch: Once a day, the character can perform an *element touch*. This is a spell-like effect which functions exactly as a *shocking grasp* spell cast by a

sorcerer of his sorcerer class level, save that it inflicts damage appropriate to the character's elemental ancestor (*acid* for earth, *electricity* for air, *fire* for fire and *cold* for water).

Special Qualities: In addition to existing special qualities, if any, the character gains the following:

The character adds his Charisma modifier to all saving throws against poison, stunning attacks, *sleep* and *paralysis* and against spells and spell-like effects with the elemental descriptor which corresponds to his ancestor's elemental type.

Energy Resistance: The character gains *resistance to energy* equal to his class level against the type of energy appropriate to his elemental ancestor (*acid* for earth, *electricity* for air, *fire* for fire and *cold* for water).

Sense Element: The character can unerringly sense the presence of not only the element who's power he inherited, but elemental beings and energy effects related to it as well. With a full round's concentration, he knows the location of the largest concentration of his ancestral element within a radius of 100 ft. + 10 ft. per sorcerer class level, as well as the presence and general location of both elemental beings and energy effects related to that element (*acid* for earth, *electricity* for air, *fire* for fire and *cold* for water).

Breathless: Those characters descended from an air or water elemental have no need to breathe and are completely immune to spells and spell-like effects which depend on inhalation or which cause suffocation.

Spells: The character casts all spells of the appropriate elemental descriptor and all spells of the energy type related to that element (*acid* for earth, *electricity* for air, *fire* for fire and *cold* for water) at +1 caster level.

Abilities: Modified from the base abilities as follows:

† *Air:* Dex +2, Int +2

† *Earth:* Str +2, Con +2

† *Fire:* Dex +2, Cha +2

† *Water:* Con +2, Wis +2

Skills: The character gains the following skills as class skills and gains a +4 racial bonus to the skill:

† *Air:* Jump

- † *Earth*: Climb
- † *Fire*: Intimidate
- † *Water*: Swim

Fey-Touched

Those who carry the essence of the fey are at once alien and childlike, capable of both startling cruelty and selfless kindness. The fey-touched template can be applied to any corporeal creature and uses the being's original statistics except as noted below:

Speed: The character's base speed increases by 10 ft., but only when in sylvan areas.

Special Abilities: The character gains the following special abilities:

Detect Magic: The character can *detect magic* at will, as the spell cast by a sorcerer of his sorcerer class levels.



Detect Fey: The character instantly senses the presence of fey creatures when they come within a 10 ft. + 10 ft. per point of Charisma modifier radius of him. He can also see invisible fey creatures as though by a *see invisibility* spell.

Special Attacks: In addition to any special attacks he may already possess, the character gains the following:

Hideous Laughter: The character can use *hideous laughter* once per day, as the spell cast by a sorcerer of the character's sorcerer class levels.

Special Qualities: In addition to whatever special abilities the character may already possess, he gains the following:

Damage Reduction: The character gains damage resistance 10/iron. Only weapons which are primarily or entirely constructed of iron or steel can easily harm him.

Fey Cleverness: The character adds his Charisma modifier to all saving throws against spells of the Enchantment and Illusion schools, as well as to all Sense Motive skill checks to resist Bluffing.

Spells: The character casts all Enchantment and Illusion spells at +1 caster level.

Abilities: Modified from the base as follows:
Dex +2, Cha +2

Skills: The character gains Bluff and Sense Motive as class skills and benefits from a +4 racial bonus to both skills.

Giant-Touched

Those who claim the blood of the storm giant inherit the power of the wind and sea. Though normally calm and urbane, with a love for both the unspoiled wilderness and high art, when angered they rage with the force of a thundercloud, mollified only when the land around them is splintered and broken. The giant-touched template can be applied to any corporeal creature and uses the being's base statistics, except as noted below.

Special Abilities: In addition to any special abilities he may already possess, the character gains the following:

Enlarge: The character can, once a day, *enlarge* himself as the spell cast by a sorcerer of his sorcerer class levels.



BONDS OF BLOOD

Levitate: The character can, once a day, *levitate* himself as the spell cast by a sorcerer of his sorcerer class levels.

Weather Sense: The character can predict weather patterns up to two full days away with total accuracy.

Special Attacks: *Shocking Grasp:* The character can, once a day, use *shocking grasp* as a sorcerer of his sorcerer class levels.

Special Qualities: *Energy Resistance:* The character gains *resistance to cold and electricity* equal to his sorcerer class level.

The character adds his Charisma bonus to all saves against spells and spell-like effects with the *cold* or

electricity descriptor and against spells of elemental air and water.

Spells: The character casts all spells with the *cold* or *electricity* descriptor at +1 caster level. He also casts spells with the air or water descriptor at +1 caster level.

Abilities: Same as the base abilities, with the following modifications: Str +2, Int +2

Skills: The character gains Knowledge (nature) as a class skill and benefits from a +4 racial bonus to all Knowledge (nature) skill checks.

Spirit-Touched

Those who inherit some of the powers of the restless dead are haunted individuals, surrounded at all times by visceral evidence of the worlds beyond worlds waiting beyond death's threshold. The spirit-touched template can be applied to any corporeal creature, using all the being's base abilities except as noted below.

Special Abilities: In addition to any special abilities he may already possess, the character gains the following:

Detect Undead: The character can *detect undead* at will, as the spell cast by a sorcerer of his sorcerer class levels.

See Invisibility: The character can permanently see the invisible, as by the spell *see invisibility*.

Special Attacks: In addition to any special attacks he may already possess, the character gains the following

Frightful Moan: The character can, once a day as a standard action, unleash a *frightful moan*, as per the ghost template, causing all beings within a 30 ft. spread to attempt a Will save or become panicked for 2d4 rounds. Frightful moan is a sonic, necromantic, mind-affecting fear effect.

Inevitability of Death: The character can, once a day per sorcerer class level, *stun* those he touches. After a successful touch attack, the victim must succeed at a Will save against a DC of 10 + one half the character's sorcerer level + Charisma bonus or be stunned for one round.

Special Qualities: In addition to any special qualities he may already possess, the character gains the following:



Incorporeal: The character can become *incorporeal* for a number of rounds each day equal to his sorcerer class levels.

The character adds his Charisma modifier to all saves versus *fear* effects, *death* effects and necromantic spells.

Do Not Go Gently: When reduced to 0 or fewer hit points, the character has a percentage chance to stabilise equal to ten times his Charisma modifier.

Spells: The character casts all spells of the necromancy school at +1 caster level.

Abilities: The character retains all his base abilities, with the following modifiers: Con +2, Cha +2

Skills: The character gains Move Silently as a class skill and benefits from a +4 racial bonus to Move Silently skill checks.

ANCESTRAL-LEGACY TEMPLATES

The following list of templates builds upon the foundation laid by the Ancestor-Touched templates. They can only be selected after a character has already taken on the appropriate ancestor-touched template. You may notice that there is no spirit-legacy template. This is intentional; a living being's body and soul can only contain so much of the power of death before falling into the darkness itself.

Celestial-Legacy

Characters who assume the celestial-legacy template are as close to divinity as a mortal being can come. They carry with them at all times the glory, the power and the grace of the heavenly planes. Those with the celestial-legacy template are peers to half-celestials, equal in physical and holy strength to those paragons of virtue.

The celestial-legacy template can be applied to any corporeal creature of Good alignment. The character's type changes to outsider. It uses all the character's base statistics except as noted below.

Speed: The character gains the ability to *fly*, once a day per point of Charisma bonus, for a number of rounds equal to his sorcerer class level.

AC: The character gains a permanent +2 sacred bonus to armour class.

Species	Breath Weapon	Damage	DC	Range
Black & Copper	Acid Line	4d4	17	5' x 5' x 30'
Blue & Bronze	Lightning Line	4d8	18	5' x 5' x 30'
Green	Gas Cone	4d6	17	30' long
Red, Brass & Gold	Fire Cone	4d10	19	30' long
White & Silver	Cold Cone	4d6	16	30' long

Special Attacks: In addition to any special qualities he may already possess, the character gains the following:

Spell Smite: The character gains the ability to make a second spell smite each day. In addition, a spell affected by *spell smite* automatically inflicts maximum damage on a failed save (half on a successful save).

Special Qualities: In addition to any special qualities he may already possess, the character gains the following:

Immunity: The character is immune to normal or magical *acid*, *cold*, *electricity*, *fire* and *petrification* effects.

Heaven's Wrath: The character is surrounded by a permanent *magic circle against evil* effect. In addition, all Good aligned beings within the *circle's* radius are affected as if by a *bless* spell.

Spells: The character casts all spells with the Good descriptor at +1, which stacks with the celestial-touched template's Good cleric domain ability. In addition, he may add any two spells from the Good domain list to his list of spell's known. The spells can be of any spell level, are cast as arcane spells and are learned at the same spell level as the clerical version.

Abilities: Unchanged from the base abilities, except as follows: Wis +2, Cha +2

Skills: The character's racial bonus to Knowledge (religion) increases to +8 and he gains a +4 racial bonus to all Sense Motive skill checks.

Demon/Devil-Legacy

Those who carry the legacy of the demons or devils of the lower planes are among the most corrupt and dangerous of beings, possessed of a cunning and cruel



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imagination which is beyond the ability of mortals to conceive. Contemporaries of half-fiends, they are soldiers, sometimes unwitting and sometimes not, in the eternal war between the heavens and the darkness of the infinite hells.

The demon/devil-legacy template can be applied to any corporeal creature of Evil alignment. The character's type changes to outsider. It uses all the character's base statistics except as noted below.

Speed: The character gains the ability to *fly*, once a day per point of Charisma bonus, for a number of rounds equal to his sorcerer class level.

AC: The character gains a permanent +2 profane bonus to armour class.

Special Attacks: In addition to any special qualities he may already possess, the character gains the following:

Spell Smite: The character gains the ability to make a second spell smite each day. In addition, a spell affected by *spell smite* automatically inflicts maximum damage on a failed save (half on a successful save).

Special Qualities: In addition to any special qualities he may already possess, the character gains the following:

Immunity: The character is immune to normal or magical *acid, cold, electricity, fire* and *poison* effects.

Hell's Terror: The character is surrounded by a permanent *magic circle against good* effect. In addition, all Evil aligned beings within the *circle's* radius are affected as if by a *bless* spell.

Spells: The character casts all spells with the Evil descriptor at +1, which stacks with the demon/devil-touched template's Evil cleric domain ability. In addition, he may add any two spells from the Evil' domain list to his list of spells known. The spells can be of any spell level, are cast as arcane spells and are learned at the same spell level as the clerical version.

Abilities: Unchanged from the base abilities, except as follows: Int +2, Cha +2

Skills: The character's racial bonus to Bluff increases to +8 and he gains a +4 racial bonus to all Sense Motive skill checks.

Dragon-Legacy

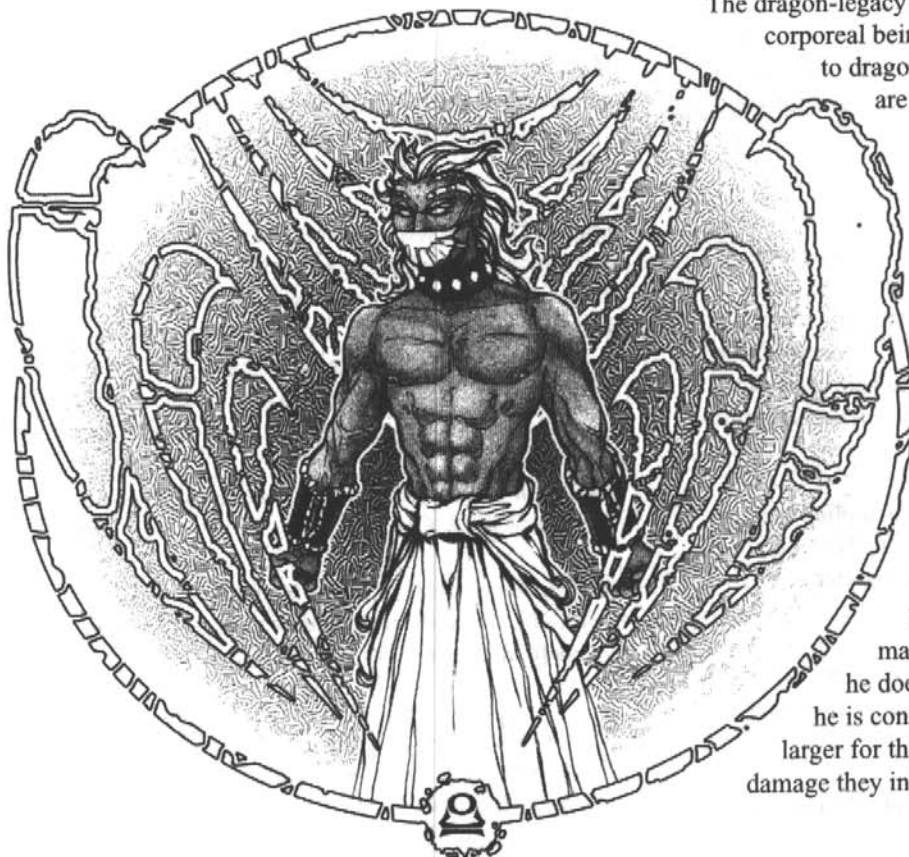
Sons and daughters of the lords of the earth and the kings of the sky, sorcerers who carry the dragon-legacy are the true nobility of the mortal realms.

The dragon-legacy template can be applied to any corporeal being. The being's type is changed to dragon. The character's base statistics are used, except as noted below.

Speed: The character develops long reptilian wings, which unfold to a span of 15 ft. at maximum extension. The wings grant him the ability to fly 40 ft. with average manoeuvrability.

AC: The dusting of scales which covers the character's vitals thickens and spreads across his body. His natural armour bonus increases by +2.

Damage: The character manifests claws and a bite attack (if he does not already possess them) and he is considered to be one size category larger for the purposes of determining the damage they inflict.



Special Attacks: In addition to any existing special attacks he may already possess, the character gains the following:

The character's breath weapon increases in potency as outlined below:

Special Qualities: In addition to any special qualities he may already possess, the character gains the following:

His *lowlight vision* and *darkvision* increase to 45 ft.

His natural life span doubles and he moves through ages categories at half normal speed. His newly increased age is considered natural for the purposes of effects or special abilities which increase natural life spans.

Immunity: The character gains immunity to energy as appropriate to his ancestor's dragon type (black, green and copper dragons have *acid* resistance, blue and bronze have *electricity* resistance, red, brass and gold have *fire* resistance and white and silver dragons *cold* resistance).

Abilities: Unchanged except as follows: Str +2, Con +2, Cha +2

Skills: The character's racial bonus to Intimidate increases to +8.

Elemental-Legacy

The legacy of the elements is the legacy of killing flames and life-giving heat, of torrential floods and soothing mists, of hurricane and summer wind and of earthquake and rich, dark soil. Those mortals who carry the elemental-legacy are avatars of the living force of nature itself, whether they be kind protectors or terrifying ravagers of the wilderness.

The elemental-legacy template can be applied to any mortal creature. The creature's type changes to elemental. The creature uses its base statistics, altered as listed below.

Speed: The character gains new movement capabilities as outlined below:

Air: The character can fly with perfect manoeuvrability. His speed is equal to 5 ft. x his Charisma modifier. Spells or items which increase his Charisma score are not considered when determining his speed (inherent bonuses from *wish* or *miracle* spells, however, do).

Earth & Fire: The character's ground based movement is increased by 20 ft. Fire characters leave a harmless stream of flaming footsteps behind them whenever they move more than their original movement rate.

Water: The character can swim at a speed of 10 ft. x his Charisma modifier. Spells or items which increase his Charisma score are not considered when determining his speed (inherent bonuses from *wish* or *miracle* spells, however, do).

AC: Earth based characters gain +2 natural armour

Special Attacks: In addition to the special attacks he already possesses, the character gains the following:

Element Touch: The character can now use his *element touch* twice per day. In addition, it now functions as a *shocking grasp* spell cast by a sorcerer of his character level.

Special Qualities: In addition to the special qualities he already possesses, the character gains the following:

Immunity: The character is now absolutely immune to the energy type appropriate to his elemental ancestor (*acid* for earth, *electricity* for air, *fire* for fire and *cold* for water).

Elemental Tongue: The character gains the ability to communicate *telepathically* with elemental creatures of his ancestor's type, to a range of 100 ft. He can also speak and read his ancestor's elemental language with absolute fluency.

Spells: The character casts all spells of the appropriate elemental descriptor and all spells of the energy type related to that element (*acid* for earth, *electricity* for air, *fire* for fire and *cold* for water) at +1 caster level.

Abilities: Altered from the base abilities as follows:

- † *Air:* Dex +2, Cha +2
- † *Earth:* Con +2, Cha +2
- † *Fire:* Dex +2, Cha +2
- † *Water:* Wis +2, Cha +2

Skills: The character's racial bonus to the class skill gained by the elemental-touched template increases to +8.





Fey-Legacy

Those who carry the legacy of the fey are cloaked in enchantment. Their eyes are painted ivory, their skin a warm tapestry of dappled light and their hair corn silk and meadow grass. They are the forever-children, the wildlings, the dream-shepherds and the painters of stars. They haunt the depths of forests and dance on mountain peaks, moving among mortal and fey society as their whims take them, staying only until boredom and wanderlust lead them in search of the next place, the next love and the next experience.

The fey-legacy template can be applied to any corporeal creature. The creature's type changes to fey. The creature retains its base statistics, except as noted below.

Speed: While moving in sylvan areas, the character's base speed is increased by 5 ft. x his Charisma modifier. Spells or items which increase his Charisma

score are not considered when determining his speed (inherent bonuses from *wish* or *miracle* spells, however, do).

Special Attacks: In addition to those special abilities he already possesses, the character gains the following:

Killing Perfection: Once a day, the character can reveal the full glory of his fey legacy. All within 30 ft. who look directly at him must succeed at a Will save against DC 17 or drop stone dead.

Special Qualities: In addition to those special abilities he already possesses, the character gains the following:

Damage Reduction: The character's damage reduction improves to 10/cold iron. Only cold forged pure iron weapons can truly harm him.

Dimension Door: The character can, once a day, step inside a living tree and instantly *dimension door* to any other living tree within range. The spell is cast as though by a sorcerer of your sorcerer class level.

Beauty Given Form: The character becomes almost supernaturally attractive to members of the opposite sex (or any who might be sexually attracted to him), gaining a +2 bonus to all Charisma based skill checks or reaction checks.

Spells: The character casts all Enchantment and Illusion spells at +1 caster level.

Abilities: Modified as follows: Dex +2, Int +2

Skills: The character's racial bonuses to Bluff and Sense Motive increase to +8.

Giant-Legacy

Those who bear the storm giant's legacy are cloud riders and wave striders, vagabonds of the southern breeze and the northern chill. Their breath stirs the clouds and their tears churn the ocean depths. Sorcerers with the giant-legacy template are enamoured of the ocean and of open expanses of the sea and sky. They emulate their ancestors by building sprawling castles in the clouds or atop vast undersea coral forests. Though normally calm and urbane, when

angered, the power of their magic strikes with the sudden, unstoppable fury of a hurricane.

The giant-legacy template can be applied to any corporeal creature. The being's type is changed to giant. The character uses its base statistics, modified as outlined below.

Speed: The character's land based movement increases by 10 ft. and he gains the ability to swim 5 ft. x his Charisma modifier per round. Spells or items which increase his Charisma score are not considered when determining his speed (inherent bonuses from *wish* or *miracle* spells, however, do).

AC: The character gains a +2 natural armour bonus, as his skin hardens to the consistency of cold marble.

Special Abilities: *Enlarge:* The character can *enlarge* himself at will, as the spell cast by a sorcerer of his character level.

Weather Sense: The character can predict weather patterns up to seven full days away with total accuracy.

Special Attacks: In addition to his existing special abilities, the character gains the following:

Shocking Grasp: The character can generate a second *shocking grasp* each day. In addition, the *shocking grasp* is performed as a sorcerer of his character level.

Call Lightning: The character can *call lightning* once a day, as a druid of his character level.

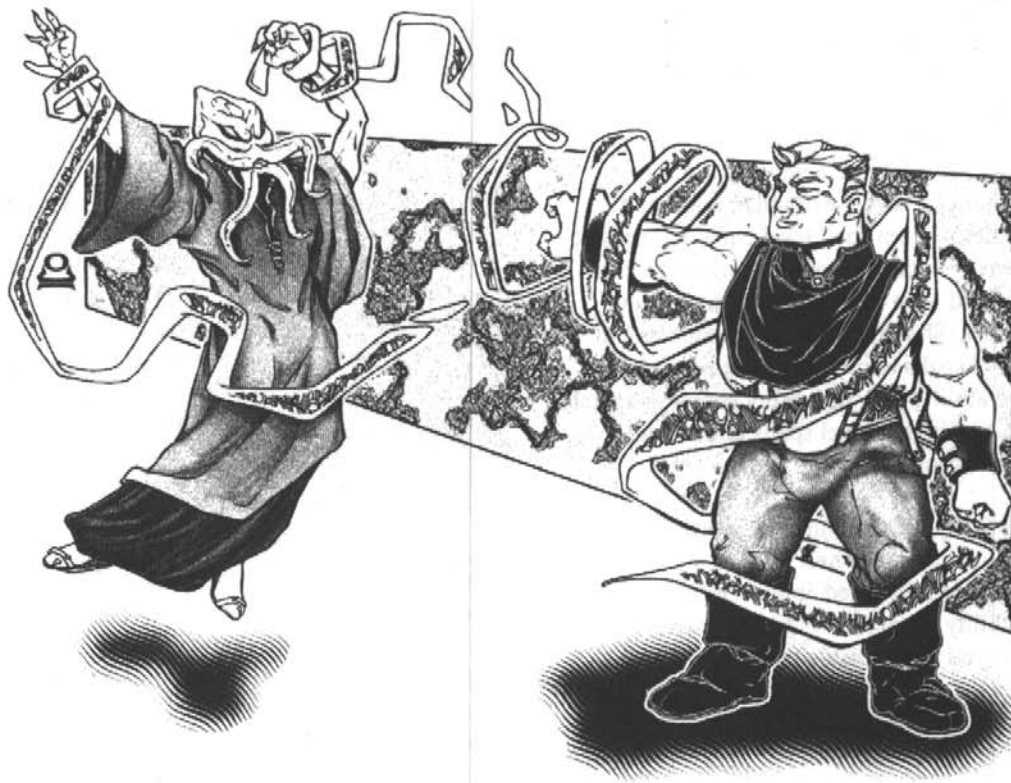
Special Qualities: In addition to his existing special qualities, the character gains the following:

Immunity: The character gains complete immunity to both *cold* and *electricity*.

Spells: The character casts all spells with the *cold* or *electricity* descriptor at +1 caster level. He also casts spells with the air or water descriptor at +1 caster level. In addition, he may select the spell *call lightning* as one of his spells known - it is considered to be a 3rd level arcane spell.

Abilities: Increased as follows: Str +2, Cha +2

Skills: The character's racial bonus to Knowledge (nature) increases to +8.



SONG OF BLOOD, SONG OF WILL

Though sorcerers are masters of arcane magic, just as wizards are, they are not restricted to rote memorisation and regurgitation of convoluted formula. Because a sorcerer's powers come from his blood, his soul and his heritage, they often manifest in wondrous and unique ways, giving him access to arcane powers that his stuffy wizard contemporaries can only dream of.

Awakened abilities are arcane powers that a sorcerer can receive instead of a new spell slot. They represent unique, fantastical mutations that manifest suddenly and are a natural outgrowth of a sorcerer gaining a greater understanding and mastery of his magic (when he gains a level, in other words). Awakened abilities are always supernatural or spell-like in nature, unless noted otherwise.

Awakened abilities are selected in lieu of new spells known when a sorcerer gains a level and they permanently occupy one spell slot of the sorcerer's spells per day. Much like normal spells, awakened abilities have a listed spell level and can only be selected when the sorcerer gains access to known spells of the appropriate level. So, for example, a sorcerer can only select a 3rd level awakened ability when he reaches 7th level (see below) as a sorcerer. Further, a sorcerer can have a maximum number of awakened abilities of each spell level equal to one half his spells known, rounded down, meaning that a 20th level sorcerer could have a maximum of four 0-level awakened abilities. Should he choose, a sorcerer can use a higher level spells known slot to select a lower level awakened ability, with the ability counting against the total number of higher level spells known and spells per day as normal.

A sorcerer can select a maximum of 2 awakened abilities each time he gains a new level as a sorcerer, subject to the restrictions listed above. Once selected, an awakened ability cannot be forgotten or altered, nor may it be destroyed or by hostile magic.

Integrating Awakened Abilities Into An Existing Campaign

It can often be difficult to integrate major new options like awakened abilities into an established campaign. After all, it seems only natural that in a world where sorcerers are relatively common and have existed for centuries, if not millennia, there would be ample evidence of these heretofore unknown powers. Simply dropping the new options found in this, or any other, sourcebook into a campaign can seriously strain your player's suspension of disbelief and cause irreparable harm to your game. So, you would be well served to brainstorm a reasonably logical and believable explanation. Here are a few ideas:

- † **Start a new campaign:** This simplest of methods is also, for most groups, also the least satisfactory. Still, there is something to be said for leaving behind the baggage of a long running campaign and starting fresh with new options.
- † **Hidden, but always there:** Another simple method of integration. In this case, the assumption is that the new abilities have, in fact, always been present and the characters have simply never encountered anyone who possessed them. This can be a good option for campaigns that are relatively new, or that feature characters of relatively low level and worldly experience. In this case, the natural assumption is that the new abilities are relatively rare, or at least that those who possess them go to great lengths to keep them secret.
- † **New to the world:** For whatever reason, be it divine meddling or natural evolution, the new power(s) to be introduced have just appeared in the campaign world. Perhaps the characters unearth a long hidden artefact, or a powerful villain or benevolent non-player character casts a mighty enchantment that has unexpected, planet-wide effects. In any case, the campaign would be best served if the sorcerer heroes, if any, are among the first to benefit from the new abilities. It is no fun for a hero, or his player, to remain unchanged while those around him suddenly manifest astounding new abilities.

CANTRIP SPELL SLOTS

Counting Coppers: A sorcerer who manifests this awakened ability can, with but a full round's concentration, instantly and correctly count the numbers of any objects within range of his vision. So, for example, he could look at a tree and correctly count all its needles, or look at a treasure chest and know

exactly how many gold coins were contained within, or even look upon an army and know exactly how many soldiers were in its ranks.

Eyes Like a Rainbow: The eyes of the sorcerer are truly the portal to his soul, as the colour of his eyes shift to match his mood, darkening to fire or the colour of storm clouds when he is angry, and glittering like ice-blue crystal or pure, glittering sapphires when he is amused or aroused. Sorcerers who choose this awakened ability can change the colour of their eyes at will, altering them to any shade their mind can envision. The change occurs over the course of 1 full round and is activated as a free action. The sparkling clarity and brilliant, sometimes sinister colours of the sorcerer's eyes enchant and disconcert any who look into them - the sorcerer gains a +1 bonus to all Bluff, Diplomacy, Disguise, Gather Information and Intimidate skill checks. *Eyes like a rainbow* is a non-supernatural ability.

Foul Is Fair: A sorcerer who selects this awakened ability possesses a highly advanced digestive system. He can eat spoiled meat, drink curdled milk or otherwise consume without adverse affect any foul substance, so long as it is something normally digestible by a member of his race. Further, when eating rotten foods, he does not taste the foulness; to him, even the most spoiled foods taste fresh and perfectly prepared. His ability to eat any sort of food also strengthens his immune system against the effects of disease and poison - he gains a +1 bonus to all Fort saving throws to resist disease or poison, but only so long as they are natural, and only if they are delivered or gestated in the food or drink he consumes. Sorcerers descended from demons, elementals or dragons sometimes have this ability, as do those who's ancestor is a redcap fey.

Pristine: A sorcerer who selects this awakened ability no longer feels the weight of elements as others do. He is unmoved and undaunted by wind and rain and unsullied by mud and soot. His clothing and hair do not stir in the wind, nor does his skin or clothing get wet from rain or stained from grass, dirt, grease or gore, unless he wishes it otherwise. So, for example, a sorcerer with this ability could stand in a torrential rainstorm

without a single drop of water soaking his skin or robes. This ability offers no protection from drowning, or the damaging effects of cold, heat or other elemental energies. Nor will it keep him dry if he immerses himself in a body of water. Sorcerers of divine or fey origin often develop this awakened ability.

Scentless: A sorcerer who develops this awakened ability no longer exudes a scent of any kind. His hair, breath and sweat glands give off no odour, no matter how filthy he is and any perfumes or other natural or artificial scents are instantly and harmlessly absorbed into his body. Animals or other creatures which rely primarily on scent find him very off-putting and he suffers a -4 penalty to both non-player character reaction checks and Charisma based skill checks when interacting with them. On the other hand, he is rendered absolutely and permanently invisible to the *scent* extraordinary ability possessed by certain creatures. *Scentless* is a non-supernatural ability.



Spellcasting Aura: This awakened ability causes the sorcerer to manifest some minor, particular visual and/or aural effect each time he casts a spell. The nature of the effect is left up to the discretion of the player and the Game Master and should reflect the character's personality and unique magical style - a spellcasting aura cannot replicate any visual or audio effects of any spell or spell-like affects. Appropriate spellcasting auras include, but are not limited to: a burst of butterflies or rainbow motes of light, an echoing chorus of children's laughter or the spectral, shimmering outline of faerie's wings appearing each time the sorcerer casts a spell. A spellcasting aura adds a +2 bonus to all Intimidate (arcane display) skill checks (see Tricks of the Trade).

Unusual Coloration: A sorcerer who develops this awakened ability manifests strange pigmentation's in his skin or hair, a side effect of the arcane energy that is his birthright. His hair or skin colour, or both, is permanently transformed to a new shade, usually one which reflects some aspect of his magical heritage. So, for example, that a sorcerer who channels and controls fire might find his hair becoming a cascade of red and yellow, with pale, nearly white roots. At the Game Master's discretion, a sorcerer with this awakened ability may receive circumstance bonuses or penalties to non-player character reactions and to Charisma based skill checks, as some people are repulsed and others entranced by the character's exotic appearance. *Unusual colour* is a non-supernatural ability.

1st Level Spell Slots

Dance of Ageless Grace: A sorcerer who possesses this awakened abilities is bolstered and strengthened by the arcane magic he wields, retaining his vitality well into his dotage. Beginning the moment this ability awakens, the sorcerer no longer appears to age - his hair no longer greys, his skin remains unwrinkled and unblemished and his body remains ripe and youthful. In addition, he no longer suffers penalties to his Strength, Dexterity and Constitution due to ageing. *Dance of ageless grace* is a non-supernatural ability.

Free of Earth's Bond: A sorcerer who selects this awakened ability no longer feels the weight of elements as others do. He is unmoved and undaunted by wind and rain and unsullied by mud, grease, ichor and soot. His clothes and hair are not effected by wind, no matter how strong, and his skin and garments are not touched by rain or snow, or stained by dust or fluids. A character with this awakened ability could stand in the midst of a howling thunderstorm and feel nothing save the chill, or go for a swim in the ocean depths and emerge dry as desert sand. The character

no longer suffers damage from exposure (heat stroke, frostbite, etc) and can hold his breath underwater for four times his Constitution score in rounds before risking drowning, but is not immune to drowning or other damaging effects of the natural environment.

Magical Savant: A sorcerer who manifests this awakened ability sees magical auras as easily as a normal mortal sees a candle's light. He can *detect* and *read magic* at will, as the spells of the same names.

Nature's Whispers: A sorcerer with this awakened ability is always attuned to the rhythms of the natural world. He automatically knows where true north lies in relation to himself and can predict upcoming weather conditions with near absolute accuracy. He can predict the next day's weather with 100% accuracy, with his chance of correctly forecasting conditions beyond that dropping by 5% each day.

Peaceful Slumber: The brow of a sorcerer with this awakened ability is never troubled by phantom worries, by subconscious fears or by the dark creatures and fancies that haunt the sleeping mind. He no longer suffers nightmares and his sleep is so restful that he need only doze for 4 hours each night to feel fully rested. In addition, he is immune to the effects of *Nightmare* and other, similar spells and spell-like effects. Those around the character benefit from his awakened ability, gaining a +1 morale bonus to their own saves against *Nightmare* and similar spells. *Peaceful slumber* is a non-supernatural ability.

Prestidigitation: A character who manifests this awakened ability can create minor magical effects at will, as though by the cantrips *prestidigitation* and *ghost sounds*.

Reflections of Beauty Long Gone: Those who look upon a sorcerer with this awakened ability see in him reflection of past loves, of summer days nearly forgotten and of childhood dreams. When he speaks, they hear echoes of their beloved grandparents, their oldest and dearest friends and of night-time lullabies. Unless they have had previous negative interactions with the sorcerer, all non-player characters of his race are automatically considered friendly when determining reaction checks. In addition, he gains a +4 inherent bonus to all reaction checks made with any member of the following humanoid races: dwarf, elf, gnome, halfling, half-orc or human. At the Game Masters discretion, the bonus may also be applied to other intelligent humanoid races which populate your campaign world.

Spell Tag: A sorcerer who manifests this awakened ability can track those beings who have been affected by one of his spells. Any being which has been affected by one of his spells carries with it a magical aura that only he can sense; he sees any being so affected as though they were affected by a *faerie fire* spell. Should they move outside his line of sight, he still get an impression of their location in relation to himself. The effect lasts a number of rounds equal to 1 + the spell's level in rounds.

Unseen Wings: Sorcerers who develop this awakened ability do not disturb the dust when they walk, do not crush snow beneath their boots or bend grass under their weight - they leave no more mark of their passing than a feather would. A character with this ability moves without penalty over snow or thick mud, gains a +2 bonus to all Move Silently skill checks and increases the DC of all Wilderness Lore skill checks to track him by +4.

Voice of Nature: Sorcerers with this awakened ability understand the speech and mannerisms of a particular animal. He selects a number of animals equal to his Charisma modifier (crows, wolves, domestic cats, dogs, etc); he understands their languages and can converse with them at will, as though by the spell *Speak with animals*.

Woodland Stride: Sorcerers with this awakened ability can pass unimpeded through thorn bushes, brambles, overgrown areas and other natural terrain impediments exactly as a 2nd level druid can.

2nd level Spell Slots

Apprentice to My Forefathers: A sorcerer who manifests this awakened ability has retained the memory of skills either he or an ancestor possessed in a previous life. He adds any single skill (even exclusive skills) to his class skill list, instantly receives an automatic 2 skill points in that skill and gains an extra skill point at each level, which must be placed in that skill. A sorcerer can select this awakened ability twice. *Apprentice to my forefathers* is a non-supernatural ability.

Armour Facility: A sorcerer who manifests this awakened ability is not

so hampered by armour as his fellow spellcasters are. He reduces the arcane spell failure percentage of any armour he wears by his Charisma modifier.

Between the Grains of Sand: A sorcerer who selects this awakened ability perceives life in slow motion. To him, objects and people move at a crawl, giving him time to analyse their actions and react accordingly. He adds a permanent +2 insight bonus to both his initiative and to his armour class against all ranged attacks.

Death Sight: A sorcerer who possesses this awakened ability gains great insight into the world of spirits and the unquiet dead. He detects the presence of undead automatically when within a 10 ft. + 5 ft. per point of Charisma modifier radius of them, as though by a *detect undead* spell. By concentrating for a single





SONG OF BLOOD, SONG OF WILL

round, he can determine the relative strength of all undead auras in the area, as by the third round effect of that same spell.

Dragon Mein: A sorcerer who selects this mein carries with him an aura of otherworldly strength. Animals, even actively hostile ones, which are not under magical compulsion must roll a Will save against a DC of 10 + his Charisma modifier in order to come within a 10 ft. radius of him. Any familiars and animal companions the sorcerer may have are immune to this effect, as are animals which are under the effects of spells or spell-like effects which compel them to attack. *dragon mein* cannot be selected by sorcerers with the Child of Nature concept, nor may it be selected by those sorcerers who have previously selected the *voice of nature* awakened ability.

Element's Caress: A sorcerer with this awakened ability is cradled by the elements at all times. Any time he casts a spell with an energy descriptor, or one which directly manifests an elemental effect, such as *gust of wind*, he is surrounded by a corona of that elemental energy. The corona functions exactly as an *endure elements* spell, but it absorbs his Charisma bonus + the spell's level in damage of any energy type and lasts only a single round.

True Stature: A sorcerer who manifests this awakened ability is blessed with a presence which can awe even the most jaded. After a successful Intimidation skill check he can, if he chooses and as a free action, either *cause fear* in, or issue a *command* to, a number of beings of 1 hit dice equal to his Charisma modifier. The beings receive a saving throw to resist the effect as normal, but those who succeed are still *intimidated*.

Will Like Iron: A sorcerer who manifests this awakened ability can turn the force of his personality into a shield against magical effects. Select two spell schools. Against spells and spell-like effects of those schools, the sorcerer may substitute his Charisma modifier, instead of the relevant ability, for all saving throws.

3rd level Spell Slots

All Spells Are One: The sorcerer who selects this awakened ability instinctively understands that, though their effects are often wildly different, all spells of the same school are built from common elements. Knowing this, he can counter the magic of other spellcasters with ease. When using countermagic, a sorcerer with this awakened ability can use any spell to counter his opponent's spell, so long as it meets the following requirements:

- † The spell, or spells, used to counter must be of the same school of magic as the targeted spell. So a abjuration spell must be countered with one or more abjuration spells and a evocation spell can only be countered by other evocation magic.
- † The spells used to counter must be of the same level or higher as the targeted spell. Alternately, the sorcerer can use two or more lower level spells to counter the targeted spell, so long as they are all from the appropriate school and the total levels of the combined spells equals or exceeds the target spell.

Arcane Healing: A sorcerer who manifests this awakened ability can use his own arcane energies to heal himself, using his own power to knit bone, stop bleeding and mend flesh. Each round, as a full round action, he can sacrifice one spell to heal damage - each spell level heals one hit point of damage. Should he be rendered unconscious, his body will automatically sacrifice spells to stabilise him - the body sacrifices enough spell levels to bring him to exactly 0 hit points. Should he not possess enough spell levels to bring him to 0 hit points, it will still heal him to the best of its ability - in this case, he is not stabilised and will continue to lose 1 hit point a round until death.

Dark Pathways: A sorcerer who manifests this awakened ability can restructure his soul essence to emulate any alignment. He can freely use any item which requires a specific alignment and is no longer affected by spells which target only a specific alignment. He can suppress this ability should he wish to, allowing him to benefit from positive alignment based effects.

Divine/Unholy Mandate: A sorcerer who selects this awakened ability is backed by either the will of the Heavens or the dark might of the Lower Planes. Spells cast against evil or good aligned creatures, respectively, gain a +2 bonus to pierce spell resistance and impose a -2 penalty to all saving throws. These bonuses stack with those gained by feats or other abilities.

Feat: A sorcerer who develops this awakened ability possesses a greater understanding of magical effects than his fellow sorcerers. He learns either a metamagic feat or an item creation feat. A sorcerer can select this awakened ability two times.

Hypnotic Magic: A sorcerer who manifests this awakened ability gains a great and terrible power; the force of his arcane soul is so overwhelming that he can

mesmerise those mortals who do not possess the ability to wield magic. At will, he can, simply by speaking and with no need for gestures or components, *hypnotise* living beings. Only creatures of 1-2 hit dice can be affected and only if they are above animal intelligence and possess no spells or spell-like abilities. He can *hypnotise* a total number of hit dice equal to his Charisma modifier, but only after conversing with them for a minimum of 1 round. If he speaks with them for at least one hour of uninterrupted time, he can attempt to *charm* one of them, as the spell cast by a sorcerer of his Charisma modifier in levels. He can have no more than one ally *charmed* in this fashion at a time, but can free them at will. Even beings which do not speak the same languages he does can be *hypnotised*, but only those beings who can understand his speech can be *charmed*.

Nemesis Energy: A sorcerer who manifests this awakened ability can inflict massive damage against those who dare wield elemental powers in his presence. If he casts a spell with an energy descriptor (acid, cold, electricity, fire or sonic) against a being who has used a spell or spell-like ability with an energy descriptor in the same round, or in the round previous, that being takes maximum damage. A save is allowed for half damage as normal.

Philosopher's Stone: Though many believe the *philosopher's stone* to be merely a mystical substance which can transmute base metals into more valuable substances, it is in truth far more than that. The *philosopher's stone* is, in reality, a journey of the mind and body, an esoteric philosophy which transforms, distils and purifies the practitioner's own body and soul into its most perfect expression. A sorcerer who develops this awakened ability has completed his journey towards a higher state of being. He gains a +4 bonus to all saves against natural and magical poisons and diseases a permanent +1 inherent bonus to any ability score. If the sorcerer has previously manifested the *dance of ageless grace* awakened ability, he may



use a 2nd level spell slot to purchase *philosopher's stone*. *Philosopher's stone* is a non-supernatural ability.

Soul Shield: A sorcerer who manifests this awakened ability is protected, whether by the grace of his ancestors or by the strength of his own arcane soul, from certain spells and spell-like effects. He selects a number of spells whose total levels add up to 1 + his Charisma modifier. He is rendered completely immune to the effects of those spells. Only spells which can potentially target him may be selected. So, for example, he could choose to become immune to *magic missile*, but cannot render himself immune to *true strike* or *blur*.

GUARDIAN, COMPANION, KINDRED SOUL: A SORCERER'S FAMILIAR

Though both a sorcerer and a wizard are capable of summoning and bonding with a companion animal, also known as a familiar, the sorcerer is bonded to his ally with more than just the ties ceremony and arcane energy provide. A sorcerer's familiar is truly a part of him and he could no more live without it than he could without his heart.

This chapter greatly expands on the role of the familiar as companion to the sorcerer. It includes new rules and options that will truly differentiate the sorcerer's familiar from the wizard's, making it a powerful, interesting character in its own right.

NEW BASIC FAMILIARS

While there is already an impressive selection of familiars for a budding sorcerer to choose from, variety is the spice of life. The new familiars presented in this section grant special abilities comparable to those in *Core Rulebook I* and as such, they are appropriate for sorcerers of all levels.

Certain of the familiars presented above do not have existing d20 statistics. These familiars are listed below, along with the modifications to existing animals necessary to give the appropriate statistics.

Armadillo: Use the statistics for a badger, but increase its burrow speed to 20 ft, grant it a natural armor bonus of +2, reduce its Dexterity to 13 and eliminate its rage ability.

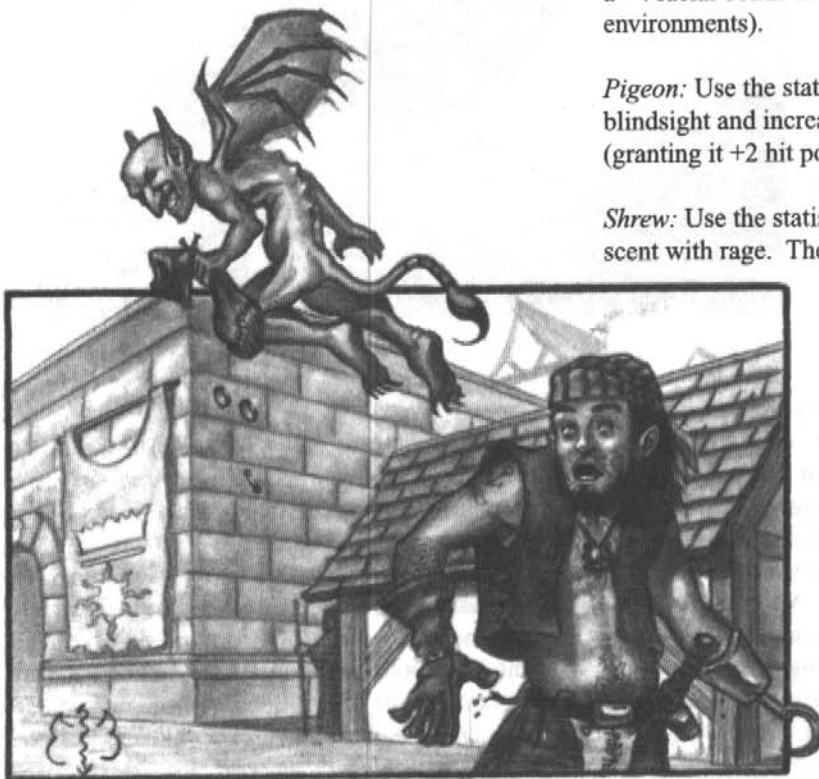
Chameleon: A chameleon is functionally identical to a Tiny lizard.

Crab: Use the statistics for a Tiny monstrous scorpion, changed as follows: swim 10 ft. per round, remove its sting attack, poison ability and vermin qualities, grant it a base Intelligence of 1 and remove its ranks in Climb. Also change its creature type to animal.

Parrot: Use the base statistics for a raven, but grant it a +4 racial bonus to Hide skill checks (only in tropical environments).

Pigeon: Use the statistics for a bat, but remove blindsight and increase its Constitution score to 14 (granting it +2 hit points).

Shrew: Use the statistics for the rat, but replace its scent with rage. The shrew gains a +2 bonus to



Strength and Constitution when it rages, and suffers a -1 penalty to armor class. It may not involuntarily end its rage.

ALTERNATIVE PROGRESSION

With a collection of feats, skills, spells, templates and special abilities that can be mixed and matched into a near infinite variety of combinations, the sorcerer is the ultimate in customizable spellcasters. It stands to reason, then, that a sorcerer's familiar would share that versatility as well. Now it does.

The adaptable level progression presented below allows both players and game masters to customize their sorcerer character's familiars to their own tastes, matching abilities as they see fit to better tie familiar and sorcerer into a single theme. While this alternative progression can also be used with wizard familiars (or any other class which gains access to familiars) it is recommended that it be restricted to sorcerers, as giving other classes access to this progression negates a bit of the sorcerer's unique flavor.

Some of the alternative abilities listed below include an associated experience point cost. This cost must either be paid for immediately when the sorcerer gains a new level and selects the familiar's appropriate ability, or the sorcerer must divert any and all experience he

New Familiars

Familiar	Special
Armadillo (Small)	Master reduces arcane spell failure chance by 5% when wearing armour.
Badger	Scent ability, rage.
Chameleon	Master gains a +3 bonus to all Disguise checks.
Crab	Master gains a +1 natural armour bonus.
Dog (Small)	Scent ability
Monkey (Tiny)	Master gains a +3 bonus to all Climb checks.
Octopus (Small)	Master gains a +4 bonus to grapple checks.
Parrot	Speaks one language.
Pigeon	Master gains a +2 bonus to Fortitude
Shrew	Master gains a +3 bonus to Intimidate checks.

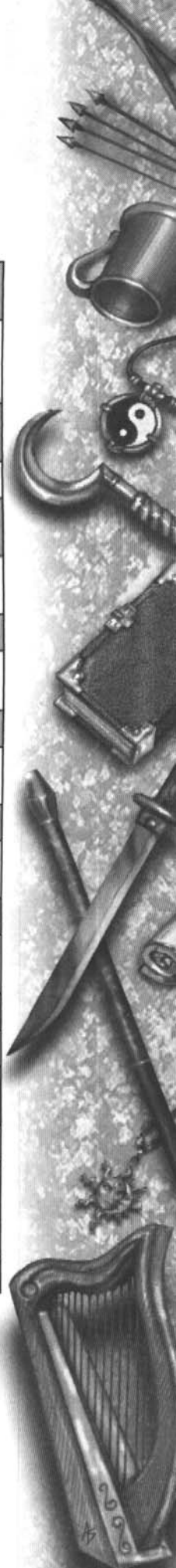
receives after selecting the ability to paying for it. If the ability is acquired in this way it will not functioning until it is completely paid for.

Alternative Progression

Master's Level	Natural Armour	Int	Special
1		6	Bonus Feat, Improved Evasion, Empathic Link.
2	+1		Familiar Ability (Type I)
3		7	
4	+2		Familiar Ability (Type I)
5		8	Familiar Ability (Type I)
6	+3		
7		9	Familiar Ability (Type I)
8	+4		
9		10	Familiar Ability (Type II)
10	+5		
11		11	Familiar Ability (Type II)
12	+6		
13		12	Familiar Ability (Type II)
14	+7		
15		13	
16	+8		Familiar Ability (Type III)
17		14	
18	+9		Familiar Ability (Type III)
19		15	
20	+10		

Common Abilities: Familiars using this alternative level progression share the standard familiar basics outline in *Core Rulebook I*.

Familiar Special Ability Descriptions: Familiars made using the alternative progression presented above gain access to many unique abilities as their masters' gain in levels.





A SORCERER'S FAMILIAR

Bonus Feat: The bond shared by a sorcerer and his familiar is beneficial to both. At 1st level, when a sorcerer selects his familiar, he gains access to a bonus feat from the following list: Alertness, Blind-fight, Dodge, Endurance, Great Fortitude, Improved Initiative, Iron Will, or Lightning Reflexes. The benefits of the selected bonus feat apply to both the sorcerer and his familiar, but only so long as they are within 5 ft. of one another.

Improved Evasion: If the familiar is exposed to an attack that allows a Reflex save, it suffers no damage with a successful save. If the save is failed, the familiar takes only half damage. Improved Evasion is an extraordinary ability.

Empathic Link: The master and familiar share an empathic link to a range of one mile. Remember that the familiar's low starting Intelligence will limit its ability to express thoughts and that it does not think as a human or other intelligent humanoid would. Empathic link is a supernatural ability.

Familiar Ability (Type I): As a sorcerer grows in power, his familiar gains access to new and unique powers, which serve to separate it from its mundane cousins. At 2nd, 4th, 5th and 7th levels the familiar gains one of the abilities listed below:

Touch: A familiar with this ability can deliver spells with the range touch for its master. In order to use this ability, the sorcerer must, when casting the spell, designate the familiar as the deliverer. The familiar must be with 5-ft. + 5-ft. per point of Charisma modifier of the sorcerer at the time of casting. The effects of the spell are determined as normal, with the spell dissipating if the sorcerer casts another spell before it is delivered.

Superior Empathy: A sorcerer who selects this ability for his familiar can mentally interact with it over far greater distances than he could before. The range of empathic communication between sorcerer and familiar is extended to one mile + one mile per point of Charisma modifier. The expenditure of 250 experience points is required to select this ability.

Speak With Animals: A familiar with this ability can speak with animals of its exact type and with those which otherwise very similar to it. So, for example, a house cat familiar could speak with domesticated cats and with lions, tigers, cougars and other, larger hunting cats. Remember that the conversation is limited by the intelligence of both the familiar and those it speaks with.

Speak With Master: A familiar with this ability can converse verbally with its master, as though both it and he were speaking a common tongue. Other beings will hear only babble, however, and the conversation is still limited by the familiar's intelligence.

Superior Ability: Your familiar is especially strong, durable or intelligent, even in comparison to other familiars. A familiar with this ability gains a +2 inherent bonus to his Strength, his Constitution or his Intelligence score. The expenditure of 150 experience points is required to select this ability.

Superior Quickness: The magical bond he shares with his master invigorates a familiar who develops this ability. His base speed is increased by 20 ft. per round. When he is within arm's reach of his master, he grants him some of this quickness as well - while the familiar is in contact with the sorcerer, the sorcerer's base speed is increased by 5 ft. per round. Superior quickness is a supernatural ability. The expenditure of 20 experience points is required to select this ability.

Superior Resistance: A familiar who develops this ability is surrounded at all times by a shield of arcane energy. He gains a +1 bonus to all saving throws. Superior resistance is a supernatural ability. The expenditure of 200 experience points is required to select this ability.

Familiar Ability (Type II): When a sorcerer reaches 9th level, his familiar grows appreciably in power. At 9th, 11th and 13th he may select a type II familiar ability from those listed below.

Armour: A familiar with this ability is markedly more protected than other familiars. It gains a +4 bonus to its natural armour bonus. This ability can only be selected once.

Energy Resistance: A familiar with this ability is especially resistant to certain types of energy damage. This ability manifests in one of two ways, chosen at the moment this ability is developed. The familiar either: gains energy resistance against two types of the following energy (acid, cold, electricity, fire, or sonic) equal to the sorcerer's class level; or he gains immunity to any one of the energy types previously listed. In either case, the ability applies to both magical and nature forms of energy.

Scry: If this ability is selected, the familiar's master may scry upon him, as by the spell of the same name cast at his sorcerer caster level. This ability can be used once per day and requires no components, focus

or gestures. This ability can be selected twice. The second time it is chosen, the sorcerer may *scream* upon his familiar a number of times each day equal to his Charisma modifier. The expenditure of 400 experience points is required to select this ability a second time.

Size Increase: Upon gaining this ability, a familiar grows tremendously in size. It gains a size category (typically going from Tiny to Small, or from Small to Medium) and all associated benefits and penalties. Should it move from Tiny to Small, it gains a +4 bonus to Strength, suffers a -2 bonus to Dexterity, a +1 penalty to armor class and attack rolls and may gain an increase to damage from natural attacks. Moving from Small to Medium, the familiar gains a +4 bonus to Strength and a +2 bonus to Constitution, suffers a -2 bonus to Dexterity, a +1 penalty to armor class and attack rolls and may gain an increase to damage from natural attacks. This ability can be selected twice, with the familiar moving up another size category and stacking benefits and penalties as appropriate. The expenditure of 500 experience points is required to select this ability.

Spell Resistance: A familiar with this ability gains spell resistance equal to its master's sorcerer class level and Charisma modifier combined.

Unstoppable: A familiar who manifests this ability is markedly tougher than other familiars. It possesses three quarters of its master's total hit points, rounded up, rather than one half rounded down. In addition, extra hit points gained from Constitution, if any, are based off its own score if it is higher than its master's. This bonus is figured in before. The expenditure of 500 experience points is required to select this ability.

Familiar Ability (Type III): When a sorcerer reaches 16th level, his familiar gains access to its final, most powerful abilities. At 16th and again at 18th level, it gains one of the special abilities listed below.

Mind Cocoon: A familiar who possesses this special ability can, once a day, automatically take upon itself the harmful effects of a mind-affecting spell, which



its master has succumbed to. For the purposes of this ability, the familiar succumbs to the effects of the spell as though it was a being of its master's type (typically humanoid). The expenditure of 2000 experience points is required to select this ability.

Speech: A familiar with this special ability can speak with any living creature, provided it knows the creature's tongue. Upon manifesting this ability, the familiar gains the ability to speak and read all languages its master knows, as well as a number of others equal to its master's Charisma modifier. The expenditure of 1000 experience points is required to select this ability.

Spell Touchstone: A familiar with this ability can serve as the focus of his master's spells. Once a day, the sorcerer can choose to cast a spell through the familiar; the familiar is considered to be the point of origin for the purposes of determining spell range, spell effects and what the spell may affect. So, for example, should the familiar be on the opposite side of a high wall from its master, the master could choose to cast a spell through the familiar, striking opponents on that side of the wall. The expenditure of 1500 experience points is required to select this ability.

Template: A familiar who manifests this ability gains one of the ancestor-touched templates presented in the Bonds of Blood chapter of this book. If its sorcerer master possesses one of these templates, the familiar must select the same template. For the purposes of the template's special abilities, if any, the familiar is considered to be a sorcerer of its master's class level. Should the familiar already possess a template (certain prestige classes already grant familiar templates), this ability cannot be selected. Selecting this ability requires the expenditure of 2500 experience points.

Twinned Familiars: When this ability is selected, the sorcerer gains a second familiar. The new familiar is exactly identical to his existing familiar, with all the same abilities. Should he possess them, the familiar's master may use familiar abilities such as *mind cocoon* once a day on each familiar. The expenditure of 5000 experience points is required to select this ability.



LEY LINES, WELL SPRINGS & CHANGELING POOLS

The world is not as it was. In ancient days, every valley, glade and stretch of empty desert was a holy place of power and all the great and powerful beasts of earth and sky drew sustenance from an ocean of arcane energy which covered and caressed the land. Now, only a few sacred sites remain, tucked away in hidden places, and the endless ocean has long since retreated, leaving behind only thin streams of energy, known to sorcerers and scholars as ley lines.

This, the penultimate chapter in the Quintessential Sorcerer, contains rules for introducing ley lines and places of natural arcane power, known here as well springs and changeling pools, into your fantasy campaigns. As always, the rules and ideas presented here are completely optional; absorb what works into your campaign world and gleefully discard the rest.

LEY LINES

Ley lines, sometimes known as earth lines or dragon lines, are threads of arcane energy which connect

places of great mystical significance. Ley lines pulse and flare to the rhythm of celestial tides; if well spring and changeling pools (see below) are a world's organs and mystical power its blood, then ley lines are its veins, channelling and maintaining the flow of nurturing life energy.

Those who know how to submerge their essences into ley lines can gain great power and understanding, as outlined below.

Major and Minor Ley Lines

Two types of ley lines exist, major and minor, with the difference between them one of size of influence, not strength.

Major: Major ley lines are those which link two major nodes, meaning they are by far the rarer of the two types. They can and do, of course, come in all lengths, from short lines only a few miles long, to great lines which span half the world. A major ley line's zone of influence is a two mile wide swath which extends the length of the line.

Minor: Minor ley lines are those which run between minor nodes. Much more common than major nodes, they are also less impressive, with a zone of influence which is only half a mile wide. Unlike a major ley line, minor ley lines are restricted in length, with no minor ley line capable of stretching more than two hundred miles.

Ley Lines, Well Springs and Changeling Pools and Their Place in the World

In a typical late medieval, early renaissance fantasy world, major ley lines will have long since been identified and mapped, at least by scholars, archmages and druids. Many of the largest, most powerful nodes will have been claimed, either by powerful magical beings and archmages of consummate power, or by wise and cunning kings who recognise the strategic and religious value of controlling them.

In such a world, ownership of ley lines and nodes will be hotly contested, making for many interesting campaign possibilities.

Detecting Ley Lines and Nodes

Those who wield arcane energy perceive a ley line as an enormous river of free flowing energy, or a cascading rainbow which churns and writhes as it saturates the ground and sky with mystical energy. They can clearly see, without the need for *detect magic* or other, similar, spells, minor ley lines at a distance of two miles and major at a distance of five miles.

Even those who cannot see magic will feel its hum in their bones. When they approach within ten miles of a ley line or node they will feel a distinct tingling sensation in the tips of their fingers and toes. As they draw closer, their hair will begin to stand on edge and their bones and their teeth will begin to throb. The sensation fades when they pass into the radius of influence of the node or ley line, as their body adapts to the arcane energy which now permeates it.

Ley Lines and Nodes

As noted above, all ley lines are anchored between nodes, either major or minor. In order for a ley line to exist, it must be anchored between two nodes. Major ley lines can only exist if they are anchored by two major nodes; if one or both anchors is a minor node, the ley line must be minor.

Since major ley lines are not restricted by length, they can and do form a web which stretches the length and breadth of the campaign world, traversing continents to link two major nodes. Minor ley lines, restricted as they are by length, tend to form small spiderweb patterns which span, at best, a small continent and are often branched off of major nodes; a large continent may contain several clusters of minor ley lines and nodes which are not linked to each other but branch off of a few major nodes, and small island chains may contain only minor ley lines, completely unconnected to the world spanning web of major lines. See *Well Springs & Changeling Pools*, below, for more details.

Magical Beings

Powerful magical creatures instinctively sense and are drawn to the presence of ley lines, both major and minor. Because of this, many magical creatures choose to lair in and around a ley line's zone of influence. While within this zone of influence all creatures of the types aberration, dragon, construct, elemental, fey, giant, magical beast, outsider, shapechanger or undead gain the following bonuses.

They gain +1 hit point per hit die, as the ley line's energy permeates and invigorates them.

The DCs of their supernatural or spell-like abilities are increased by +1

Each type of movement they possess is increased by 10 ft. per round.

Their natural life span is doubled. Dragons and other creatures which gain in power as they age move through their established growth categories at the normal rate; only when they reach full power and maturity is their ageing retarded. While this has no direct mechanical effect, it does mean that magical beasts who lair within ley lines are likely to be older, more experienced and therefore more dangerous than those encountered in other areas.

Sorcerers and other magic wielding mortals do not enjoy the benefits listed above. Instead, they must

attune themselves to nodes, as detailed in *Well Springs and Changeling Pools*, below.

Ley Line Spellcasting

The ambient arcane energy which flows unceasingly from a ley line enhances the power of all arcane spells cast within its radius of influence. Within a ley line's radius of effect:

The save DCs of all arcane spells are increased by +1

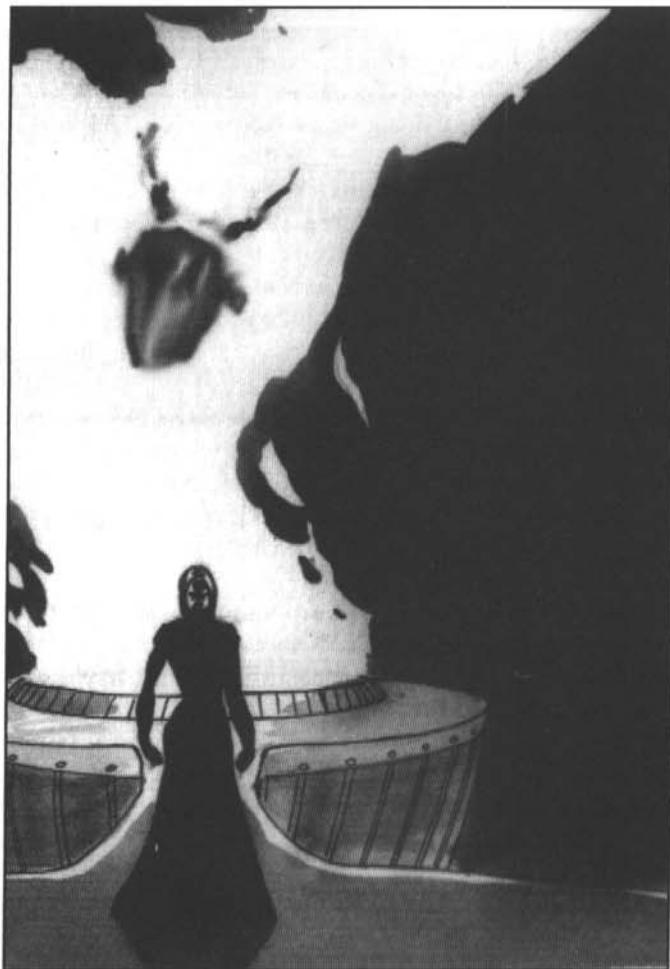
Arcane spells gain a +2 bonus to pierce spell resistance.

Sorcerers who possess the *Ley Line Sensitivity* feat also gain the following benefit:

Once a day per point of Charisma modifier, he can boost a spell as though by the *Spell Focus* feat.

Movement Along Ley Lines

For those who know how to merge their own soul energies with a ley line's ambient arcane power, the



lines become pathways of sorts, greatly enhancing magical movement. While within the zone of a ley line's influence, all arcane casters benefit from the following:

They are considered to be under the effect of an *expeditious retreat* spell.

They are considered to be under a continuous *feather fall* effect.

A sorcerer who possesses the feat *Ley Line Sensitivity* enjoys the benefits listed below as well:

Ley Line Teleport: He can move along ley lines as though using the *teleport* spell. Tapping into a ley line in this fashion requires absolute concentration on the part of the sorcerer; he must concentrate for a full ten minutes and then succeed at a Concentration skill check against a DC of 30 - his caster level. If the check succeeds, he can *teleport* himself and willing allies as by the *teleport* spell cast at his arcane caster level. Unlike a normal *teleport* spell, however, the caster can only move along the path of the ley line and may only *teleport* to one of the two nodes which cap the line. If

the sorcerer counts *teleport* among his spells known, he can expend its spell energy in conjunction with a *ley line teleport*, allowing him to double his maximum weight allowance to 100 pounds per level. Using a *ley line teleport* is exhausting; he is *fatigued* until he enjoys a full night's rest and may only *teleport* in this fashion once a day.

He can *Fly* along the ley line as though by the spell cast at his sorcerer caster level. A full round of concentration is required for the sorcerer to properly attune himself to the ley line's energy. He loses the ability to *fly* if he moves outside the ley line's zone of influence.

Well Springs & Changeling Pools

Well Springs & Changeling Pools are fanciful names for those areas of the world which still hold great stores of sacred arcane energy. More properly known as nodes, these sources of arcane energy are scattered about the world, waiting for those with the will and the ability to unleash their power.

Placing and Connecting Nodes and Ley Lines

Placing and connecting the nodes and ley lines of your campaign world is far from an exact science. There are few hard and fast rules for doing so, but there are general guidelines which will make the job simpler.

Straight Lines: Ley lines must take the form of straight lines. They pass unimpeded through natural barriers like mountains and are not barred by even the widest oceans.

Ley Lines Can Only Connect at Nodes: Regardless of type, ley lines can only meet or cross at nodes. If you find that, while connecting major or minor nodes with ley lines, two or more of the lines intersect, you should add a node at the point of intersection. Remember that major ley lines must be anchored at both ends by major nodes.

Major Nodes and Ley Lines Should Be Rare: Not even the most magic rich worlds should have more than a score or so major nodes. Major nodes are areas of great mystical import, equivalent to Stonehenge in our own world, so to place too many of them is to dilute their importance. Likewise, major nodes should ideally be spaced at great distances from one another - as a general rule, no major nodes should be within a hundred miles of one another and most will be much further away than that.

Tie in Important Campaign Locations, But Don't Be Tied Down By Them: All nodes are places of great mystical import, but not all places of great mystical import are nodes. While you are encouraged to make some of the mystical locations important to your campaign nodes, not every ancient ruin, wizard's tower or temple of lower planar evil needs to be, or even should be, connected to the spider's web of ley lines and nodes.

Avoid Connecting Everything: Not every node need be connected to the larger network of ley lines. Avoid the temptation to create major nodes or chains of minor nodes simply for the purposes of tying all nodes together. A small island chain, separated by hundreds of miles from the mainland and home to a few minor, but no major nodes need not be incorporated into the mainland; simply link the minor nodes together with ley lines and leave it at that. Likewise, it is perfectly acceptable for minor nodes to be left unconnected to anything; if they are not within 200 miles of another node, then no ley lines can exist to connect them.

Major and Minor Nodes

Nodes are separated into two broad groups, major and minor. The difference is one of size and potential arcane power waiting to be tapped, rather than historical importance; while many (most) nodes contain locations or objects of great historical importance, the vast majority of those locations were built there because of the ambient power waiting to be tapped, rather than the reverse.

Major: Major nodes can be of nearly any size, from single circle of stones in an open field to a small lake to a mountain peak. Major nodes have a maximum zone of effect of five miles radius.

Those major nodes which are known to exist will often be considered holy ground. Shrines, wizard's towers and freestanding stones covered with mystical symbols will litter the landscape and permanent or transitory settlements of pilgrims, druids adepts and priests will be found in all but the remotest major nodes.

Minor: Minor nodes are those places of power which have only limited range and power. Most often, minor nodes take the form of small caverns, or secluded glades no more than a few paces across. A minor node has a maximum zone of effect of one half mile radius, but most are much smaller than that. The smallest minor nodes have a zone of effect equal to a 20 ft. radius.

Known minor nodes will frequently be home to small shrines or hermitages, some ancient, crumbling and time-lost and others not. It is equally likely that they will be claimed as lairs by powerful or cunning monsters; caves which contain minor nodes are favoured as dragon lairs, for example.

The exact benefits of major and minor nodes are listed below.

Magical Creatures and Nodes

Magical creatures thrive within the zone of influence of a node and instinctively seek them out. Even those nodes which have been touched by the hand of civilisation will have a higher than normal population of magical creatures (in the form of *polymorphed* dragons, disguised outsiders, fey beings, vampires and the like). While within a node's zone of influence, all creatures of the aberration, dragon, construct, elemental, fey, giant, magical beast, outsider, shapechanger or undead type gain the following bonuses:

Major Node:

- They gain +2 hit point per hit die, as the node's energy permeates and invigorates them.
- The DCs of their supernatural and spell-like abilities are increased by +2
- They gain a +2 bonus to all attack rolls, skill checks and saving throws.
- Their natural life span is doubled. Dragons and other creatures which gain in power as they age move through their established growth categories at the normal rate; only when they reach full power and maturity is their ageing retarded. While this has no direct mechanical effect, it does mean that magical beasts who lair within ley lines are likely to be older, more experienced and therefore more dangerous than those encountered in other areas.

Minor Node:

- They gain +1 hit point per hit die, as the node's energy permeates and invigorates them.
- The DCs of their supernatural and spell-like abilities are increased by +1
- They gain a +1 bonus to all attack rolls, skill checks and saving throws.
- Their natural life span is doubled. Dragons and other creatures which gain in power as they age move through their established growth categories at the normal rate; only when they reach full power and maturity is their ageing retarded. While this has no direct mechanical effect, it does mean that magical beasts who lair within ley lines are likely to be older, more experienced and therefore more dangerous than those encountered in other areas.

Spellcasting and Nodes

Thanks to the unique properties of well springs and changeling pools, arcane spells cast within their radius of influence are greatly enhanced. For this reason, they are much sought after by wizards, bards and, especially, sorcerers.

Major Nodes:

- The save DCs of all arcane spells are increased by +2
- Arcane spells gain a +4 bonus to pierce spell resistance.



- Magic Items created by arcane means within the boundaries of a major node require the expenditure of only 1/35th the base price in experience points.

Minor Nodes:

- The save DCs of all arcane spells are increased by +1

- Arcane spells gain a +2 bonus to pierce spell resistance.

- Magic Items created by arcane means within the boundaries of a major node require the expenditure of only 1/25th the base price in experience points.

SORCERER Attunement

In addition to the benefits listed above, a sorcerer with the Ley Line Sensitivity feat can attune his personal energies to a node's ambient energies, allowing him to draw upon its strength for his own uses in a way that no other creature of spell caster can.

In order to attune himself to a node, the sorcerer need merely spend a month, in the case of a major node, or a week, in the case of a minor node, of uninterrupted time within its radius of influence. During that period of time, he may not use his own personal spell energies (but he can use scrolls, wands, or other magic items) for any reason and he must spend at least eight hours each day in meditation. At the end of the required amount of time, he is attuned to that node.

While within an attuned node, the sorcerer gains the following benefits:

- His body automatically draws upon the power of the node, invigorating him. He gains a +2 enhancement bonus to his Constitution.

- The ambient energy of the node retards the aging process. He ages only a day for each week that passes.

- He can *detect magic*, *detect undead* or *see the invisible* at will.

- He can send whispered messages anywhere within the node, as by the spell *message*.

- He can, by submerging his will fully into the node's vibrant energy, drift along the eldritch currents. He can cast *levitate* at will as a spell-like ability, with a casting time of one full round

A sorcerer can be simultaneously attuned to a maximum of his Charisma modifier in minor nodes. For the purposes of attunement, a major node counts as two minor nodes, so a sorcerer with a +4 Charisma modifier could be simultaneously attuned to four minor nodes, two major nodes, or two minor and one major node. To break an attunement, the sorcerer must completely divest himself of personal spell energy (by casting all his possible spells), meditate for one hour of uninterrupted time and then simply will himself free of the attunement. Immediately upon breaking the attunement, he must succeed at a Will save against a DC of 25 for a minor node or 30 for a major or lose the ability to recover and cast spells for one week's time.

Unique Powers and Nodes

In addition to the powers and bonuses listed above, many well springs and changeling pools, both of the major and minor sort, will have additional unique properties. The exact form of these unique properties is left up to the Game Master's discretion, but here are a few ideas to spark your own:

Emotion - Those who pass within the mouth of the Cave of Warrior's Rest must attempt a Will save against a DC of 25 or succumb to killing rage, as by the *emotion (hate)* spell cast by a 20th level caster.

Enhancement - There is an island in the far south, where animals think and speak as men do. All animals and beasts who come within this major node's zone of influence are automatically affected as by the *awaken* spell. This effect is automatic and allows no save, but ends as soon as the animal leaves the zone of influence.

Memory - On the peak of a mountain, there is a hidden glade. And in that hidden glade, there is a circle of stones. And within that circle of stones is a flower. And within that flower is the voice of the seven hells, a hoarse whisper which ceaselessly utters the darkest, most blasphemous secrets of the universe. Those who kneel before the flower can *commune* with the essence of the lower planes, as the spell of the same name cast by a 20th level cleric.

STRONGHOLDS

Every adventurer needs a base of operations, a place of safety where he can both take shelter from the outside world and concentrate his earthly power. Just as wizards have their towers, clerics and paladins their churches and temples and warriors their mighty fortresses of stone and iron, so do sorcerers have their places of power.

Unlike wizards, obsessive tower builders all, sorcerer's can and do choose to build their fortresses in any number of forms, limited only by their imagination and their budget (though it should be said that many sorcerers do choose the humble tower.) The shape and size of a sorcerer's fortress, however, is secondary to powers contained within; home to all manner of strange powers and mystical wards and enhancements, the fortress can be considered to be the most potent magical item in a sorcerer's arsenal, capable of modifying and amplifying his power to an astounding degree.

This chapter presents complete rules and guidelines for sorcerer's fortresses, from conception, to construction, to completion. Using these rules you can construct nearly any fortress you can imagine, subject to the guidelines established for your campaign.

CONSTRUCTION OUTLINE

1) *Location* - Before a sorcerer can build his fortress, he must figure out where he is going to put it. Sorcerers greatly value their privacy, so they most often choose out of the way locations, though they are by no means restricted to them. Since there is great advantage to be gained by building a fortress in locations where magical energies are concentrated, sorcerer's fortresses

are often located near or on elemental gateways, or in those places where the veils between dimensions are thinnest. Of course, the absolute best location for sorcerer's new fortress is atop a well spring or changeling pool - these mystical nodes can transform a sorcerer's home into a place of near mythical power.

2) *Floor Plans* - Before a sorcerer can begin implanting and awakening his fortress' great powers, he must first give shape to its walls. No matter the final how strange and otherworldly the fortress' final shape, it always begins with a vision and a blueprint.

3) *Awaken Powers* - Once the mundane tasks of design and construction are completed, the real fun can begin. The typical sorcerer's fortress is packed floor to ceiling with arcane enhancements, some a natural byproduct of its location and the materials used in its construction and some a result of the sorcerer's own efforts. The number of powers which a sorcerer may awaken is limited by only three things; his imagination, his available cash and the size of his fortress.

4) *Pay Associated Costs* - After everything has been planned, it has to be paid for. The price of the fortress need not be paid in one, often enormous, lump sum of gold, but what is not paid for is not built - remember, too, that rooms which are dependant upon the existence of another structure (such as a summoning chamber built into the highest level of a fortified tower) can only be constructed after the first structure is complete. Also keep in mind that not all payments need to be made in gold; bartering favours or magical assistance in exchange for construction materials or labour is both genre appropriate and good fodder for adventures and role-playing interaction.

5) *Attunement* - When construction is finished, the sorcerer must attune himself to his new fortress. An

Campaign Fidelity

Keep this in mind at all times; even the rules presented below are merely guidelines. Not all of the fortress options presented below may be appropriate for your campaign. Your Game Master, or you as the Game Master, have final say over what components you will allow to be included in your campaign.

That said, it is better to err on the side of inclusion than exclusion. No one likes to be told 'no, you can't.' Far better to say, 'yes you can, but' and then set out firm but fair conditions which must be met before you will allow the inclusion of a fortress component.

Perhaps the simplest way to regulate fortress components is with price. Simply doubling or even tripling the listed cost will do much to keep a sorcerer player's plans within what you consider reason. Don't forget that 'cost' doesn't just refer to gold bars - instead of hitting the character's coffers, force him to adventure in search of rare, exotic and powerful components. The sorcerer, and his player, will appreciate their new fortress' spell womb all the more if they had to steal a dragon's living heart to build it.





STRONGHOEDS

attunement requires a full day of concentration, during which time the sorcerer may not leave the confines of his fortress, but no other effort. A sorcerer can be attuned to more than one fortress at a time, but no more than one sorcerer can be attuned to any single fortress.

Location, Location, Location

Before a sorcerer can build his fortress, he has to decide where to put it. A good location is critical,

though what exactly constitutes a 'good' location becomes an interesting question when speaking of the tastes of those capable of flying unassisted or bursting mountains like grapes. Unlike the fortresses of those not blessed with great magical power, a sorcerer's home can literally be built anywhere he can imagine. What follows are general guidelines and suggestions for some of the many possible locations for a sorcerer's fortress.

The Stronghold as Legacy

One of the themes most strongly represented in this book is that of the sorcerer as inheritor; he is an inheritor of power, inheritor of soul, inheritor of physical and emotional form, so why not inheritor of property? In a typical fantasy gaming world, an adventurer cannot walk ten steps without stubbing an armoured toe on a thousand year old magical fortress. Tying one of these ancient ruins (or not-ruins, as the case may be) to the party sorcerer's history will never fail to provide good adventure and campaign fodder. If you do choose to follow this route, however, don't just give in to the temptation to hand him a pre-made castle - instead, work with the player to create a fortress which truly meshes with his concept and brings out the themes of his character. It is a little extra work, but the rewards are considerable. Here are some guidelines:

There's No Place Like (My) Home - If a sorcerer's fortress is indistinguishable from other types of fortresses, then it is not a sorcerer's fortress. A sorcerer's fortress should be stuffed floor to ceiling with all manner of magical properties and mystical (and the floor and ceiling should contain a few surprises as well). Make sure that mundane is never a word used in conjunction with the sorcerer's fortress.

My Decorator, Myself - The key to ensuring that a player appreciates his sorcerer character's inheritance is to give him a hand in creating it. At the least, this means subtly (or directly) asking him what sort of fortress he envisions his character might want and what sort his ancestors might have left behind, then building a fortress which takes his wishes and ideas into account. At the other extreme, you can simply give the player carte blanche to build the fortress he will eventually 'find'. Both of these approaches have their advantages - the former gives the player input but still leaves you control over the fortress' final design and the latter gives the player a true feeling of ownership - but they also have some obvious disadvantages as well. The safer path is, perhaps, to find a middle ground between the two approaches, allowing the player to choose a few must have components for his fortress and then designing the rest as you see fit, to mesh with your own ideas and the needs of the campaign.

Don't Forget the Bill - Just because a sorcerer is inheriting an ancient fortress, does not mean he should not have to pay for it. This does not mean that the character must pay actual money for his new home, though that is of course one method - perhaps the sorcerer can purchase a fortress from its custodians or from the ruler of the nation which encompasses it, or maybe he simply needs to spend a fortune in gold on repairs and upgrades. Alternately, the sorcerer can pay his pound of flesh in other ways. For example:

In a fantasy world, ancestors do not always leave their homes when they die. Perhaps the character (and his player) can experience the special joys of nagging relatives who just will not leave. Better yet, get the character acquainted with the allies and enemies, or the descendants thereof, of those who originally built the fortress.

A fortress is a powerful tool and a valuable possession. If you give the sorcerer a fortress, you are justified in reigning in the other treasures you hand out, pinching a gold piece here and there, giving out only one, rather than two, handfuls of rubies, that sort of thing. Remember though, the game is balanced with the assumption that characters will have a specific total value of magic items at each level, so be very careful about restricting the sorcerer's access to such objects.

Don't Forget the Fun: Remember above all else that while a sorcerer's fortress might be a burden to the character, it should never be a burden to the player. The purpose of fantasy gaming is fun, so an in-game reward the player receives that is no fun is no reward at all.

Cost Modifiers

While building a fortress is never cheap, the cost of constructing a personal sanctum in the midst of a city is as nothing compared to the price of building the same home in the midst of an arctic wasteland. Even with the presence of magic of the greatest sort, there are some things that simply require the expenditure of more money, more manpower and more effort. The table below lists the appropriate modifiers to costs for building in exotic and/or dangerous environments. Special circumstances - as determined by the Game Master - might increase or decrease these modifiers.

Standard	x1
Aerial	x2
Aquatic	x2
Arctic	x1.5
Elemental Plane	x3
Underground	x1.5

Standard Urban or Rural Setting: Not every sorcerer needs or wants his fortress to be secreted away at the bottom of the ocean. Sometimes, it is preferable to set up comfortable shop in a idyll country village, or in the middle of a well patrolled and well tended countryside near a major city, or even within the walls of said major city. It is certainly cheaper - there is no building cost multiplier for constructing in a standard urban or rural environment, as the easy access to labour is counterbalanced by taxes and fees levied by guilds and the nobility - and it has other advantages as well, such as ready access to a work force and, later, to markets for supplies and the courts of local nobles and guilds for alliances and trade. Of course, even in a fantasy world nothing is perfect, so a sorcerer who chooses to make his home in or near civilized areas will have to deal with nosy neighbours, taxes and levies, bandits, overcrowding and the like.

Aerial: An aerial fortress is a testament to two things: its owners desire for privacy at all costs and his utmost faith in his own power as a sorcerer. Aerial fortresses are often built atop small islands of clouds or upon enormous upturned and ragged boulders, but they do not have to be and there are few things more awe inspiring than the site of a castle floating unsupported through the chill morning air.

In addition to the obvious advantages of its commanding view and extremely isolated location, an aerial location is also a great boon to those sorcerers who cast spells involving air and weather and an equal bane to those who prefer elemental earth. Any spell which invokes elemental air or includes the *electricity* descriptor is cast at +1 caster level. Conversely, all

spells which invoke elemental earth or include the *acid* descriptor are cast at -1 caster level.

Aquatic: An underwater fortress is another excellent option for those sorcerers who prefer, or require, the soothing currents of water for their well being. Most underwater fortresses are constructed of coral or stone mined from the ocean floor, but magic can easily preserve wood, whether it be water soaked boards torn from shipwrecks or husks of driftwood, and there are also underwater towers, mansions and fortresses made of silt, salt and even woven seaweed. Depending on his preference and physiology, an undersea fortress is either completely open to the waves, with its hallways and grand halls filled with soothing dark water lit by phosphorescent coral torches, or it is cut off from the sea by a great force field filled with magically recycled air.

An underwater fortress is an exceptionally good place to cast water spells. Any spell which invokes elemental water or includes the *electricity* descriptor is cast at +1 caster level. Conversely, all spells which invoke elemental fire or include the *fire* descriptor are cast at -1 caster level.

Arctic: Arctic wastelands are inhospitable, lonely and dangerous in the extreme, just the sort of place a privacy loving sorcerer would choose to put his tower. Whether carved into the side of a great glacier or formed from carefully mined and moulded blocks of snow or stone, a brooding arctic fortress is an imposing sight indeed.

Arctic fortresses are particularly prized by those sorcerers who's spells generate and control cold. Any spell with the *cold* descriptor is cast at +1 caster level. Conversely, spells with the descriptor *fire* are cast at -1 caster level.

Elemental Plane: For the ultimate in privacy and security, you just cannot beat a fortress on an elemental plane. Far removed from the oftentimes-chaotic mortal plane, an elemental fortress is a place where a powerful sorcerer can retreat to plan his next adventure, recuperate or simply rest and enjoy the solitude.

The design of an extra-planar fortress depends heavily upon where it is located. Earth and fire fortresses tend to be made of brass or iron or basalt or obsidian, while fortresses on the plane of air or water are more often constructed of ice or cloudstuff or coral or spears of transparent crystal. In any case, spells which rely upon the elemental energy the plane produces are greatly enhanced when cast there, while other elemental spells



are hampered by the plane's hostile energy. Spells which use the appropriate elemental type and which draw upon the allied energy type (*electricity* for air, *acid* for earth, *fire* for fire, and *cold* for water) are cast at +2 caster levels; spells which draw upon those elements which are not in direct opposition to the first are cast at -1 caster level; and those spells of the opposing element and its associated energy are cast at -2 caster level.

Underground: There are vast caverns hidden beneath the surface of the earth and endless miles of dark tunnels which wind and curl through dirt and stone. Home to all manner of strange creatures and hostile, alien races, these underground areas are also home to more than a few sorcerer's fortresses. Some of these fortresses are built directly into the rock walls of vaulted caverns, or placed inside immense stalactites or stalagmites, but others are simply walled villas or small fortified townhouses squatting in remote, little traveled lava tubes. In any case, a subterranean fortress is a good choice for those sorcerers who prefer endless night to the harsh light of day.

Spells which involve or invoke darkness are cast a +1 caster level in an underground fortress, while those which involve light of any sort are cast at -1 caster level.

Fortress Granted Bonuses and Penalties to Caster Levels

The more exotic fortress locations listed above include bonuses to caster levels for certain types of spells. Without exception, these spell bonuses and penalties apply only to the sorcerer who is attuned to the fortress and only while he is within the boundaries of his fortress.

Nodes and Fortresses

The ultimate dream of many a sorcerer is to build his fortress atop a well spring or changeling pool, which are more properly known as nodes. Of course, since the power and usefulness of a node is well known, any sorcerer who wishes to do so must be ready, willing and able to defend it from all comers - and their will be many.

For the purposes of determining bonuses and penalties, those gained from a node stack with those gained from a fortress, but only if the sorcerer is attuned to both. An attuned fortress does not count against the total number of nodes a sorcerer may attune himself to.

Floor Plans - Parapets, Grand Halls and Summoning Chambers

When a sorcerer finally decides on a location, the true work is finally ready to begin. Before the first stone is laid or the first frame raised, he must first create a blueprint of the finished product. For the purposes of construction using this book, it is assumed that the sorcerer will be able to produce a detailed set of plans, whether by drawing them himself or by hiring a skilled architect to do it for him, but the player or Game Master need only produce a rough sketch (or even just a list of components) which of the finished fortress.

When designing the fortress of your sorcerer's dreams, remember that it need not conform to real world expectations of design - thanks to magic, there is no such thing as an impossible design. Do you want to create an enormous fortress carved into the shape of a rearing lion? Magic can help. Do you want to create a villa entirely from woven bits of dandelion fluff? Magic can do that too. The Game Master is encouraged to allow any design which is not completely inappropriate to his campaign world to be created, though he is perfectly within his rights to require the prospective builder to take extraordinary, and legend worthy, steps to bring his desire to life.

The mundane locations which follow are taken from the sourcebooks the *Quintessential Fighter* and the *Quintessential Wizard*. Game Masters are encouraged to consult those books when overseeing the creation of a sorcerer's fortress.

Remember the following when designing and paying for your fortress:

- All costs of hiring and feed workers have been folded into the prices listed for construction.
- The fortress requires one week of construction for every 2,000 gp. spent on construction. If the sorcerer wishes to increase his costs by 50%, he may reduce construction time to one week per 5,000 gp.
- All constructions may be built larger than their listed base size. Doubling any dimension doubles the cost of that construction. Tripling it will triple the cost. Such costs are cumulative - for example, a wall doubled to 60 ft. will cost 8,000 gp. If its width is also doubled, the final cost will be 16,000 gp. No dimension may be more than tripled in size.

- All constructions, regardless of materials used, are considered to have a hardness score of 8. This can be increased to 10 by doubling construction costs.

- All constructions are considered to have adequate doors and windows, as the player desires.

Construction Lists

The tables presented are taken from the *Quintessential Fighter* and the *Quintessential Wizard*. The first gives general prices for elements most commonly found in large fortresses, the second contains information for individual components for towers or other small buildings and the last listings for specific rooms and modifications which might be included in your fortress or tower. The tables can be used separately, or lists 1 and 3 or 2 and 3 can be used in combination with one another, allowing you to create either a simple tower with all its rooms or a larger fortress which includes fully detailed special rooms and features.

Should you use the first table, the list of fortress components, your towers and buildings are assumed to have an appropriate number of standard rooms and corridors. Should you choose to place specialized components from the table of special rooms and modifications, the appropriate costs are added to the base price of the fortress component.

Special Rooms and Modifications

Ancestral Shrine: Sorcerers have an intuitive and unbreakable connection to their ancestors, from which they draw succor and receive advice which helps guide them along their life's journey, until at last they stand in the great heavenly halls of their ancestors. An ancestral shrine is a specially prepared and sanctified chamber, usually located in the heart of the sorcerer's fortress, which allows him to more easily commune with his ancestors and draw strength from them. An ancestral shrine grants two abilities: First, while within

Fortress

Construction	Cost (in gp)	Height (in ft.)	Width (in ft.)	Length (in ft.)
Barbican	55,000	40	20	100
Bastion	6,000	30	20	-
Buttress	750	20	-	-
Gatehouse	8,000	20	20	50
Keep, Round	120,000	80	40	40
Keep, Square	80,000	80	40	40
Moat	500	20	20	100
Outbuilding, Stone	900	10	20	20
Outbuilding, Wood	600	10	20	20
Tower, Round	25,000	30	20	20
Tower, Square	18,000	30	20	20
Underground Corridor	150	10	5	5
Wall	4,000	20	20	100

Tower Components

Feature	Cost (in gp)
Rooms/Corridors (wood)	160/ 10 ft x 10 ft area
Rooms/Corridors (stone)	275/ 10 ft x 10 ft area
Doorway (interior or exterior, wood)	55
Doorway (interior or exterior, stone)	80
Gate/Porticulus	110
Reinforced walls (50% extra hit points)	55/ 10 ft length

the shrine, the sorcerer casts all Divination spells at +1 caster level and second, he gains a +2 *sacred* or *profane* bonus (depending on the nature of his ancestry) to all Knowledge (arcana, history) or Spellcraft skill checks made while within the confines of the shrine.

Arcane Airlock: An arcane lock is a simple doorway shaped hole in the wall, with a magical barrier that allows creatures and objects to pass through but keeps air on one side and water or other liquids on the other. Unlike a mechanical airlock, there is no need to wait for air or water to cycle through and those who wish to can simply walk in or out.

Special Rooms and Modifications

Feature	Cost (in gp)
Ancestral Shrine	40,000
Arcane Airlock	5,000/ 5 ft wide doorway
Awakened Fortress	250,000
Bound Guardian	Varies (see text)
Embedded Reactive	10,000 + 3,000 x spell level(s)
Focus Points	5,000 x spell level
Mobile Tapestry	15,000
Node Portal	50,000
Pulse Door	Cost of door + 3,000
Reverse Gravity Field	500/ 5 ft x 5ft area
Sealed Chamber	Varies (see text)
Secret or Trap door	Search DC x 20
Soundproofing (Increases Listen DC by 5)	40 per room
Spell Cannon	5,000 x spell level
Spells	Standard (see below)
Trap	CR x 100
Watchful Eyes	10,000

Awakened Fortress: An awakened fortress is perhaps the most rare and wondrous device a sorcerer could ever hope to possess. Infused with both his spirit and with the spirit of his ancestors, it will cradle him, protect him and comfort him whenever it is needed. A fortress built with this special ability has an effective Intelligence of 14, a Wisdom of 10 and a Charisma of 11. It gains 10 ranks in the following skill: Knowledge (arcana and history), Listen, Spot and Spellcraft. It can automatically open, close and lock or bar doors, windows and gates, affecting one such opening per standard action. An awakened fortress has a personality which blends the best and worst elements of the sorcerer's own, as well as that of his ancestors. Though it has a mind of its own, an awakened fortress cannot be affected by mind affecting spells.

Bound Guardian: A bound guardian is simply a *summon monster* spell which has been set to activate when a specific condition is met. The creature can appear once per day, instantly appearing when the set condition is met. The creature instantly moves to attack those intruders it can see, staying put if it does not see or hear any enemies. Alternately, it can instead perform a default order, which must be no longer than 15 words long and can be no more complex than 'Move from

room to room, checking for intruders and threatening those you find.'

A bound guardian *summon monster* spell can only summon a specific creature, chosen at the time of the initial placement of the effect. The cost is equal to 500 gp x *summon monster* spell level x caster level. The creature is considered to be a summoned creature for duration and all other effects.

Embedded Reactives: Should he choose, a sorcerer can place chunks of reactive material within specific rooms of his fortress, allowing him to embed spells within it. If the sorcerer is within the room, he can channel his own spell energy, in the form of spell slots, through the embedded material, allowing him to cast the spell which is embedded

within the reactive material. Only a maximum of 1 + the attuned sorcerer's Charisma modifier in spell levels can be embedded within a room, but there is no effective limit to the number of spells which may be embedded within the fortress.

Focus Point: Focus points are pillars of crystal, stone and iron which have been attuned to the sorcerer and specially enchanted to allow him to cast his spells through them, affecting targets far from himself. A focus point can be placed anywhere within 1 mile of his fortress - he can cast any spell with a range other than Personal or Touch through the focus, but the casting time is doubled. Focus points can be attuned to cast spells of any level, with the maximum spell level which may be cast through it determined at the time of creation (the cost is equal to 5,000 gp x the maximum spell level). A sorcerer's fortress can have a maximum number of focus points equal to his Charisma modifier.

Phantasmal Map: A phantasmal map is a specially prepared 5 ft x 5 ft block of marble which has been enchanted by powerful magic. By concentrating on the block for a full round, the attuned sorcerer can will it to show a three dimensional image, formed of a combination of flowing marble and illusion, of any 100 ft x 100 ft area within a radius of his Charisma

modifier in miles around his fortress. The illusion sculpture is perfect in every detail, presenting a miniaturised version of every object and living thing within that area, down to blades of grass or streams of ants marching.

Node Portal: A node portal is a vortex of arcane energy which bends space to allow a sorcerer instantaneous access to any node which he is attuned to. It requires only an instant's concentration to focus on the intended destination, then the sorcerer may step through the portal, arriving one round later. The portal remains open and invisible until the sorcerer steps back through it or chooses to dismiss it - only the sorcerer can see it freely, though spells which detect the presence of magic will reveal its location. Only the sorcerer attuned to the fortress may activate the portal, though he may carry up to his level x 20 pounds in passengers or gear with him, so long as they are in physical contact with him when he steps through the portal.

Pulse Door: A pulse door is a sturdy door which, having been specially prepared with eldritch symbols and spell energy, permits only the sorcerer attuned to the fortress to pass. While the sorcerer who is attuned to the fortress can pass through the door with just a gesture, no other being can gain entrance by non-magical means. A pulse door is highly resistant to spells - before a *knock* spell can be used against it, the spellcaster must succeed at a caster level check against a DC equal to 10 + the attuned sorcerer's caster level + his Charisma modifier. Any attempt to *dispel* or otherwise suppress the magic of the pulse door must be made against a DC equal to 11 + the attuned sorcerer's caster level + his Charisma modifier.

Reverse Gravity Field: A reverse gravity field is a magical effect which can be placed within a fortress, causing all objects and people within the room to automatically, and perhaps catastrophically, reorient to a new centre of gravity. This gravity point can be placed anywhere within the room - from that point on, that spot is considered 'down', even if it is at the top corner of the ceiling.

Sealed Chamber: A sealed chamber is a private sanctum which has been warded with a combination of mystic runes and the sorcerer's own soul energy. While secure within his sealed chamber, the sorcerer is protected from the prying eyes of the outside world - he is protected as by a *nondetection* spell and anyone attempting to use a magic item or spell to spy upon the room must succeed at a caster check against a set DC (as shown below) before he may attempt a Scry check.

Caster Level Check DC	Cost (in gp)
15	10,000
20	20,000
25	30,000
30	40,000

Spell Cannon: A spell cannon is a specially prepared device, which may or may not be shaped like a cannon or other siege weapon, which focuses and amplifies the attuned sorcerer's power and allows him to release it as blasts of pure destructive energy. While spell cannons do not have the power of offensive spells, they can be very useful for those sorcerers who do not enjoy an arsenal of magical battle spells. Each spell level focused into the cannon translates into 1d6 points of damage (maximum 9d6), which can be fired as a line 5 ft wide x (100 ft x his Charisma modifier) long. A fortress can have no more than one spell cannon, which is usually mounted on a high tower which offers a commanding view of the surrounding area.

Spells: The sorcerer, or another caster, can place spell within the fortress to conceal it or improve its defenses. Cost is as standard, with the sorcerer paying only the cost of components and experience points if he does the work himself.

Trap: Often times, a simple trap can do more to deter would be thieves than any spell. Multiply the trap's CR by 100 gold to determine its cost.

Watchful Eyes: Watchful eyes are small scrying crystals imbedded at strategic vantage points within the fortress. They allow the attuned sorcerer to make Scry skill checks to view any room or area within his fortress. The DC to view the room is 15, with the skill check treated as a *scrying* focused on the room rather than on an individual. In addition, the sorcerer does not need a focus when using this ability, as he simply concentrates on the desired room to view it.



'You know, thinking on it, I hold rather the opposite view.' Jerusha said, and the stars pulsed and contracted and scattered before her words. 'If you would perhaps indulge me?'

Dragon shadow nodded once, weakly, dusk light weeping from around the hooks and chains that held it aloft. Its wings splashed across the night sky, the left ragged and rent by great tears like holes in the midnight sky, the right splintered and still smouldering. 'How?' he asked, black oil welling up from the void of his mouth and pouring over ruined teeth to rain down on the battlefield. 'How is this possible?'

'Oh, old one.' Jerusha sighed, tail lashing and smoke curling up from the corners of her eyes. 'Your question dishonours us both. I've been playing out this day in my mind for more ages than I care to remember and, to be perfectly honest, I expected better of you. If you could, perhaps, try a little harder to make this a satisfying moment for me?'

Far below, a woman screamed, the sound splintered and made alien as it echoed among broken trees and plumes of greasy pyre smoke. Jerusha smiled, pacing back and forth in the sky, feet trailing sparks. 'It is not destiny or fate, former grandfather, which controls. Those things do not exist, not really, they are merely polite euphemisms for fear. Fear of death. Or, to be exact, fear of the uncertainty of death. Everything we have done has been done in service to fear; every dream you have eaten, or step you have taken or word you have said since you first crawled forth from shattered egg and devoured the rest of your mewling brood; and likewise every spell I cast, or pain I endured or inflicted, all of it in the name of forestalling or controlling the manner of our demise. So', she continued, rolling up the sleeves of robe, 'since the beginning, we two have been controlled by our fear of death and in our choices we have doomed ourselves to a course who's only possible resolution was this moment.'

'Which is, I suppose, just another way to say that, yes eldest grandfather, destiny did lead us to this moment.' Jerusha paused, her eyes locking with the dragon shadow's for just a moment, then looking through and beyond him to the night sky, she spoke again. 'Well. So you were right, it seems, at least after a fashion. That, at least, must be of some comfort to you.'

Jerusha moved forward, sparks and smoke and burning embers spilling across the sky in long threads to form a bridge at her feet, until she was close enough to caress the ruin that was eldest grandfather's muzzle. He shuddered at the contact, then sagged and did not move again. Shadow flesh gave way beneath Jerusha's fingers, brittle and pliable as ancient parchment, and it seemed to her its scars, wrinkles and folds were a map to all the sorrow, anger and pain of her life. 'Are you still with me, old one?' He did not move. Pinching down, she twisted and tore at his skin. 'Wake up bastard. I haven't given you my gift.'

Dragon shadow's great, dark bulk shifted and lurched, heaving against the chains, tail lashing with a crack of thunder. His mouth opened and his jaw worked, but he made no sound. Instead, he vomited a geyser of black bile, hot and sticky as tar, that splattered over Jerusha, popping and hissing where it touched flesh. Then he fell limp, tail and mangled limbs and tattered wings boneless, his head supported only by Jerusha's fingers.

Jerusha grimaced and touched her robe; her fingers came away smoking. She whispered a single word and the corruption fell from her like dust, or rained down fat and thick like winter rain, or spiraled up and away like midnight blossoms. 'I had not thought you capable of spoiling this moment any more than you already have.' she said through clenched teeth, voice cracking. 'I will consider it a blessing, old one, that you are no longer able to speak. I think I'd best offer you my gift now, before you embarrass us further.'

High above, the stars began to swirl and ripple, like fireflies reflected in a moonlit stream. Jerusha 'But first, oldest grandpapa, I want you to remember leaves and rain.' Leaning in, her lips brushing against the cold nothingness of the dragon shadow's ear. 'And I will remember fire.'

Benefiting

DESIGNER NOTES

To be honest, I don't much care for sorcerers.

More specifically, I should say that I love the idea of the sorcerer, but I don't much care for the execution.

The idea of the sorcerer is brilliant. A mortal who, through sheer force of will, can seize the reins of his own destiny and come to command the very forces of creation itself? A very compelling archetype indeed, and quite terribly romantic - in the swashbuckling or virtuous knight and fair maiden, rather than bodice-ripping sense - and it has been used to brilliant effect to create memorable characters in both novels and stories. I'm thinking in particular of Ged of Earthsea, Gandalf and even Harry Potter, three unforgettable and compelling characters who stand head and shoulders and pointy hat above all other denizens of the fantasy genre - a genre which has never lacked for powerful characters.

The execution? As my friend and fellow gamer, Kris, might say: "Not so much." Spontaneous spellcasting is nice and near endless spells per day is pretty good too, but nice does not a compelling character make. In practice, and in my campaigns at least, the sorcerer always ended up resembling nothing so much as a wizard with an explosion fetish.

Hence the Quintessential Sorcerer. If you are reading these designer notes last (which you should be, seeing as their at the end of the book) then you have hopefully noticed that the theme of this book is legacies; legacies of family and legacies of belief. More so than any other class, the sorcerer is now tied to history, both his own and to world history in general. Hence the focus on ancestral templates and character concepts and prestige classes related to a sorcerer's discovery and embracing of his ancestry.

The other major purpose of the book was to give the sorcerer a specific, unique place in the world of fantasy gaming. Where before he was a mobile arcane artillery platform and poor man's item creator, now he is the master of self-evolution and transformation, with new spells and special abilities

which allow him to fundamentally alter his body and mind.

I am quite proud and happy with the results of my work. Hopefully, you will be happy too.

Much Deserved Thanks

First and foremost, I want to thank the folks at Mongoose Publishing, who, despite all warnings to the contrary, continue to let me write books for them. I want to specifically thank Paul Tucker, developer extraordinaire, for his infinite patience and advice in shepherding this book from loose concept to finished manuscript - and for his kindness in sticking voodoo pins only in places which don't cause permanent injury.

I would, of course, also like to thank my family and friends for their support. I would especially like to thank my twin muses - they know who they are and they know what they did.

In closing, I think it is only appropriate that I thank the storytellers of history, the writers and tellers of tales and the singers of songs, who's vivid ruminations on the power and perils of sorcery have sparked my imagination. Of all of these folk, I'd most like to offer my heartfelt thanks to two:

To Ursula K. LeGuin, I say thank you for the Tales of Earthsea, which more than any other series pushed me to finally put real effort into breaking into writing.

To Lord Dunsany, I say thank you for your brilliant pose, for adventures beyond the fields we know and for revealing the true beauty, power and magic of the written word.



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THE QUINTESSENTIAL SORCERER

Magic is not a science. It does not sleep in complex formulae, it is not a phrase or a number or a symbol written in griffon's blood or dragon's ichor.

Magic is not a belief. It is not a devout prayer or an unholy oath. It is not scripture on gilt vellum or blasphemies scrawled on torn, blood spattered flesh.

Magic is the lifeblood of the universe, a vast cool ocean cradling and saturating every stone and every living being. Magic is the heat of the flame, it is winter's first chill, it is the currents which stir the sea and the rains which set the flowers to bloom. Magic is a dragon's heart, the beating of a fairy's wing, and a baby's first breath.

Magic is a sorcerer's every thought and motion.

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