MONGOOSE PUBLISHING

THE QUINTESSENTIAL WIZARD

Collector Series

Book Four

MONGOOSE PUBLISHING

THE

QUINTESSENTIAL

WIZARD

The wise old sage, stooped and walking with a staff, good-natured and kindly yet terrifying if angered. The lean, wily battle wizard, festooned with bandoliers of magical throwing daggers and wands. The tribal magician, feathered rattle in hand, tattoos shimmering with magical force. The vile necromancer, lurking in his sunken island lair, plotting to rule the land. All these are examples of the wizard, the character class without which no game could be considered high fantasy. The Quintessential Wizard is a source book that will greatly expand this class, fleshing out the wizard from his typical role as a source of magical artillery to a character with more options and variations than any other in the game.

Of all the character classes depicted within the d20 system, the wizard is the most versatile. With reasonably comprehensive spellbooks, the wizard can be more dangerous than the fighter, more sneaky than the rogue, or a better all-rounder than the cleric. Responsibility for the success and even survival of the entire party often rests on the wizard's shoulders - if he wastes a spell or memorizes the wrong one, disaster can ensue for the whole group, whereas by selecting just the right spell at just the right time he can deal with almost any situation successfully, however dire.

Inside You Will Find

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The Prestige Wizard

Tricks of the Trade

Wizard Feats

FOR GAMES MASTERS AND PLAYERS ALIKE
Requires the use of the Dungeons and Dragons® Player's Handbook, Third
Edition, published by Wizards of the Coast®

The Quintessential Wizard

Michael Mearls

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INTRODUCTION

The wise old sage, stooped and walking with a staff, good-natured and kindly yet terrifying if angered. The lean, wily battle wizard, festooned with bandoliers of magical throwing daggers and wands. The tribal magician, feathered rattle in hand, tattoos shimmering with magical force. The vile necromancer, lurking in his subterranean lair, plotting to rule the land. All these are examples of the wizard, the character class without which no game could be considered high fantasy. *The Quintessential Wizard* is a sourcebook that will greatly expand this class, fleshing out the wizard from his typical role as a source of magical artillery to a character with more options and variants than any other in the game.

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The Collector Series

The Collector's Series is a new range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will provide a comprehensive toolkit of one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector Series will not necessarily allow a player to create a better character, but he will be able to do a lot more than ever thought possible before.

The Quintessential Wizard

With the aid of this sourcebook, any character adopting the wizard class will find his options and capabilities greatly expanded into new realms of which he once only dreamed. Through the use of character concepts, wizards may now be given a complete background and history of how they actually came to be wizards in the

first place. Prestige classes are presented for wizards to aspire to – not many will have the intelligence, magical control, and sheer persistence to gain the ultimate accolade and become an Arcane Avatar, but the rewards are well worth it for those who do. New feats will astonish fellow party members as the wizard manipulates the very nature of magic, steals spells from others, and creates new sorts of magic item. New weapons, robes, magic items and equipment provide the wizard with the tools he needs to do his job, allowing him to concentrate on his magic without distractions. Every wizard worth his pointy hat will want to create his own arcane nexus to assist him in his spellcasting.

As he gradually becomes more experienced, the wizard may take on apprentices, using them to take care of the easier chores of magic item creation in exchange for teaching them the magical arts. Almost every experienced wizard will spend at least some time in libraries, researching spells, techniques, and legends; many will begin to assemble their own book collections, ranging in size from a couple of book-cases to great sprawling complexes containing several buildings full of tomes. Wizards who get into a lot of combat will

find it advisable to recruit a guardian, perhaps one of the fabled Bodyguards of the Crimson Shield. Sooner or later most wizards will feel the need for a secure and protected place to perform their research, and will construct a tower based on the principles of arcane geometry, some in cities, others upon or beneath the waves, others still atop clouds or volcanoes, or even on another plane of existence.

There are, indeed, very few limits as to what a wizard may achieve throughout his career, so long as he keeps his wits about him and is always eager to learn something new. *The Quintessential Wizard* will take such characters all the way from 1st level to the 20th, and beyond.

Despite nearly a hundred pounds of steel plate, a shield heavy enough to support Derris's weight, and an axe half as long as Derris's six feet, Bruggi the dwarf was lifted off his feet by the ogre and tossed against the far wall with practised ease. The dwarf had bragged of his skill in fighting towering creatures, but he and the ex-gladiator Molog had proved no match for the brute. The local villagers had not exaggerated in calling him Lorg the Undefeated.

Derris's two allies had been convinced the group could take on and destroy the ogre, what with their martial prowess and his magical skills. Their enthusiasm had been infectious, and Derris had sensed a quick and easy route to the kind of wealth that would let him get started on the research he had always planned. Now Bruggi and Molog were out of the fight, crippled or dead, and Derris was trapped alone in the ogre's cave, all his ideas for the future about to be rendered obsolete by that vicious club of steel and wood.

The ogre stepped over Molog's still form, locking eyes with the young wizard as his lips split into a toothy smile. The young mage began to shake uncontrollably as the ogre trod towards him, casually hefting his spiked club back for an easy kill. On the edge of panic, Derris fumbled through his belt pouch for his spell nexus. He pulled it forth and aimed it at the approaching ogre. Time seemed to slow as the wizard brought his mind into alignment with the nexus's nodes of power. So many of them were empty. It seemed a sad waste of time now to have spent so many hours building a tool that was supposed to last him a lifetime.

He slipped back to the familiar patterns of thought, most of his consciousness now completely detached from the ogre's cave as he meditated on the magical linkages and symbols woven through his nexus. Unbidden, the memory of his time apprenticed to old Yarl flashed through his mind: the years spent scrubbing the ancient master's tower steps, mixing potions, heating alembics, sitting through spellcraft lessons, crafting his focus under Yarl's close eye.

The ogre was still approaching, almost imperceptibly slowly now. The young wizard was almost completely calm, and he knew exactly what he had to do.

Derris shifted a connection on his nexus, lining up the last in the row of nodes, noting out of the corner of his eye that the ogre's club had reached the end of its backward motion and was now hurtling towards his skull.

There. That was it.

Sheets of flame erupted from the wand, setting the ogre's jerking form ablaze and filling the cave with the choking stench of roasting ogre flesh. The beast stumbled back, howling in pain. Derris flinched backward, covering his ears to block the keening wail. As the ogre tottered backward, it caught a foot on Molog's body and tripped backwards. Seizing the opportunity, Derris slipped into another short trance, speaking the words of power and channelling the ambient magical energy of the cave into his hand, forming a crackling gauntlet of electrical energy around his left fist.

With a grim scowl, he strode forward to finish what he had begun.
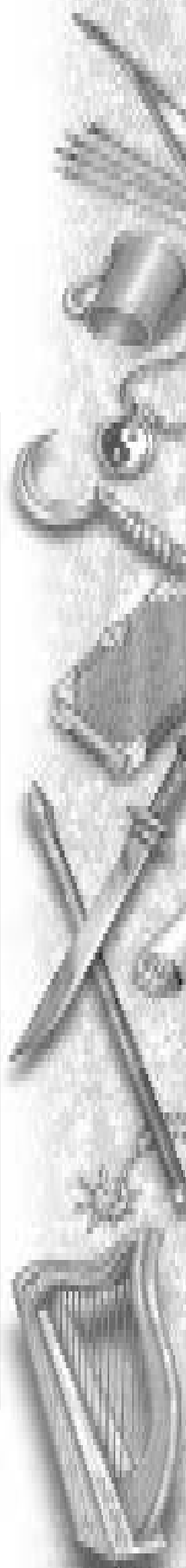
Character Concepts

The art of magic calls a diverse range of practitioners to its study. What is accepted as a fact regarding magic in one land is viewed as an anachronistic, antique notion in another. What a wizard does with his magic is often dictated by his beliefs regarding the theories, practices, and source of his power. The character concepts presented here allow you to model a wizard who approaches his craft from a unique tradition not necessarily covered by the core wizard character class. The wizard class is a generic concept that covers a wide range of potential character types. While your imagination and a generous Games Master allow you to produce any sort of wizard from scratch, the character concepts give you a selection of balanced, colourful options that reduce your workload and make life easier for your Games Master.

If you select a concept, it modifies the standard wizard class. You cannot select a character concept and later on multiclass back into the wizard class using a different character concept or the normal wizard character class. Many of the concepts here operate similar to the rules for specialist wizards. They allow you to gain bonuses with a specific type or set of spells while limiting your ability to learn and use enchantments that fall outside the concept's area of expertise. Like specialist wizards, some of the concepts trade mastery in one aspect of magic with an inability to use one class of spell. Other concepts make slight changes to the core wizard class, replacing its access to bonus feats with new abilities or expanding its list of class skills. Unless otherwise noted, specialist wizards may choose any concept, just like the standard wizard class.

This chapter is broken down into two sections. The first section details general character concepts that apply to all races. The second section introduces a few concepts that apply to specific character races. The standard fantasy races each have cultures that produce a few unique concepts not found in the lands of man.

Academic

Hunched over their thick tomes of knowledge, academics spend their days researching a wide range of esoteric subjects. These scholarly mages specialise in accumulating knowledge and uncovering forgotten facts, feasting on books and devouring their knowledge like a starving man at a banquet. While all wizards to one degree or another study the theory and history of the arcane arts, academics make it their passion, preferring a tome of lore to a book of powerful enchantments. To the academic, magic is a tool that facilitates his main end of accumulating knowledge, rather than a goal in and of itself.

Adventuring: Surprisingly, academics take well to a life of adventure. While they might seem far more comfortable and happy staying in their libraries and attending to their books, an ambitious academic knows that the best way to make a name for himself is to unearth an exciting find related to his field. For instance, a young researcher who finds an ancient tome describing several long-lost treatises on herbalism quickly leaps to the head of his field. Ambitious, young, or desperate academics are drawn to adventures for that chance of a once in a lifetime breakthrough. On adventures, an academic proves useful when exploring the ruins of an ancient civilisation, decoding forgotten runes, or analysing a puzzle or trap.

Role-Playing: Academics train in libraries, academies, and other civilised settings, leaving them well adjusted to the easy life of a sage or researcher. They tend to have many ideas that in theory should work, but in practice are not practical to implement. Some

academics over-think problems, endlessly analysing a situation and becoming too caught up in hypotheses and ideas to determine a useful course of action. Academics also tend to be arrogant, as they expect others to live up to their standards for intellectual acuity and knowledge. However, some academics successfully combine their knowledge with a practical approach to situations, devising clever and useful solutions to vexing problems that baffle others.

Bonuses: At 1st level, the academic gains the Skill Focus feat for any one Knowledge skill. In addition, the academic gains two skill ranks for each point he spends on a Knowledge skill. These two ranks may be spent on the same skill or may be split across two different ones. The academic can never violate the maximum allowable skill ranks with these bonus ranks. The academic may use the bonus feats granted by the wizard class to select Skill Focus for any Knowledge skill. In addition to the normal wizard class skills, the academic gains Decipher Script as a class skill.

Penalties: The academic must choose four Knowledge skills as his areas of specialisation and keep those skills at the maximum number of ranks allowed by his level. These Knowledge skills may be any topic other than arcana, nature, the planes, or religion. The academic's obsession with topics other than magic, be it divine or arcane, is what sets him apart from the traditional wizard.

Alchemist

The art of alchemy is as old as that of wizardry, if not older. While the typical alchemist lacks magical skills and focuses on producing tools and items such as *sunrods* and *thunderstones*, many wizards combine magical talent with knowledge of chemicals, reagents, and craftsmanship. The masters of potions and magical elixirs, alchemists find steady work and high demand for their wares across civilised lands.

Adventuring: While most alchemists prefer the safety, security, and steady income of their workshops to the deadly uncertainties of adventures, some venture out in search of rare ingredients, lost potion formulae, and other treasures that enhance their art. During an adventure, the alchemist's variety of potions can spell the difference between success and failure. More importantly, an alchemist's potions allow him to distribute magical abilities throughout the party. Rather than relying on the alchemist to cast a spell or activate a magic item, his comrades need only drink a potion to gain the benefits of his magic.

Role-Playing: Alchemists are analytical and thorough thinkers, and this attitude spills over to their personalities. They are the fantasy campaign equivalent of scientists, carefully weighing evidence and attempting to create thorough, sensible plans of actions in dealing with any problem, from something as mundane to efficiently loading a wagon to ambushing and defeating a green dragon. Alchemists are theorists and analysts. Much of their study of alchemy is driven by making observations of the interactions of reagents and predicting how they can be combined to produce wondrous effects. Thus, alchemists are tuned in to observing effects, predicting results, and making plans based on their ideas.

Bonuses: The alchemist gains Brew Potion in place of Scribe Scroll at 1st level. While Brew Potion is normally available only to characters with a spellcasting level of 3 or higher, the alchemist's focus on creating magical elixirs gives him a leg up on other spellcasters. Creating potions is a highly specialised skill that requires the knowledge of and ability to wield some rather advanced magics. Only the alchemist's intense focus on the subject allows him to circumvent the standard training necessary to gain Brew Potion.

The alchemist also learns to create potions that mimic the effects of spells to which he does not normally have access. The Expert Brewer feat is available only to wizards who choose the alchemist character concept.

Expert Potion Brewer (Alchemist Only, Item Creation)

Your knowledge of alchemy and magic allows you to create potions that duplicate spells not normally found on spell lists available to your class.

Prerequisites: Brew Potion, spellcaster level 3+

Benefit: Each time you take this feat, you may choose 3 levels worth of spells that you do not have in your spellbook or on your list of available spells, including spells that appear only on the lists of classes in which you have no levels. 0-level spells count as 1st level ones for the purposes of this feat. For example, a wizard could select *cure light wounds* and *aid* with this feat, as those two spells' levels total 3 and neither appear on the wizard spell list. You may create potions that duplicate the chosen spells as per the standard rules for brewing potions. However, multiply the gp and xp costs of the potion to determine its final cost. Though you know how to duplicate the spell's effects, your knowledge is imperfect and requires more work and resources than normal.
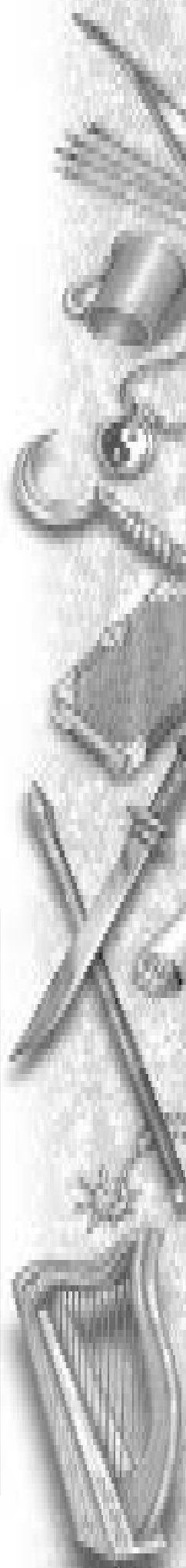
Penalties: The art of creating scrolls, normally a critical part of a wizard's training, is not an important skill to an alchemist-in-training. The alchemist cannot select the Scribe Scroll feat until he has a caster level of at least 5 in any spellcasting class. Many alchemists disdain scrolls, viewing them as a primitive and unwieldy alternative to a finely crafted potion.

Entertainer

Not everyone who masters a few charms turns his first efforts to battling dragons and orcs, researching esoteric secrets, or forging enchanted items. Some wizards begin from far humbler stations, such as a simple, travelling entertainer. With a few illusions and other basic spells, the entertainer provides an enjoyable show for his audience, who in turn provide him with a few coins for food and a place in an inn's common room for the night. Some entertainers start out as apprentices who need to earn a few extra coins on the side, while others learn their craft from an established performer and follow in their master's footsteps.

Adventuring: As itinerant performers, the entertainer is no stranger to travel, exploration, and the minor adventures that go with a hand to mouth existence. After scrabbling together a hard earned livelihood, an entertainer turns to adventuring as a chance to use his skills to gain the fame, fortune, and a comfortable lifestyle that casting *prestidigitation* for bar-room crowds can never provide. On adventures, entertainers offer skills in handling people that other wizards lack. Working crowds for cash taught the entertainer how to put on a good show. Most entertainers lack the talent to cast more than a few spells per day. In order to bulk up their shows, they learn to use misdirection, music, oration, and other tricks to provide mundane tricks that captivate audiences.

Role-Playing: Compared to other wizards, entertainers take simple joy in their arts. They may lack the theoretical and technical background of other mages, but they learn many practical lessons from their days on the road that pay off in situations not covered by the typical magic academy's classrooms. Entertainers are streetwise, savvy, and in-tune with the world at large. They know where to get a good drink in town, what neighbourhoods to stay away from, and how to talk to about buying information. Some wizards turn their noses up at the entertainer, labelling him little more than a gimmicky wannabe, but adventurers with experience know that the entertainer's days of travel grant him a good view of society and friends in almost most every town.

Bonuses: The entertainer's experience with working magic to enchant and amaze audiences gives him an excellent sense of how to pitch his casting as a performance and to distract observers from the true nature of his casting. The entertainer gains Bluff, Gather Information, and Perform as class skills. The entertainer's life on the road and chosen profession grant him access to skills not normally associated with wizards. In addition, the entertainer can use his Bluff skill to mask his casting. If the caster attempts to cast a spell in front of a friendly or neutral observer, he may use a full-round action to make a Bluff check. If his check beats the Sense Motive checks of his observers, on his next action the entertainer casts a spell without alerting those watching him. They assume that the wizard's incantations and gestures are merely part of his act. If the spell has no obvious visual effects, they fail to notice it. For example, an entertainer who uses this ability to cast *charm person* on a guard does not alert the guard's friends to his spellcasting.

Penalties: Days on the road and nights performing in taverns limit the entertainer's formal training in the magical arts. He does not count Alchemy or Knowledge (arcana) as class skills. Add one to the minimum level necessary for the entertainer to gain any item creation feat, aside from Scribe Scroll.

Exorcist

In a world haunted by demons, ghosts, and other malevolent spirits, the threat of possession hangs over any who come into contact with the undead and other threats. Unlike a rampaging orc tribe or an incursion of giants, a ghost's possession and control of a victim could easily go unnoticed. The mayor of a village could operate for months under the influence of an evil ghost, turning over the plans for defence to a local gang of ogres in return for cash and happily plotting the town's downfall merely to line his own pockets. The exorcist strives to counter such threats. Wandering the land alone or with a small group of witch hunters, he ferrets out the signs of outside influence in otherwise innocent commoners and casts them out with his magical abilities. Exorcists who have not yet mastered *dispel magic* serve as scouts and investigators, seeking out signs of magical influence to report back to their superiors and more experienced spellcasters.

Adventuring: Adventuring parties planning an excursion to ancient ruins, crypts, or other sites reputed to house ghosts or similar threats seek out and hire exorcists to aid them on their journey. In any dangerous environment, teamwork and trust are paramount to success, and any creature or threat that

can turn an adventurer against his comrades poses a tremendous threat. Exorcists are experts at noticing the subtle changes in behaviour and body language that mark a malevolent, controlling influence at work. Once they identify this hidden threat, their training and mystic knowledge allows them to tailor counterspells designed to purge spirits and enchantments from a person's mind.

Role-Playing: While their study of magic allows them to break magical enchantments and other controls, it also leaves exorcists somewhat paranoid. Some would say that exorcists know too much of the creatures and spirits that can break a man's will, leaving them ready to jump at any shadow or suspicious statement with accusations of ghostly possession or demonic influence. Corrupt or fanatical exorcists go so far as to accuse any who even so much as voice disagreement with their plans of being under the control of demons or worse. Most exorcists are naturally suspicious, but their knowledge of the threats humanity faces makes them more likely to accept aid and support in their struggles, rather than expect enemies to be lurking behind every seemingly innocent person they meet.

Bonuses: The exorcist's study of mind-influencing magic allows him quickly to diagnose the presence of any outside influences on those he meets. When using Sense Motive to determine if a subject is under the effects of any enchantment spells, possessed by a ghost or other creature, or the target of a *magic jar* or similar effect, the exorcist gains a +2 competence bonus to his check. The exorcist also gains a +2 bonus to his dispel checks made with *dispel magic* and *greater dispelling*.

Penalties: Exorcists study the ways of demons, ghosts, and other creatures. They must select the skill Knowledge (exorcism) and spend 4 skill points on it at first level and 1 more point for each level they gain in the wizard class. The exorcist's bonuses and abilities stem from his in-depth, arduous study of the magical effects that can distort and bend a sentient being's will. In addition, the Exorcist swears never to call creatures from beyond the planes. He may never use a spell that summons a monster or other creature to this plane.

Arcane Craftsman

Toiling over a steel blade in a blazing forge, spending countless hours carefully shaping a longbow, or sewing an elegant, silk cloak, the arcane craftsman masters a variety of crafts and learns to combine the mundane arts with the study of magic to produce expertly built enchanted items. As apprentices, arcane craftsmen are taught that while a wizard's command of magic and the spells in his books measure his personal power, a true mage masters the art of imparting permanent enchantments into physical items. Arcane craftsmen believe that while *fireball* and *stoneskin* are impressive spells, their effects are fleeting. The *fireball* bursts and disappears, while the *stoneskin* evaporates after several attacks. An enchanted blade, so long as it is properly cared for, lasts forever. Many arcane craftsmen view the creation of intelligent weapons and items as the pinnacle of achievement, a task that mirrors the gods' creation of life itself.

Adventuring: Of all the character concepts presented here, arcane craftsmen are the least likely actively to seek adventure. Most are content to spend their days labouring in elaborate workshops, perfecting their skills at the forge and steadily producing enchanted items. Arcane craftsmen regard their work as an artform, and attempt to push their skills to new levels and surpass the accomplishments of the arcane craftsmen who came before them. However, not all arcane craftsmen share this contentment with a relatively mundane life. Some arcane craftsmen actively adventure in order to recover lost magical items or valuable materials and components needed to produce the most powerful
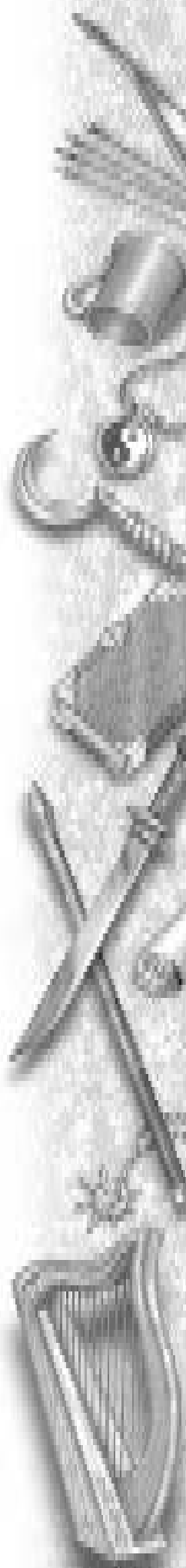
items. News of the newly uncovered ruins of an ancient civilisation draw daring arcane craftsmen in great numbers. Discovering a unique or lost technique of magic item creation ranks as one of the greatest contributions an Arcane Craftsman can make in his field. Many arcane craftsmen also maintain extensive collections of magical items and actively seek out chances to add to their holdings.

Role-Playing: Arcane craftsmen cover a wide range of personalities and alignments. Some arcane craftsmen take their art very seriously and come across as pretentious, arrogant, elitists. These artists take great pains to demonstrate their knowledge and skill, delivering long, tedious lectures on the properties of a *+1 longsword* or a *cloak of elvenkind*. The only reason adventurers put up with their dull company is their unsurpassed expertise in crafting magic items. Other Arcane Craftsmen view their trade as any other craft, and though they take pride in their work they do not allow it to spill over into their attitudes towards others. These Arcane Craftsmen are designers, engineers, and problem solvers. They take a very practical approach to adventures, and their inventive minds are quite a boon for their companions.

Bonuses: The Arcane Craftsman's studies in the arts of creating magical items grants him access to the Craft Wondrous Item feat at first level. Note that this does not mean the Arcane Craftsman gains this feat for free. He may choose to use a feat to purchase it. When creating an item, the Arcane Craftsman also reduces the XP and gold he must spend to complete an item by 10% (round down).

Penalties: The arcane craftsman does not receive Scribe Scroll as a bonus feat. The arcane craftsman's intense study of magical items cuts into the free time other characters allocate to picking up various talents and skills. In addition, the arcane craftsman must allocate at least one skill point per level to a craft skill pertinent to the production of magical items. Arcane craftsmen must keep their skills sharp in order to maintain the talents they learned under the tutelage of their masters.

Fortune Teller

Wandering the lands, usually in a rickety wagon festooned with colourful banners, fetishes, and other mystical-looking trinkets, fortune tellers ply their trade among peasants, serfs, and other commoners. They offer glimpses into the future, using tarot cards and similar means of divination to predict harvest yields, grant advice in love and business, and other aspects

of the days to come. Many fortune tellers are frauds and charlatans, but a few know enough magic to attempt a simple *augury* or similar spell. In addition to predictions (whether backed by magic or a good act), fortune tellers often also sell potions, elixirs, good luck charms, and other trinkets. Though their wares are rarely authentic, superstitious commoners take comfort in owning them.

Adventuring: On adventures, fortune tellers use their experience in artful deception to smooth over misunderstandings with others and avoid other social obstacles. The legitimate fortune tellers, those with real magical skills, use their magic to detect hidden items, glimpse into an expedition's future, and provide information and support for their comrades. Many fortune tellers who master the wizard's arts grow bored of bilking peasants and desire something more. They find it difficult to convince a conventional wizard tutor or academy that their initial training is at all valid. Thus, they take to adventure, seeking to expand their skills through practice.

Role-Playing: While adventuring fortune tellers spurn their previous life, they remain a devious, scheming lot. To a fortune teller, a quick lie and smile are the best

solutions to most problems, such as a peasant angry that the *potion of love* you just sold him has caused all the sows in town to follow him around. Thus, fortune tellers tend to be affable, talkative, and glib. Others, especially those who see their duties and profession as a legitimate, important service, are quiet and reserved. They see all, carefully watching their environment, and take care to speak only when they have something important to say. To these fortune tellers, the story of the future is written in the present, but only a calm, reflective mind can read it.

Bonuses: If the fortune teller has access to his focus, such as a tarot deck, divination sticks, or some other prop, and spends one minute carefully reading the signs, portents, and omens, he may cast any divination spell at +1 caster level. In addition, he may use the spells from the divine spellcaster Knowledge domain as though they were arcane spells. The fortune teller does not automatically gain these spells in his books, but gains the option to scribe them from scrolls or add them to his books as per standard arcane spells. The fortune teller may add these spells to his spellbooks and prepare them just like any other spells from the sorcerer/wizard lists. The fortune teller also gains Bluff and Perform as class skills. When magic can't predict the future, a few dramatic lies quite nicely fill the gap. Many inexperienced fortune tellers rely exclusively on charm and convincing lies to ply their craft.

Penalties: The fortune teller hails from a slightly different background from the traditional wizard. He typically learns his magic from an older, more experienced wizard who follows this path. After a few years spent fetching water, lugging the fortune teller's gear and props from town to town, and dealing with irate customers who didn't hear of a future they wanted to know about, the would-be fortune teller finally learns the basics of magic. This non-traditional apprenticeship focuses more on practical concerns than the normal wizard's training. Fortune tellers do not gain Alchemy or Spellcraft as class skills. In addition, the first five wizard spells of first level they learn must be the five Divination spells, that is *comprehend languages*, *detect secret doors*, *detect undead*, *identify*, and *true strike*.

Geomancer

Geomancers learn to sing songs of power to draw forth the energy and power of the elemental plane of earth. With their incantations, granite turns to putty in their hands, earthquakes rumble, and organic matter turns into rock. The earth is slow and ponderous. It demands restraint and patience from those who seek
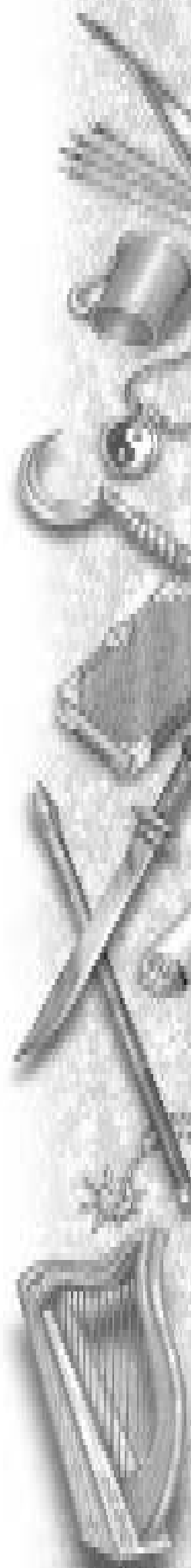
to master its secrets, and many who take the first steps on the geomancer's path turn away when they find the many hours of study and concentration it demands from its adherents. Geomancy is a poor choice for those who want quick results, but in the long term it offers some of the most powerful incantations to wizards who master its principles. Geomancers view other wizards as impatient and immature. They believe that only earnest study, patience, and a strong appreciation for the arcane arts gained through long years of work instil a proper, healthy attitude in a wizard.

Adventuring: Geomancers study the earth's secrets, and find the idea of journeying deep into a dungeon the perfect method to explore, catalogue, and unlock the world's inner secrets. Some geomancers, particularly dwarf and gnome ones, never see the light of the sun, spending their entire life locked within the caves, caverns, and galleries of the earth's deepest reaches. Environments that others find frighteningly claustrophobic and stuffy feel like home to the geomancer. Human geomancers in particular love to explore the deepest reaches of mines and cave complexes, as many of them find studying their magic on the earth's surface a poor substitute for working in the most natural environment for their craft.

Role-Playing: The stereotypical geomancer is a quiet, patient spellcaster who carefully weighs his options before making even the simplest decisions. Geomancers look to the earth not only for the magical power but as a guide to life and philosophy. Storms rage and waste their energy, winds howl, fires burn bright, but long after these have expended their energy, the earth remains. True, the wind may scatter dirt and waves can wear down rocks, but geomancers believe this illustrates the earth's ability to change on its own terms. Even the most powerful storm can never hope to sink a continent and must content itself to making gradual changes at the slow pace of the earth.

Bonuses: The geomancer's focus on earth magic grants them a greater selection of incantations in his spellbooks and a greater ability to focus and use certain spells compared to wizards of the same level. Geomancers gain an additional spell in their books chosen from the table below each time they gain a wizard level. In addition, when casting one of the spells listed below, the geomancer gains a +1 caster level bonus. Thus, a 5th-level geomancer casts *magic stone* as if he was 6th level.

Geomancers who are also specialist wizards do not gain access to bonus spells from their prohibited schools.

Level	Geomancer Bonus Spells
1	*magic stone*
2	*acid arrow, chill metal, glitterdust, heat metal, soften earth and stone*
3	*meld into stone, stone shape*
4	*rusting grasp, spike stones, stoneskin*
5	*passwall, wall of iron, wall of stone, transmute mud to rock, transmute rock to mud*
6	*acid fog, flesh to stone, move earth, stone tell, stone to flesh*
7	*earthquake, phase door, reverse gravity, statue*
8	*iron body, maze, repel metal or stone*
9	*elemental swarm (earth only), freedom, imprisonment*

Penalties: The geomancer's intense study of earth magic leaves him little time to master many of the talents and skills apprentices normally study during their training. Geomancers do not receive the Scribe Scroll feat for free at 1st level.

Gutter Mage

While most wizards spend years studying under the direction of a master spellcaster, others learn magic through a combination of luck, raw talent, and undaunted persistence. Gutter mages, as they are called by more established, traditional wizards, are street thieves, young prodigies born in the slums who manage to scrabble together the training necessary to master the basics of the wizard's skills. Unlike most spellcasters, they never entered a formal classroom and most learn spellcasting by studying third-hand grimoires and trading stolen goods to greedy wizards who gladly exchange a few brief lessons in magic for a wand, scroll, or spellbook, not asking how it was gained.

Adventuring: To the gutter mage, life is an adventure unto itself. Most of them must beg for or steal money to buy food, and their days are spent simply trying to live as comfortable a life as possible. That a gutter mage has the time and energy to track down the resources necessary to establish his magical skills speaks volumes of his natural talent and intense dedication. On adventures, the gutter mage operates much like a cross between a rogue and a wizard, and most rely on spells such as *invisibility* and other illusions to improve their stealth abilities.

Role-Playing: Gutter mages are both smart and opportunistic. Growing up on the streets gives them a very practical approach to life. While most are far from evil, they take a chance to pocket a few extra pieces of gold or swipe a magical trinket if the opportunity presents itself. Gutter mages sometimes flaunt their willingness to bend the rules and observe their own codes of conduct that rarely align with what society views as proper behaviour. Normal wizards look down on gutter mages as upstarts, an attitude that the gutter mages view as one prompted by fear and uncertainty amongst those who would jealousy guard their knowledge. To the gutter mage's mind, traditional wizards' guilds and academies are little more than legitimised rackets that bilk students and wizards of their hard-earned money.

Bonuses: The gutter mage gains Bluff, Hide, Innuendo, Gather Information, and Move Silently as class skills. Growing up on the streets gives him the knowledge necessary to navigate his way through the lower end of society and track down rumours and other information. His other skills come from his reliance on stealth and well-crafted lies to survive his rough, hand to mouth existence on the streets. Unlike other wizards, who study their craft at the feet of masters and rarely worry about matters as trivial as finding a meal or as serious as dodging rival thieves and the city guardsmen, gutter mage apprentices rely on their magic to pull them through life-threatening situations.

Penalties: As the gutter mage relies on happenstance and the occasional help of a kindly wizard or opportunistic mage to advance his training, he lacks a grounding in many of the more formal aspects of magical training. A gutter mage does not automatically gain a bonus feat at fifth level. He also does not count Alchemy and Knowledge (arcana) as class skills. The gutter mage's grasp of the theoretical aspects of magic is tenuous at best. His focus on the practical uses of magic

Hedge Wizard

Many wizards spend years toiling over musty tomes of lore in great libraries, soaring towers, or other bastions of learning. Most major cities support a wizards' guild and an academy dedicated to the mystic arts that carefully tends and cultivates magical talents within its pupils. However, not every wizard learns his skills in a castle or at the feet of an accomplished archmage. At the edges of civilisation, old hermits who know how to sling a spell or two jealously guard a few mouldering old spellbooks, dispensing enchantments for peasants and other commoners and serving as the leading authorities on a whole range of subjects, from curses and omens to signs of the coming weather. These hedge wizards, as they are called by their more civilised brethren, specialise in magic dealing with mundane aspects of life in the wild.

Adventuring: Hedge wizards take naturally to a rough life of adventure. Young hedge wizards learn bits and pieces of mystic knowledge from their masters, who themselves possess incomplete, often incorrect, theories and practices of magic. A hedge wizard who feels his magical potential limited by his training strikes out on his own, eager to hone his abilities in dangerous situations or seeking out a magical academy where he can receive proper training in the art of wizardry. Adventuring parties find the hedge wizard's unique repertoire of magic useful on adventures, particularly those that require a party to venture across the wilderness.

Role-Playing: As befits their rural upbringing, hedge wizards come across as country hicks. Few of them have much knowledge of the world beyond their home village and its immediate environs, and all but the savviest of them have any idea of their master's relative place in the hierarchy of wizards. To the young hedge wizard, a wizard of only 5th level seems to be a mighty archmage. A hedge wizard's master and teacher is usually only a 3rd or 4th-level spellcaster, giving him a rather skewed view of the heights wizards can attain.

**Bonuses:** The hedge wizard's unique brand of magic draws upon the mystic potential of the wilderness, the elements, and other aspects of nature. He adds the spells listed under the Animal and Plant domains to his spell lists and may gain or add them to his books as if they were arcane spells, even if he discovers a divine scroll that contains one of these domain spells. In addition, he chooses 2 of the following domains to add to his spell lists: Air, Earth, Water, and Fire. The hedge wizard gains access only to the domain spells, not to the granted powers listed with them. Each day, the hedge wizard prepares one additional spell per spell level chosen from his 4 domains, just as a specialist wizard gains additional spells each day.

Penalties: While the hedge wizard's peculiar brand of magic allows him access to several spells and styles of enchantments not normally available to wizards, his magical abilities are limited in some ways compared to normal wizards. The hedge wizard learns magic by happenstance and experimentation, and much of what he knows is dictated by the experiences and knowledge of the wizard to whom he is apprenticed. Thus, hedge wizards have several gaps in their magical training. They must choose two schools of magic to treat as prohibited schools, as per a specialist wizard. The hedge wizard chooses from Abjuration, Conjuration, Evocation, Necromancy, and Transmutation.

INVESTIGATOR

While some wizards seek power and others seek knowledge, the investigator seeks something much simpler. Working with the city watch and other law enforcement groups, he uses his magic to track down criminals and bring them to justice. Much like a bounty hunter or other freelance enforcer, the investigator takes on the task of stalking and capturing lawbreakers. Unlike his more mundane counterparts, the investigator often starts out with only a few clues to his quarry's identity. Unsolved murders, crimes with few clues, and other puzzles are the investigator's primary concern. He uses his magic to help uncover the critical facts needed to solve a crime and bring the perpetrator to justice.

Adventuring: In the investigator's line of work, adventure often comes to him unbidden. Criminals wily enough to avoid leaving any obvious clues also have the skill and intelligence to collect thugs, assassins, and other allies ready to slay anyone who comes too close to uncovering their master's identity. In the course of solving a crime, an investigator may have to crawl through a sewer to find clues, chase a suspect or important witness across the city's rooftops, and use his magic to defeat his target's minions. After

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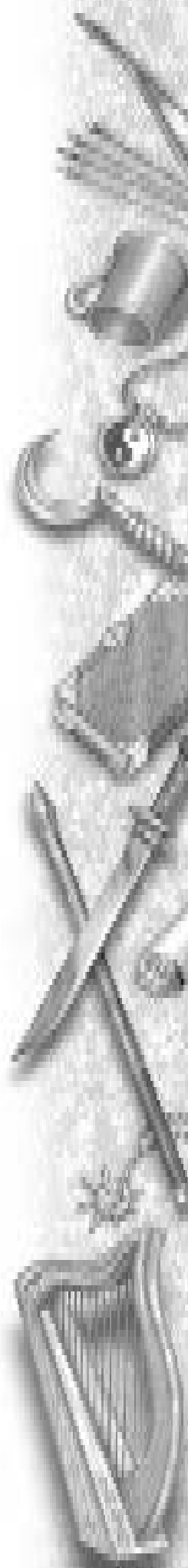
putting up with such troubles, venturing into the earth's caverns on an adventure seems like a nice, relaxing change of pace.

Role-Playing: Investigators are calm, calculating, and exacting. They believe in approaching a problem from multiple angles at once, slowly proposing and eliminating a variety of explanations or ideas with a systematic precision. These arcane law enforcers learn the hard way that any detail, no matter how minor, may turn out to be a critical fact on which an entire series of events may turn. The investigator tends to let scenes play out before him, content to sit in the background and observe the interactions between others. To this type of wizard, what a person says is not as important as how he says it or when he speaks.

Bonuses: The investigator learns to observe people and draw conclusions based on his assessment of their body language, word choice, mood, and tone. Thus, he gains Gather Information and Sense Motive as class skills. He also gains access to a selection of divine spells. The investigator treats these as arcane spells and may add them to his spellbook as normal. The divine

spells he may use are detect chaos/evil/good/law, detect snares and pits, divination, mark of justice, refuge, speak with animals, speak with dead, speak with plants, and zone of truth. The investigator uses these spells at their cleric level if they appear on both the cleric's and wizard's spell lists.

Penalties: While the investigator's focus on tracking down criminals and uncovering evidence grants him a few abilities not normally associated with wizards, his specialised training precludes him from mastering some skills normally considered basic talents amongst mages. The investigator does not count Alchemy as a class skill. He lacks the educational background associated with gaining that skill. In addition, he chooses one school of magic other than Divination or Necromancy. When using spells from that school, he receives a –1 penalty to his caster level. The investigator lacks the rounded education of other wizards. The investigator must always have at least one divination spell in his spellbooks for each spell level to which he has access.

Knight of the Staff

Not all who hear the call to the path of the paladin take up a sword, don a suit of armour, mount a noble charger, and ride into battle. Some of those who strive to fight for the forces of good choose to turn their knowledge of the arcane arts into a weapon to wield against the hordes of darkness. These knights of the staff walk side by side with paladins into battle, using their magic to smite demons, devils, and other foul beasts. Their paladin brethren shield them from attack, while they in turn use their spells to enhance and augment their heavily armed and armoured comrades. Knights of the staff sometimes congregate in orders dedicated to training promising youngsters in their art and co-ordinating the formation and deployment of crusading adventuring bands and war parties. These heroic wizards build towers that serve as both military strong points and centres of arcane teaching. Other knights of the staff work with religious orders, living and working with the clerics and paladins of their patron deity. These wizards enjoy a place in the ecclesiastical hierarchy equal to that of the most ardent divine spellcaster. Though their studies and methods differ from their deity's traditional adherents, their goals, ideals, and dedication rank equal to any cleric or paladin. These knights of the staff seek to forge arcane magic into a tool that serves their god.

Adventuring: Knights of the staff adventure for many of the same reasons as paladins. They consider it their divine mission to seek out and destroy evil,

protect innocents, and make the world a safe place for all. These heroic wizards consider their talents as a duty rather than a gift. Since they enjoy such great powers, they must seek to use them properly, rather than slide into the isolated research of sages or the selfish power-mongering of necromancers and other scheming, would-be conquerors who see their arcane talents as a badge of superiority over the common dregs. Self-centred, ambitious wizards in particular stand as the chosen enemies of knights of the staff, who consider themselves the best defence against a wizard run rampant.

Role-Playing: Knights of the staff are dedicated, serious, and unflinching in the face of danger. They have little time for distractions, and some feel a tremendous burden to do as much good with their powers as possible, refusing to take any more time than is absolutely necessary in resting and recovering from their quests. Other knights while just as dedicated are less aggressive in seeking out physical evils to destroy or scatter. These wizards tend to be less fanatical but more careful in choosing their fights, believing that a hidden evil uncovered is worth a dozen obvious ones put to flight.

Bonuses: Knights of the staff gain several of the same benefits and abilities enjoyed by paladins. They gain that heroic class's divine grace ability, which allows them to add their Charisma bonus to all saving throws. Once per day, the knight may infuse a burst of positive energy into one of his spells as a free action. He adds his Charisma modifier to the save DC of his spell, though this increased DC applies only to targets who have evil alignment. Good and neutral victims must save against the knight's standard DC.

Penalties: The knight's focus on quests against evil limits his magical training. He does not gain any of the wizard's bonus item creation or metamagic feats. Knights treat necromancy as a prohibited school. They are morally opposed to all necromantic magic and refuse to employ it under any circumstances. Like paladins, knights of the staff must be lawful good. A knight of the staff who ceases to be lawful good, freely commits an evil act, or disobeys the paladin's code of conduct loses this concept's bonuses and their highest level arcane spells until he atones for his transgressions.

Pyromancer

Fire has long been an important tool for civilisation. It provides heat and light during long winter nights, allows blacksmiths to shape and forge iron tools, and is an important weapon against the creatures that lurk amongst the shadows. However, it also poses many dangers. An untended campfire runs out of control and threatens the entire forest. The blacksmith slips and burns his hand, crippling him for life. Fire is both an ally and an enemy, a useful tool that must be always kept under close observation lest it run wild. Pyromancers seek to control the energy of elemental fire and forge it to their use. While other elemental mages seek harmony with their chosen element, pyromancers view themselves as masters of flame. They exult in their chosen element's ability to burn through foes and wreak massive destruction, and many die trying to force their magic to obey their will. Pyromancers are known for their brief but spectacular careers, and for each of these wizards who retires at an old age, a dozen more fall in battle.

Adventuring: Adventure and excitement sing a siren's call to the pyromancer. These wizards enjoy unleashing the destructive energies they control, and warfare and adventure are two of the most convenient outlets for their skills. Like most wizards, they adventure to improve their skills and uncover lost magical treasures, but they also enjoy the pure adrenaline rush of combat and other life threatening situations. Pyromancers have a disturbing tendency to load up on lamp oil, alchemist's fire, and other combustibles, giving most of their adventures a spectacular and often abrupt conclusion.

Role-Playing: Labelling pyromancers as fiery may seem little more than a bad pun, but the description fits. Like their chosen elements, pyromancers are untamed wellsprings of energy, enthusiasm, and destructive power. When kept in check by their allies, pyromancers are tremendously useful tools. They deliver a devastating *fireball* that smashes the enemy and sends them fleeing in terror, provide a well-timed *flame strike*, or drop a *fire shield* that saves the day. However, when allowed to run out of control pyromancers are a threat to themselves and their friends. In the heat of battle, a pyromancer is liable to *fireball* his friends in an effort to incinerate a troll. A pyromancer may decide he needs to augment his spells with a liberal dose of lantern oil splashed across the battlefield, setting afire valuable treasure and even allies in addition to the party's enemies.

Bonuses: Unlike other wizards who specialise in a particular element, pyromancers focus on fire to such a degree that they never develop the ability to cast spells from certain schools. Pyromancers work in a similar way to specialist wizards. Their specialist school

includes all the spells listed below and all spells with the fire descriptor attached to their school type. This includes all spells, even those not listed on the wizard's spell list. Thus, a pyromancer is capable of mastering druid and cleric fire spells, though he casts them as arcane spells. If a spell is listed on more than one list, the pyromancer may access it at its lowest listed level. For example, a spell listed as 3rd level on the druid list and 4th level on the wizard list counts as a 3rd level pyromancy spell.

The pyromancer may prepare one additional fire spell per spell level each day. He gains a +2 bonus to Spellcraft checks made to learn spells that include the fire descriptor in their school type. He may scribe divine spells into his book that count as fire spells. In return, the pyromancer selects any single school as a prohibited one. However, the pyromancer may still use and prepare spells from the prohibited school that include the fire descriptor.

Level   Pyromancer School Spells
1   *burning hands*
2   *continual flame, fire trap, flame blade, flaming sphere, heat metal, produce flame, pyrotechnics*
3   *flame arrow, fireball*
4   *fire shield, fire trap, quench, wall of fire*
5   *flame strike (fire damage only)*
6   *fire seeds*
7   *delayed blast fireball, fire storm*
8   *incendiary cloud*
9   *elemental swarm (fire only)*

Penalties: As noted above under bonuses, the pyromancer selects one school prohibited to him. He may not prepare or use spells from that school unless they have the fire descriptor listed in their description.

Sea Mage

Any merchant ship that has the funding to pay a sea mage's considerable fees does so without question. The sea mage is a wizard who specialises in elemental water. However, of the four elements water is the most difficult one to manage. Water dictates its pace. Though a great storm may temporarily disturb the ocean, after a day at most the sea returns to normal. Rivers flow relentlessly onward, carving through the earth to accommodate their path, quenching flames, paying no mind to the wind. A human mage has little chance to command the power of elemental water, and few wizards succeed in attaining mastery solely over the waves. Those spellcasters who do pursue water magic combine it with a more general study of the

ocean, serving aboard ships and using their magic to protect the craft on its voyage, calm tempestuous seas, and repel attackers. Many wizards who serve aboard ship are simply spellcasters who view it as a lucrative profession. Few possess the specialised talents of a sea mage, making those who do an expensive commodity.

Adventuring: While serving aboard a ship, sea mages find adventures come to them in the form of storms, marauding pirates, and hungry sea monsters. Some sea mages tire of serving others and strike out on their own, either captaining their own ships or joining up with a band of adventurers to seek buried treasure, explore distant islands, and defeat pirates and other maritime threats. Any adventuring band that takes to the high seas benefits from the sea mage's talents, and any competent one quickly finds adventuring companions in port. On adventures, sea mages fill many of the typical wizardly roles, in addition to dealing with any issues relating to sea travel. Even in dungeons and subterranean environments sea mages can prove their worth, as many of the deepest caverns host great, sunless seas.

Role-Playing: Sea mages tend to be patient and relentless. Once they choose a goal, nothing stands in their way. Though their quest may take years of work and occasionally they may need to put aside their objectives for a time, they continually keep their goals in mind. Like the sea, they are in constant motion. While great events or powerful forces can disturb their rhythm, such interruptions are as brief as they are rare. Only a fool makes an enemy of a sea mage - their memories are long and they never stop till their desire for revenge is satisfied.

Bonuses: The sea mage's affinity with water and the sea grants him an affinity for casting a few spells. The sea mage may cast any of the spells listed below as arcane spells, and may add any listed divine spells to their spellbooks as if they were listed on the wizard spell list. In addition, when using these incantations the sea mage increases his caster level by 1. As sea mages spend many hours aboard ships, they count Balance and Climb as class skills and gain proficiency with the cutlass (treat as scimitar.)

Level   Sea Mage Bonus Spells
1   *create water, obscuring mist, purify food and drink*
2   *fog cloud*
3   *gust of wind, sleet storm, water breathing*
4   *control water, ice storm, solid fog, quench*
5   *control winds*
6   *control weather*

7   *acid fog*
8   *horrid wilting*
9   *elemental swarm* (water elementals only)

Penalties: The sea mage's focus on learning the ways of the sea and the operations of a ship denies him some of a traditional wizard's typical training. The sea mage does not gain Alchemy or Knowledge as class skills, and nor does he gain Scribe Scroll as a bonus feat.

Summoner

While most mages commonly use the *summon monster* spells to call a temporary ally to aid their efforts, a few are so intrigued by the power and possibilities offered by these spells that they choose to specialise in their use. These wizards approach summoning creatures in a manner similar to wizards who delve deeply into a particular school of magic to the detriment of their training in other areas of magic. Summoners learn to call out to creatures slightly more powerful than the typical outsider brought to the prime plane by a summoning spell.

Adventuring: The summoner's focus on calling outsiders to aid him spurs him to seek out adventure in order to prove his talent and test the skill and might of the creatures he can conjure. After all, the summoner measures his skill not by his own talent but by the talents of the outsiders he commands. The rigors of adventure are the perfect proving ground for his talents.

Role-Playing: Summoners tend to disdain the spells and magic used by traditional wizards. In their view, magic is best used to call others to deal with problems, rather than resorting to brute force methods such as *fireball* or *acid arrow* to defeat enemies. They see magic as a test of wills, and seek to prove themselves by binding and commanding more powerful creatures. This competitive attitude extends to their dealings with others. Summoners see themselves as forceful, powerful personalities. They are often pushy, overbearing, and demanding of others. Sometimes summoners learn the hard way to stop treating people like the magical creatures they bind.

Bonuses: When casting a *summon monster* spell, the summoner grants several special abilities and enhancement to the creature he calls. These bonuses are determined by the *summon monster* spell used and can be seen on the table below.

Penalties: The summoner spends so much time researching improvements to his summoning spells that he never develops some of the more generally applicable abilities mastered by most wizards. He chooses one school that is prohibited to him as per a specialist wizard.

Tattoo Mage

To a painter, the canvass allows him to express his view of the world, presenting images not only how they appear but how they seem to his mind's eye. His art is a window to his secret, inner world. In a similar manner, the barbaric tattoo mage uses his skin as a canvas for his magical art. He covers himself in an intricate matrix of mystic design, sigils, runes, and other arcane markings. To the untrained eye, these images are merely decorative. They may be beautiful or hideous, but they appear to be nothing more than artistic indulgences. A trained wizard or knowledgeable sage, on the other hand, recognises the mystic significance behind the tattoos. The pattern of linked chains is actually an important symbol for binding and commanding demons. The wings scribed above his ears channel energy to him and grant him improved hearing. The tattoo mage combines his knowledge of arcane magic with the art of tattoos and other body modifications. This fusion grants him several powers unavailable to the typical wizard.

Summoner Bonuses

Spell	Bonuses
Summon monster I	+2 Str, Dex, or Con
Summon monster II	+2 to any 2 of Str, Dex, or Con
Summon monster III	+2 to Str, Dex, Con
Summon monster IV	+2 to Str, Dex, Con, +1 BAB
Summon monster V	+4 to Str, Dex, Con, +1 BAB
Summon monster VI	+4 to Str, Dex, Con, +1 BAB, +1 HD
Summon monster VII	+4 to Str, Dex, Con, +2 BAB, +1 HD
Summon monster VIII	+4 to Str, Dex, Con, +2 BAB, +2 HD
Summon monster IX	+6 to Str, Dex, Con, +2 BAB, +2 HD
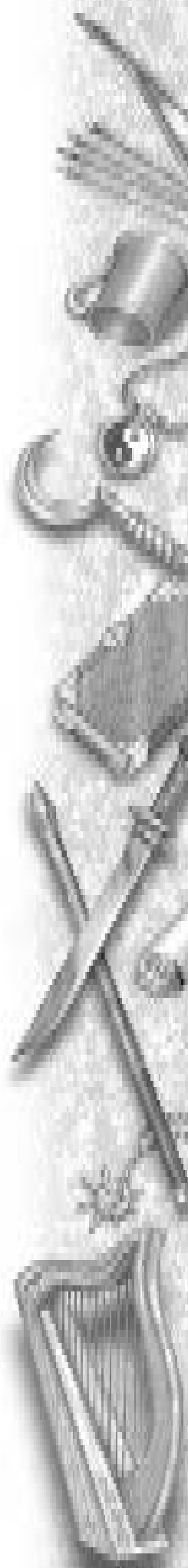
Adventuring: Tattoo mages adventure for many of the same reasons as other wizards. They seek to improve their talents, discover lost caches of scroll, spellbooks, and other magical items, and put their magic to use in the name of a cause they support. Tattoo mages tend to be a little more aggressive and daring than the average wizard. For whatever reason, they tend to enjoy physically demanding challenges far more than their more civilised brethren.

Role-Playing: As a barbarian outlander, the tattoo mage is loud, boisterous, and given to superstition. Many of his tattoos are designed to ward off bad luck and malevolent magics, and these feral wizards see those two forces at work in even the most innocent coincidences. These wizards feel a drive to prove the power of their magic, demonstrating their skill with spells in order to win the respect of others and claim their places as powerful archmages.

Bonuses: The tattoo mage's body art serves as a mystical focus that stores ambient energies and allows him to channel and shape mystic power. When preparing spells, the tattoo mage may choose one spell from his books to store within his tattoos. That spell enters the energy matrix of his tattoos. Once per day as a free action, the tattoo mage may switch a prepared spell of the same or higher level for the spell encoded in his tattoos. This ability does not allow the tattoo mage to cast extra spells. It only allows him to expand his selection of prepared spells. For example, a 1st-level tattoo mage with a 14 Intelligence can cast two 1st-level spells. He chooses to prepare *magic missile* and *shield*. He then encodes *burning hands* into his tattoos. During the course of an adventure, he casts *shield*. Later, he must start a fire. Lacking flint and steel, he replaces *magic missile* with *burning hands* and then casts that spell.

Penalties: The tattoo mage's barbaric upbringing denies him some of the training other wizard's take for granted. In the wilds, magic is regarded as a practical tool. The theory and practice behind it do not draw any interest from the tribal shamans, elders, and others who commonly learn tattoo magic. These wizards do not gain Alchemy or Knowledge as class skills.

Theologian

Wizards embrace a wide range of theories on the nature and source of magic. Some believe arcane energies to be an integral part of the structure of the universe. Others teach that magic comes from within, a hidden talent resting in all living things that only wizards have the skill and focus to tap into. The theologian spurns these theories and others like them. Instead, he believes arcane energies to derive from a divine force. Clerics, druids, paladins, and rangers shape spells granted directly from a deity, and theologians see their arcane magic merely as a variation on the power offered by the same force. Theologians are deeply religious spellcasters who dedicate their talents to advancing or supporting a deity and his temporal followers. In some churches, particularly those associated with magic, theologians hold many of the offices and duties normally assigned to clerics.

Adventuring: Theologians adventure for many of the same reasons as clerics. They seek to advance their faith by defeating the forces that oppose it, protecting the commoners and other innocents who pray to their deity, and dedicating their efforts to their god in an effort to spread his name and increase his renown through the land. Theologians volunteer to accompany paladins and clerics on crusades against the forces of evil, and many of them strive to use their magic to advance their church by whatever means possible. They combine arcane talents with their divine leanings to pave the way for their god and his followers. Like clerics, theologians receive orders from their religious hierarchy to pursue specific quests or goals. When charged with such missions, they are relentless in their drive to rise to the task.

Role-Playing: Much like clerics, theologians take their religion very seriously, often to the point that it dominates their social interactions. With their emphasis on missions and expectations granted from their church's hierarchy, theologians sometimes become fanatical in their devotion to their god. Others are more accepting of other beliefs and are willing to work with anyone so long as, in the end, their gods' needs are met. Regardless, theologians strictly adhere to their alignment and embrace their god's teachings in all aspects of their lives.

Bonuses: Like clerics, theologians gain access to their deity's domains. As devout followers of a deity, they draw their magical energies from their god and shape it with equal parts study and prayer. The theologian selects one of his deity's domains. He gains the use of that domain's granted power, and adds the domain's spells to his books. Of course, the theologian cannot actually use higher-level domain spells until he gains the required levels.

Penalties: As an ardent follower of his deity, the theologian must spend the maximum allowed skill ranks on Knowledge (religion) based on his level. In addition, the religious training a theologian receives

during his apprenticeship colours his view of magic. The theologian may not cast spells that contain alignment descriptors other than his own. For example, a chaotic good theologian could not use lawful or evil spells.

Theoretician

Steeped in the most intricate arcane traditions, the theoretician specialises in uncovering the fundamental building blocks of magic and learning how to use that knowledge to improve the effectiveness and power of his enchantments. He focuses intensively on arcane theory, particularly research into the nature of magic, its interactions with the physical world, and the development of new casting methods that boost the efficiency of existing spells. This focus allows the theoretician to improve and modify his spells without the effort and intense study normally associated with the use of metamagic feats.

Adventuring: Theoreticians who turn to the adventurer's life do so to test their theories in a practical environment. While a *fireball* cast in controlled situations may display several intriguing characteristics, these wizards are careful and thorough enough to probe the practical uses of their research. Many theoreticians never leave their laboratories, but the most successful and accomplished of these wizards insist on maintaining their work to the highest standards of experimentation and testing.

Role-Playing: Theoreticians tend to be thoughtful but distracted. One of these wizards may be intrigued by an effect displayed by a demonic spellcaster and become so caught up in his discovery that he momentarily forgets the deadly threat posed by the evil beast. Theoreticians are like absent-minded professors, brilliant in their chosen field but often out of touch with the demands of daily living. A theoretician may become so absorbed in his studies that he sleeps late and misses a meeting with his adventuring companions, or prepares spells that he wants to test out rather than ones that might prove to be useful on an adventure.

Bonuses: As part of their study of magical theory, theoreticians are the masters of using metamagic feats. Their studies into the nature of magical spells and focus on methods for improving casting methods and spell formulation allow them to make much easier use of methods that boost the power of his spells. The theoretician may subtract one from the spell level of a spell that he prepares with a metamagic feat once per day. At 5th level, he may do this with twice per day. At 10th level, three times, at 15th, four, and at 20th five.

Penalties: Practicalities are beneath the theoretician's notice. At 1st level, the theoretician divides his total starting skill points by four. His focus on the technical and theoretical details of magic occupies the time during his apprenticeship when he would normally master the basics of mundane skills.

War Wizard

When armies march to war, a wise general equips his troops with well-crafted weapons, stout armour, and plentiful supplies. He drills and trains his soldiers until they execute his commands with grace and precision. Yet, despite this reliance on strong steel and hardened warriors, only a fool heads into battle without a small cadre of war wizards. While other mages ponder over tomes of arcane lore, the war wizard studies tactics, military history, and the lives of great generals. The average apprentice practices writing scrolls until his hands ache. The war wizard trains to cast his spells with an opponent slashing a blade at him or wrestling him to the ground. Characters who choose this concept learned magic at the feet of a hardened veteran of great battles, a master who teaches them the practical uses of magic in battle rather than dwelling on theory and abstract ideals. The war wizard is like a finely honed blade. His skills and talent for magic are carefully sharpened to make him an asset on the battlefield.

Adventuring: Many war wizards work as mercenaries, and in times of relative peace they turn to adventure to keep their purses full of coins or to satisfy their thirst for the excitement and thrill of combat. War wizards rarely shy away from conflict. Their training revolves around combat, and they grow restless and bored after spending too much time without any excitement. Adventuring bands are happy to accept a war wizard, as they know that, unlike other wizards, a war wizard is a battle-tested veteran who will stand his ground in the face of the enemy.

Role-Playing: Compared to other mages, war wizards are practical and aggressive. Their magic is based on real world experiences and applications. These spellcasters may have only an inkling of the actual forces at work behind a *fireball*, but that doesn't stop them from knowing exactly how to use that spell for its best effect. In demeanour, attitude, and bearing, war wizards have much more in common with fighters than other wizards.

Bonuses: The war wizard gains Combat Casting as a bonus feat at first level. In addition, he gains proficiency with all simple weapons. As part of their training, war wizards learn to use a wide variety of weapons and practice casting spells in combat.
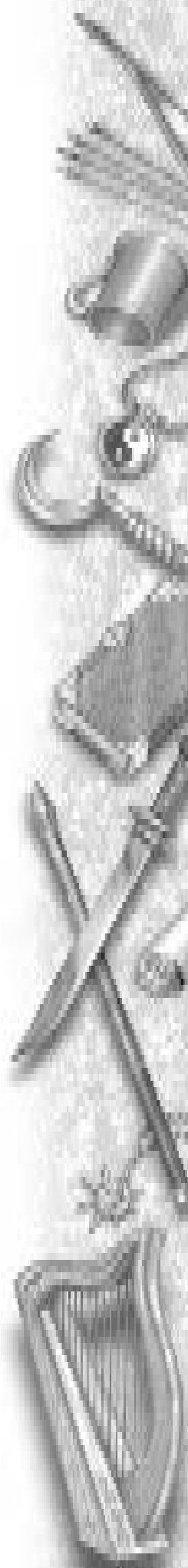
Penalties: The war wizard's specialised training comes at the price of his knowledge of magical theory and the art of item creation. A war wizard may only use his bonus feats gained every fifth level to select one of the following feats: Alertness, Armour Proficiency (any), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Point Blank Shot, Precise Shot, Spring Attack, Toughness. The war wizard adds +1 to the casting level of any spell to which he applies a metamagic feat. He counts his caster level as –2 when determining if he meets the requirements to craft a magical item. The war wizard's ignorance of magical theory hampers his ability to modify his spells or forge enchanted items.

Wind Mage

Harnessing the power of elemental air, the wind mage is a master of weather, electricity, and fog. The wind mage's magic draws upon elemental energies to boost his effectiveness. However, like the weather and winds, air energies are difficult to harness and impossible to predict. Thus, wind mages do not display the same level of reliance on air magic as other mages who specialise in water, fire, or earth energies. Wind mages do not interpret this as a sign of their magic's weakness. If anything, they see it as a strength of its teachings. As air magic is difficult to master, wind mages view themselves as amongst the most skilled practitioners of the mystic arts. Only wind mages, with their dedication, talent, and precise training, are capable of demanding any degree of obedience over the capricious, independent forces of elemental air.

Adventuring: Wind mages adventure to uncover magic items, lost treasures, and other artefacts that improve their magical ability. The energy they access is difficult to harness, and wind mages seek any tool that allows them to improve their ability to command the power of elemental air. In particular, adventures involving lofty mountain peaks, voyages to the elemental plane of air, the exploration of the land above the clouds, and quests for lost caches of magic items interest wind mages, as all offer them the chance to learn more of the forces behind their abilities.

Role-Playing: The stereotypical wind mage shares many characteristics with the weather. He can be placid and calm at one moment, and energetic, angry, and aroused the next. Like the wind, wind mages shift directions often, leaping from one goal to the next as the fancy strikes them. Air magic appeals to risk-takers and those who love freedom and chaos. Controlling the winds is not a matter of imposing your will upon the elements, but learning to shape air into patterns you desire. Many wind mages describe their magic as tricking or luring elemental energies rather than commanding them.

Bonuses: Wind mages automatically gain access to extra spells in their books when they gain a level. In addition to the 2 spells a wind mage adds to his books at each level, he gains one of the following spells. Also, when casting any of these spells the wind mage adds 1 to his effective caster level. Treat any listed spell not found on the wizard spell list as an arcane spell when the wind mage casts it.

Wind mages who are also specialist wizards do not gain access to bonus spells from their prohibited schools.

Level	Wind Mage Bonus Spells
1	*feather fall, jump, obscuring mist, shocking grasp*
2	*fog cloud, levitate, whispering wind*
3	*fly, gaseous form, gust of wind, lightning bolt, sleet storm, stinking cloud, wind wall*
4	*ice storm, solid fog*
5	*cloudkill, control winds, mind fog*
6	*acid fog, chain lightning, control weather*
7	*wind walk*
8	*whirlwind*
9	*elemental swarm* (air elementals only)

Penalties: The wind mage faces trials and tribulations far more daunting than those faced by most apprentices. A wind mage must choose one school of magic as prohibited to him, as per specialist wizards.

Wizard Hunter

Many assassins refuse to accept contracts against wizards or other spellcasters. While a hired killer is confident that his blade and stealth are effective against mundane targets, the challenges presented by a wizard are too daunting for most assassins to tackle. A wizard undoubtedly has demons, spirits, and other guardians at his beck and call, while his mastery of magic makes him an unpredictable foe. An assassin can watch a noble for a time to judge his fighting skill, but a wizard's powers are too diverse and subtle for even the most attentive spy to fully record. A few wizards, noting this trend, offer their services as hired killers, specialising in missions against clerics, sorcerers, wizards, and other spellcasters. Drawing on their knowledge of the arcane arts, these wizard hunters demand high fees for their services. Given that many criminal masterminds and warlords are wary of tangling with a mage, wizard hunters never face a shortage of eager customers.

While many wizard hunters operate as assassins, some work as bounty hunters and trackers, using their magical abilities to track down and bring to justice wizards who have broken the law. The typical town guardsman lacks the skill and experience to handle a wizard, ensuring that these more law-abiding wizard hunters enjoy a steady stream of work.

Adventuring: Wizard hunters turn to adventure as part of their chosen profession. Many fugitive mages recruit orcs, ogres, and other evil humanoids to serve them as guards and cannon fodder. Thus, only the most powerful wizard hunters work alone. Even those who operate as assassins work with rogues, fighters, and others who can provide much-needed support against a wizard's underlings. The great rewards offered for the head of a rampaging wizard draw the attention of adventurers, sometimes leaving a wizard hunter little choice but to team up with others who seek his target. In dungeon adventures or those not directly related to the hunter's line of work, his skills still prove useful, as humanoid adepts and other magic-users are vulnerable to his unique talents.

Role-Playing: From a young hot-shot who seeks to take down a mighty wizard to prove his name, to a hardened veteran smart enough to pick and choose his targets, wizard hunters have a wide range of personality types. Hunters tend to be loners who view risky undertakings as challenges to their skill. Wizard hunters view the struggle against their quarry as an intensely personal battle. An effective hunter studies his target's tendencies carefully in order to formulate a viable strategy against him.

Bonuses: Wizard hunters specialise in snuffing out the spells cast by others. When a hunter attempts to counterspell an opponent's casting, he gains a +2 competence bonus to his Spellcraft check to identify the spell. In addition, wizard hunters add *silence* to their list of spells. They may add this spell to their spellbook by either choosing it as one of their 2 new spells when gaining a wizard level or by finding and successfully copying it from an arcane or divine scroll. Wizard hunters also cause a –2 circumstance penalty to any Concentration checks they cause with weapons or spells. The wizard hunter learns to aim and time his attacks to optimise his chances of ruining a spell.

Penalties: The wizard hunter's emphasis on learning how to defeat opposing spellcasters causes him to miss out on much of the training most apprentices take for granted. The wizard hunter does not gain Scribe Scroll at 1st level, nor does he gain a bonus item creation or metamagic feat at 5th level.

The Prestige Wizard

The potential uses and forms of magic are as varied as the experiences, beliefs, and goals of the wizards who pursue its mastery. The prestige classes presented here each cover a unique form of magic, one primarily shaped by the wizards who practice it. Each prestige class modifies the magical abilities of its adherents or presents wholly new capabilities not covered by the existing list of spells. Ambitious wizards continually stretch the horizons of the arcane arts. The abilities and classes presented here represent unique examples of the arcane arts.

Arcane Avatar

Years of study and experimentation expose a wizard to a wide range of strange, mysterious energies. Normally, wizards show no outward effects from channelling their spells and forging magic items but sometimes a wizard spontaneously develops a variety of unique abilities and powers unrelated to his arcane spellcasting. Some theorists believe that a wizard with nascent sorcery abilities partially awakens those powers over the course of his studies and training. Others are quick to point out that only the mightiest wizards develop these powers. They claim that when a wizard reaches the pinnacle of his abilities, he becomes a living embodiment of the arcane arts. Magic flows through and around him, allowing him to call upon its powers with great ease.

Arcane avatars are so named for their supreme mastery of magic. Though they may not know as much magical lore as more experienced sages and wizards, they hold tremendous power at their beck and call. Avatars are natural spellcasters. Effects and spells that other wizards find arduous and draining present minimal difficulties to the avatar. He becomes so deeply immersed in magic that he begins to see its underlying structure and, ultimately, becomes a living part of the magical patterns that surround him.

Hit Die: d4.

Requirements

To qualify to become a an arcane avatar, a character must fulfil all the following criteria.

Spellcasting: Ability to prepare 8th-level arcane spells.
Feats: Any 4 metamagic feats.

Class Skills

The arcane avatar's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the arcane avatar class.

Weapon and Armour Proficiency: The avatar gains no additional proficiencies with weapons, armour, or shields.

Spells: For each level gained in this prestige class, the avatar gains an additional level of arcane spellcasting ability. To determine the number of spells the avatar can cast and his caster level, add his levels in this prestige class to his levels in wizard or sorcerer. For example, a 16th-level wizard/3rd-level avatar prepares and casts spells as a 19th-level wizard.

Avatar of Magic: The arcane avatar's physical form becomes infused with magical power. Energy washes over him without harm or flows through him

The Arcane Avatar

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Avatar of magic, +1 spell casting level
2	+1	+0	+0	+3	Augment magic
3	+1	+1	+1	+3	Call spell
4	+2	+1	+1	+4	Counter-magic
5	+2	+1	+1	+4	Master of magic

and his spells as he chooses. The avatar gains spell resistance of 15 + his Charisma modifier. The avatar now continually radiates magic. Thus, he may be spotted with a *detect magic* spell or effect. He also sees magical auras with his regular vision. He now continuously gains the benefits of a *detect magic* spell as a supernatural ability.

Augment Magic: The avatar chooses two of his metamagic feats. He subtracts one from the levels those feats add to spells they modify. The avatar's magical nature allows him to gain a critical understanding of the underlying structure of his spells. This understanding makes it much easier for him to modify his magic's effects.

Call Spell: With great understanding comes tremendous power. With his extensive knowledge of the fabric of magic and his intuitive understanding of its ways, the avatar can duplicate the effects of any known spell. When preparing his spells for the day, the avatar may sacrifice two spell slots of any given level to prepare any spell of the same level from his spell lists. For example, an avatar who did not have the spell *lightning bolt* in his books could choose to prepare that spell by using two of his 3rd-level spell slots for it.

Counter-magic: Just as the avatar can call magic and forge it into spells, so too can he dismiss it and ruin his enemy's ability to cast spells. When attempting to counterspell an opponent's casting, the avatar need not use *dispel magic* or his enemy's spell. Instead, he attempts to choke off the flow of energy to his foe's casting. Instead of casting a spell to counter his enemy, the avatar imposes his force of will on the magical patterns that surround him. The avatar rolls 1d20 and adds his arcane caster level, as does his foe. If the avatar rolls high or ties his enemy's roll, he successfully counters his opponent's spell. Counter-magic is a standard action that takes the place of the normal counterspell action.

Master of Magic: At 5th level of this prestige class, the avatar achieves the pinnacle of his abilities. Once per day, he may now enter a meditative state in which

he melds his spirit with the magical energy and patterns that surround him. In this state, the avatar commands absolute control over the arcane magic in his direct vicinity. He shunts magic away from his enemies while allowing it to flow to his body and mind. The avatar must use a full-round action to enter this state, after which he slips into a deep trance. He remains in it for up to 2d4 rounds, during which time he is completely helpless as his spirit leaves his body to meld with the pattern of magic. Before activating this ability, the avatar must decide how long he wants to remain within the flow of magic. He cannot end this ability before his chosen duration. If the avatar's body is killed while in this state, he dies as normal. Each round the avatar meditates, he may choose one of several effects from the following list:

Replenish Magic: The avatar relaxes his spirit, allowing magical energy to seep into his body, mind, and soul, refreshing and replenishing his arcane abilities. If the avatar chooses to use this option for one round, he immediately regains one spell of up to 3rd-level he previously cast that day. If the avatar spends one round doing nothing, he may then use this ability to regain a spell of up to 6th level.

Silence Magic: The avatar brings the flow of magic to an absolute halt. No magic operates within a 60 ft. of the avatar. All magical weapons, items, constructs, spells, supernatural abilities, and spell-like abilities immediately cease to function.

Strengthen Magic: The avatar calls arcane energies to him, enhancing the effects of all spells cast within a 60 ft. radius of his physical form. Increase the DC of spells within that area by 4.

Arcane Avenger

Incited by a grievous crime committed against him or those he loves, the arcane avenger declares a one-man war against a particular race or monster-type. Fuelled by anger and a driving lust for vengeance, the arcane avenger turns his magic into a sword of vengeance to smite his foe and repay the debt of blood his enemies
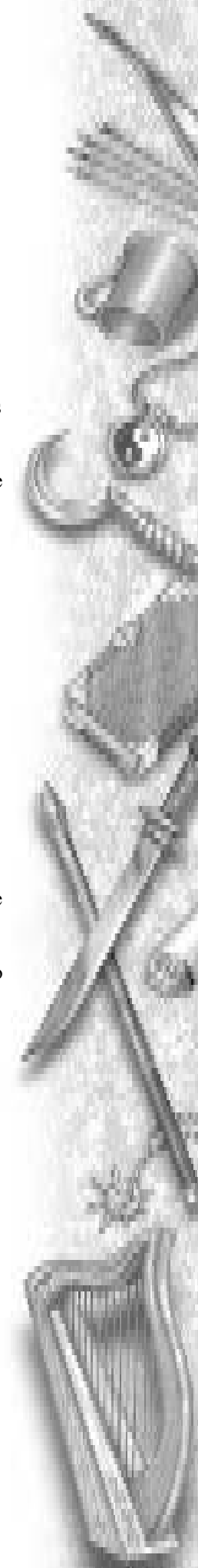
arcane avenger and his foe, as these wizards are so consumed with their quest that some are willing to cast aside their morals and religious beliefs in order to fulfil their goals.

Hit Die: d4.

Requirements

To qualify to become an arcane avenger, a character must fulfil all the following criteria.

Feats: Empower Spell, Track.
Skills: Wilderness Lore 6 ranks.
Spellcasting: Ability to cast arcane spells of 5th level.
Special: Swear an oath of vengeance against a particular race, monster type, or other enemy. This oath must be prompted by some great wrong committed against the wizard by his chosen enemy.

Class Skills

The arcane avenger's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the arcane avenger class.

Weapon and Armour Proficiency: The arcane avenger gains proficiency with all simple and martial weapons. He gains no additional proficiencies with armour or shields.

Spells: For each level gained in this prestige class, the arcane avenger gains an additional level of arcane spellcasting ability. To determine the number of spells the arcane avenger can cast and his caster level, add his levels in this prestige class to his levels in wizard or

have incurred. These crusading wizards share more in common with fighters and other combatants. They gladly wade forward into battle, calling on their magic to lay waste to their enemies and quench their thirst for justice. Arcane avengers leave behind the traditional studies of magic in order to hone their spells into lethal weapons against their enemy. They sculpt the energies they call upon in such a way as to make them particularly lethal against their chosen enemy, allowing them to incinerate their opponents with spells that normally lack such a devastating result.

Arcane avengers are veritable forces of nature. They let nothing sway them from their path, shrugging off their old interests and goals as useless diversions on their path to justice. Only a fool stands between an

The Arcane Avenger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Arcane enemy, eye of vengeance, +1 spellcasting level
2	+1	+3	+0	+3	Avenger's focus, +1 spellcasting level
3	+2	+3	+1	+3	Terrifying visage, +1 spellcasting level
4	+3	+4	+1	+4	Arcane cleave, +1 spellcasting level
5	+3	+4	+1	+4	Arcane vengeance, +1 spellcasting level

sorcerer. For example, a 12th-level wizard/4nd-level arcane avenger prepares and casts spells as a 16th-level wizard.

Arcane Enemy: The arcane avenger must select a race or creature-type as the target of his vengeance. He selects his enemy as per the rules for how rangers may select a favoured enemy. The avenger chooses either a creature-type or, if he selects humanoids or outsiders, one exact type of creature from those categories. The arcane avenger may only select his own race if he is evil.

Eye of Vengeance: At will as a free action, the arcane avenger may *detect evil*, *detect good*, *detect chaos*, or *detect law* as a spell-like ability. This ability duplicates the effect of the appropriate spell. Upon gaining this ability, the arcane avenger chooses which of the four effects he wishes to use. From that point onward, he may only employ that particular *detect* ability. If the arcane avenger selects a particular race as his arcane enemy, he must chose to *detect* one of the components of his enemy's alignment.

Avenger's Focus: The arcane avenger maintains his focus and composure while under fire from his arcane enemy. Despite his foe's attacks and other efforts, he maintains his concentration and casts his spells without fail. For purposes of Concentration checks, the arcane avenger ignores all damage dealt to him by his arcane enemy with melee weapons, missile fire, and spells.

Terrifying Visage: When facing his arcane enemy, the avenger seethes with energy as his rage and sorrow burn within. Eldritch power arcs from his body. He howls in fury, and a red nimbus of power surrounds him. Once per day, the avenger may cast *scare* at his arcane caster level as a spell-like ability. This spell affects only his chosen enemy, and ignores the spell's 6 HD limit on targets. Only in the presence of his chosen enemy can the avenger summon the emotions necessary to power this ability.

Arcane Cleave: When using a spell that requires a touch attack, be it melee or ranged, the avenger may immediately apply the spell's effects to a second target if the damage from his spell causes his enemy to drop. The arcane avenger may only use this ability if his first and secondary targets are both of his arcane enemy's race. This ability only functions on the action the avenger casts his spell. For instance, this ability does not function with *acid arrow* if damage dealt on the round after it hit its target caused him to drop. The avenger may use this ability once per round.

Arcane Vengeance: When the avenger's spells damage his arcane enemy, they feed off the avenger's roiling anger. This boost of emotional energy causes a sudden surge in arcane power that increases the damage dealt by a spell. When computing the damage dealt against an arcane enemy by the avenger's spells, treat the spell as if it were modified with the Empower Spell feat. All numeric effects of the spell, including duration and damage, are affected by this ability. Note that other opponents affected by the same spell are not subject to these additional effects. For instance, if an arcane avenger whose chosen enemy is hobgoblins uses a *cone of cold* on a group of those creatures travelling with a pair of ogres, the hobgoblins sustain the empowered damage, while the ogres sustain normal damage for the caster's level. Roll damage once for all creatures, then apply the effects of this ability to the damage totals suffered by the arcane enemy. When applying this ability to a spell prepared with the Empower Spell feat, it counts as having received Maximise Spell. Maximised spells are not affected by this ability.

Society of Atheists

Known as the prayer breakers, this network of magi contends that the gods are nothing more than powerful mortals who, through use of their magical abilities and a few clever ruses, have tricked mortals into serving their whims and surrendering free will for obedience to contradictory, illogical, or harmful doctrines. The atheists see the temporal power enjoyed by clerics and the material wealth that flows to them. They believe that clerics are complicit partners in their deities' masquerade, pawns who have sold out their mortal brethren in exchange for a few magic spells and the wealth and influence afforded by their position. The atheists seek to discredit religions and usher in a new era of enlightenment, one that revolves around material concerns, rather than pointless metaphysical conflicts. They believe religion clouds man's natural cognitive abilities, turning him from an independent being into a hapless vassal. Yet, amongst their ranks the atheists are sharply divided.

Good atheists compete with religions through social and political outlets. They seek to curb the influence of temples on government and daily affairs. While they may see religion as an unhealthy influence, they deal with clerics very much in the same manner two political or economic rivals may compete for resources. In times of trouble, good-aligned atheists gladly set aside their differences to fight the forces of evil alongside the clerics they rail against. These magi hold a particular hatred for evil religions, as they see them as
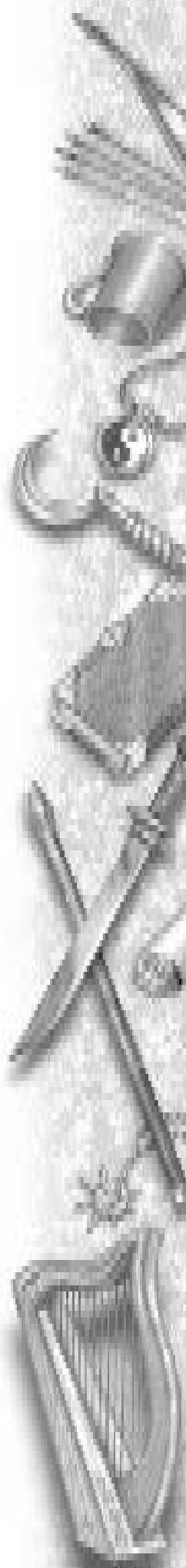
The Society of Atheists

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Prayer Breaker, +1 spellcasting level
2	+1	+0	+0	+3	Shield of Blasphemy, +1 spellcasting level
3	+1	+1	+1	+3	Shield of the Heretic, +1 spellcasting level
4	+2	+1	+1	+4	Smite Divinity, +1 spellcasting level
5	+2	+1	+1	+4	Prayer Choker, +1 spellcasting level

a corrupting fount that poisons men's minds and turns society against itself.

Evil atheists violently oppose all religions. They often form cabals dedicated not only to overthrowing the social order and seizing power, but also smashing malevolent temples in order to break any threat they pose to the atheists' ascension. Many evil wizards choose this path solely out of a sense of hatred for good clerics or to improve their abilities to crush divine spellcasters of all types. Most evil atheists see their beliefs as merely another tool to use against the enemy, and few campaign for the cause in and of itself.

Hit Die: d4.

Requirements
To qualify to become a member of the society of atheists, a character must fulfil all the following criteria.

Feats: Spell Penetration
Skills: Diplomacy 4 ranks, Knowledge (religion) 8 ranks.
Spellcasting: Ability to cast arcane spells of 3rd level; no ability to cast divine spells.
Special: A potential member of the society of atheists must either have never chosen a patron deity or publicly denounced his previous affiliations within the nearest temple of his ex-deity.

Class Skills
The atheist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Scry (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features
All of the following are class features of the society of atheists wizard class.

Weapon and Armour Proficiency: A wizard of the society of atheists gains no additional proficiencies with weapons, armour, or shields.

Spells: For each level gained in this prestige class, the atheist gains an additional level of arcane spellcasting ability. To determine the number of spells the atheist can cast at his caster level, add his levels in the society of atheists prestige class to his levels in wizard or sorcerer. For example, a 7th-level wizard/4th-level atheist prepares and casts spells as an 11th-level wizard.

Prayer Breaker: The atheist learns to craft his magic to better counteract the unique properties and weaknesses of divine spells. When using *dispel magic* or *greater dispelling* against a divine spell effect, the atheist gains a +2 bonus to his dispel check. This bonus does not count against the normal maximum bonuses for caster level allowed by both of those spells. Instead, it is a separate bonus that stacks with the caster level modifier.

Shield of Blasphemy: The atheist's refusal to acknowledge the gods grants him the ability to better resist some of their followers' spells and abilities. When making a Will save against a divine spell, the atheist gains a +2 bonus to his roll. The atheist's denial of divine magic's power is so strong that it hardens his mental defences against such effects.

Shield of the Heretic: When attempting to counter a divine spell, the atheist may use the same spell or any arcane spell of the divine spell's level +1 or higher to nullify his opponent's enchantment. The atheist studies divine magic and learns the most effective ways to disrupt its flow into the material world with arcane energy. The atheist's training and knowledge allow him to snuff out divine magic with a normally incompatible arcane spell.

Smite Divinity: The atheist's disdain for those associated with the supposed "gods" and their followers is reflected in his magic. The atheist's belief in his cause becomes so great that outsiders or divine spellcasters suffer a –1 penalty to their saving throws against any of his spells. The atheist learns secret techniques against these targets, and his inner anger and defiance help to fuel his magic's power.

Prayer Choker: The atheist's ability to deflect and destroy divine magic allows him to sever the connection between a deity and his mortal followers. With his magical spells, the atheist closes the conduit that allows energy to flow from a god to a cleric during a turning attempt, a spellcasting, or any other ability that uses divine energy. An atheist may use *greater dispelling* to temporarily rob a divine spellcaster of many of his abilities. The atheist casts his spell at the divine caster, ignoring any enchantments or spells that already affect him. He then makes a dispel check. Every round, for a number of rounds equal to 5 + the atheist's Charisma modifier, the divine caster must roll 1d20 and add his divine casting level. If he fails to beat the total, the divine spellcaster may not make use of his spells, turning abilities, domain abilities, and any other supernatural or spell-like abilities granted by divine spellcasting classes (cleric, druid, paladin, ranger) for that round. If the divine caster has levels in more than one of those classes, he must stack his casting level, not his class level, in each. The atheist chokes off the divine spellcaster's connection to his god, possibly rendering him helpless. Note that divine abilities already in effect, such as a *bless* spell or a druid's *wild shape* ability continue to operate normally, though if they end before the prayer choker is over the caster may not be able to reactivate them.

Spelleater

Lurking at the edges of accepted magical research, the spelleaters are the bane of wizards across the world. These cabals of power-hungry, ambitious mages congregate out of sight of the established wizards' guilds and academies. In many areas, particularly those ruled by spellcasters, the spelleaters are banned, the use of their art punishable by execution. This fear and hatred of the spelleaters derives from the exotic, brutal methods they use to expand their magical abilities. The art of spelleating teaches its practitioners how to rip into the mind of another wizard and tear away his prepared incantations. Beginning spelleaters can literally knock spells out of an opponent's mind, crippling his ability to work magic. Experienced spelleaters learn to harness the energies unleashed when they destroy their enemies spells, turning them against their foes or storing them for later study. Experienced wizards fear spelleaters for their ability to steal spells from them, sapping their energy while boosting their own.

Spelleating comes with a price. While a person must be schooled in the arcane arts in order to master the basic spelleating techniques, spelleaters delay their mastery of traditional arcane casting in favour of studying spelleater lore. A great stigma surrounds spelleating, as traditionally only the ambitious, self-centred and malevolent would stoop so low as to steal another wizard's skills straight from his mind. Spelleaters congregate in cells and cabals, usually founded by a powerful spelleater who draws ambitious young apprentices into his inner circle. These groups meet under a thick veil of secrecy, for fear of the backlash their art may provoke. Most spelleaters use their art in secret, selecting isolated wizards or sages to attack, plunder, and destroy. Whenever a minor apprentice suddenly displays a mastery of powerful spells, the elders and archmages soon dispatch agents in search of spelleater activity.

Hit Die: d4.

Requirements

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

Feats: Endurance, Iron Will, Toughness.
Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.
Spellcasting: Ability to cast arcane spells of 3rd level or higher.
Special: Complete a quest on behalf of a cabal of spelleaters. This task typically involves tracking down and recovering a magical item worth at least 5000 gp and presenting it to the cabal. After completing this
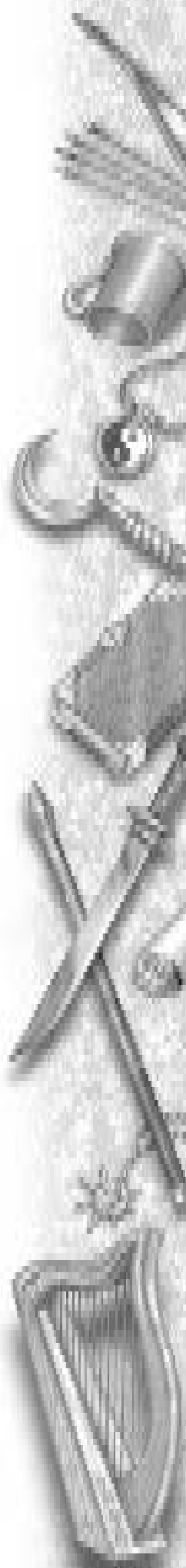
The Spelleater

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Spelleating (1/day)
2	+1	+0	+0	+3	+1 caster level
3	+1	+1	+1	+3	Spelleating (2/day)
4	+2	+1	+1	+4	+1 caster level
5	+2	+1	+1	+4	Spelleating (3/day)
6	+3	+2	+2	+5	Spell ripper, +1 caster level
7	+3	+2	+2	+5	Spelleating (4/day)
8	+4	+2	+2	+6	+1 caster level
9	+4	+3	+3	+6	Spelleating (5/day)
10	+5	+3	+3	+7	Spell-devourer, +1 caster level

task, the character is considered to be a trusted member of the cabal and gains access to its secrets.

Class Skills

The spelleater's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the Spelleater class.

Weapon and Armour Proficiency: The spelleater gains no additional proficiencies with armour, weapons, or shields.

Spelleating: The spelleater can reach into a spellcaster's mind and steal spells from him. He establishes a mystic bridge to his victim and forces a spike of arcane energy into his mind, shattering one of his prepared spells or sapping his energy. The victim of this ability experiences the odd sensation of savage teeth gnawing on his mind, hence the term spelleater. The spelleater activates this ability with a standard action. He must be able to see his target, and the ability has a maximum range of 60 ft. The spelleater decides what level spell he wishes to attack and makes a spelleating check by rolling a d20 and adding his Charisma modifer and his level in this prestige class. The DC for this check equals 10 plus the victim's Charisma modifier plus the level of the spell targeted. If the check succeeds, the victim loses a random spell of the targeted level from his list of prepared spells. Casters that do not prepare spells lose one casting slot of the appropriate level. If the spelleater selects a

level that victim cannot cast, either because he lacks the skill or he has no spells remaining for that level, he automatically targets the next lowest level. If the victim has no spells of the chosen level or lower available, the spelleater wastes his action but does not expend a use of the spelleating ability.

For example, Lorrek the Foul has three levels in spelleating. He chooses to eat one his enemy's 3rd-level spells. If his foe had not spells of that level, Lorrek's attempt would automatically resolve against his foe's 2nd-level spells. If he also lack spells of that level, the attack would target 1st-level spells, and then 0-level spells.

Once a spelleater has devoured a spell, he may attempt to scribe it into his spellbook. Treat this as an attempt to add a spell to a book from a scroll or another spellbook. However, the base DC to decipher the spell is 30 + the spell's level. The spelleater retains a basic understanding of the magical patterns the spell evokes. By drawing on these memories and impressions, he recreates the spell in his book. The spelleater may use this ability with any and all spells he consumes, but he may not add spells to his book if they are higher than the maximum spell level he can cast. If the spelleater fails to understand the spell, he must either eat the spell again or find it by more traditional means to gain another chance to decipher it. Obviously, casters that do no prepare spells or use spellbooks gain no benefit from this ability. Spelleaters may only add spells to their books that appear on their class lists.

The spelleater can use this ability once per day at 1st level. At each odd-numbered level in this prestige class, he gains an additional daily use of spelleating.

+1 caster level: At every even-numbered level of this prestige class, the spelleater gains an additional level of spellcasting ability. When a character gains a level of spellcasting ability, he gains more spells per day and

his spells become more powerful. He does not gain any of the other class features that normally come with gaining a level in a spellcasting class. For example, an 8th-level wizard/4th level spelleater prepares and casts spells as a 10th-level wizard. However, he does not gain the bonus feat or other special abilities a wizard gains at 10th level.

Spellripper: At 6th level, the spelleater becomes a much more dangerous foe to spellcasters of all types. After successfully eating a spell, the spelleater may use it against his opponent. Spelleaters who prepare spells may replace a prepared spell with the eaten spell. The prepared spell he chooses to replace must be at least the level of the eaten one. If the spell is higher than his top spell level, he may drop a number of levels of prepared spells equal to the eaten spell's level. The spelleater may cast the spell at any time, though it occupies the slots allocated to it. For example, a spelleater who drops 6th and 3rd level spells to rip a 9th-level one may not prepare new spells to take their place until he casts or drops the 9th level spell. A spellcaster who does not prepare spells temporarily adds the ripped spell to his list of known enchantments. Unlike spelleaters who prepare spells, casters who do not prepare spells, such as sorcerers, cannot rip spells that are too high level to cast. A spelleater may rip any spell, including those that do not appear on his class's spell lists. The spelleater casts the spell at his caster level, not the level of his victim.

A spelleater may attempt to add ripped spells to his spellbook as per the spelleater ability, even if he uses the spell during the course of the day.

Spell-devourer: At 10th level, the spelleater masters the art of plundering his enemies' minds for enchantments. He may now eat and/or rip multiple spells with one spelleating attempt. Add together the total levels of the spells the eater wishes to devour. If the spelleating check succeeds, the spelleater successfully attacks one spell per each chosen level. A spelleater may choose to devour multiple spells of the same level. For example, a spelleater could target a 1st, 3rd, and 4th level spell at once. His spelleating check would be $10 + 1 + 3 + 4 +$ the target's Charisma modifier. If the attack succeeds, resolve it as three separate spelleating attacks against the chosen levels. A spelleater who wants to devour two 3rd-level spells would have a DC equal to $10 + 3 + 3 +$ the target's Charisma modifier.

A spelleater may attempt to add devoured spells to his spellbook as per the spelleater ability, even if he uses the spells during the course of the day.

Soulforger

For centuries, philosophers have debated the connections of and divides between arcane and divine magic. The most obvious difference between the two is the capacity of divine energies to mend and repair living creatures. Both types of magic can channel negative energy to animate the dead, but only spellcasters who tap into the power of the gods can restore life, mend wounds, and revitalise the weak. While bards can use their music to soothe energies, wizards lack access to this power. Arcane casters can inflict wounds and drain strength, but they cannot undo the damage they wreak. Some legends speak of a great council held at the foundation of the world, where the gods laid down the patterns that would form the fundamental laws of the universe. Even the children of chaos took part in this conclave, for without order to sunder, chaos would have no context in the universe, just as shadows cannot exist without light. Philosophers and theologians believe that at these debates, the divide between arcane and divine magic was built.

If this theoretical compact is indeed true, it explains many of the horrors and tortures endured by the few wizards who seek the path of the soulforger. Some call

these researchers madmen who court fates worse than death, while others see them as courageous explorers who seek to push the arcane arts to their very limits.

Soulforgers seek to create life. They use their arcane powers to forge wholly new creatures, spawning them from vats, culturing them in their laboratories, and customising them to fit their needs. Soulforgers research the limits of arcane spells, discovering methods to replicate the healing capacities of divine magic. With these new magical abilities, the soulforger builds his creatures, surrounding himself with living servants of his own design. Like a carpenter who erects a building to serve a particular purpose, the soulforger turns his vats of proto-organic material into creatures forged to his exact desires.

This power comes at a high price. Many philosophers believe the gods, or perhaps even greater powers, view this practice as an abomination against the natural order, as only divine beings and their followers should hold sway over life and death. Others claim the magic used by soulforgers twists their minds, its secrets and methods anathema to the human mind. Whatever the source, the soulforger slowly slips into insanity as he expands his knowledge. While some of these wizards manage to hold on to their minds, many slip over to madness. Fancying themselves gods, these would-be divine figures forge great armies of terrible beasts born and bred to serve their master.

Hit Die: d4.

Requirements

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

Feats: Craft Wondrous Item, Brew Potion, Spell Focus (necromancy)
Skills: Heal 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks.
Special: Discover a copy of the forbidden *Book of Bone and Blood*, an ancient codex that contains the secrets of creating life from raw materials both mundane and fantastic.

Class Skills

The soulforger's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the soulforger class.

Weapon and Armour Proficiency: The soulforger gains no additional proficiencies with armour, weapons, or shields.

Spells: Soulforgers prepare spells as do wizards, though they have their own spell list. Their spells count as arcane magic and they gain new spells in their books at the same rate as a wizard. The soulforger spell lists are on pXX.

Craft Creature: The soulforger's primary focus lies in creating, raising, and devising new lifeforms. These creatures are the end result of many hours of research, design, and careful creation. As the soulforger gains levels, he learns to make more intricate creatures that feature a wider range of bizarre abilities and powers. The soulforger's creations all count as magical beasts, even if their form and function mimics that of a humanoid or other creature type.

To create a creature, the soulforger must first create a laboratory with arcane tools, vats, and other resources costing a total of 10,000 gp. This laboratory must be kept in a permanent residence. Once he has acquired the necessary tools, he must then determine the traits and abilities he wishes to assign to it. The following table summarises the options and abilities available by soulforger level.

A creature uses the saving throws and base attack bonus of a fighter with a level equal to its hit dice. It gains skill points equal to twice its Intelligence score plus its HD. All creatures begin as either Small or Medium size, the soulforger chooses which, with facings of 5 ft. by 5 ft. and a reach of 5 ft. A soulforger of 4th level or higher may create larger creatures. Smaller creatures require such fine, exact craftsmanship that they are beyond the soulforger's abilities. The basic creature begins with the following ability scores: Strength 8, Dexterity 10, Constitution 10, Intelligence 6, Wisdom 6, Charisma 4.

The soulforger selects the options he wants his creature to have and notes their listed soulforger level. A soulforger may only choose traits, features, and abilities that have a listed level equal to or less than his current level in this prestige class. After totalling the levels of all the selected options, multiply the result by 250 to determine the gold piece value of the raw materials needed to produce the creature and by 25 to determine the XP cost of the rituals and incantations necessary to grant the creation a spark of life. The process of

forming the creature's body from the proto-organic goop of its component materials requires a number of full days of work equal to the total levels of the creature's qualities. The soulforger can undertake no other tasks aside from tending to his creation, though he need not spend consecutive days tending to his creation. If by some mishap or attack the soulforger's lab is destroyed while he is in the midst of creating a creature, the beast is automatically destroyed and the soulforger must begin his work anew.

For example: Fenwix is a 7th level wizard/5th level soulforger. She wishes to create a skirmishing creature to help defend her tower. It will have 4 hit dice (level 4), do 1d6 damage in melee (level 2), 1d8 ranged (level 5), move at 50 ft. (level 5), climbs (level 4), have a mild poison on its quills (DC11, 1d2 Dex/1d2 Dex) (level 5), +3 natural armour (level 3), the use of true strike *once per day (level 4), Point Blank Shot, Far Shot and Precise Shot as bonus feats (level 5), low-light vision (level 1) and Str 10, Dex 18, Con 10, Int 6, Wis 6, Cha 4 (10 bonus stat points) (level 5). The total levels used is 4+2+5+5+4+5+3+4+5+1+5=43. Fenwix must spend 250 x 43 = 10,750 gp and 25 x 43 = 1,075 xp to create the creature, and the process will take 43 days.*

Hit Dice: The creature's Hit Dice determines its hit points, saving throws, and base attack bonus. It gains the base attack and saves of a fighter whose level equals its Hit Dice. The soulforger's products use a d8 for their Hit Dice. Once the creature is completed, roll to determine its hit points. A creature that does not possess one level in this ability has 1d4 hit points, +0 base attack bonus, a saves of +0.

Melee Damage: The creature has a melee attack that deals the listed damage. A creature may be granted a second melee attack simply by purchasing two attacks for it. Each attack deals damage according to its level, and both attacks use the creature's base attack bonus without penalty. A creature that does not have at least 1 level in melee damage has no effective melee attacks, but may use weapons if it possesses hands. This attack is a claw, bite, fang, or other natural attack.

Ranged Damage: The creature has a natural ranged attack, such as a launched barb or a manticore's spikes, that deals the listed damage. This attack has a range increment of 30 ft. Creatures with 2 or fewer levels in this ability have no natural ranged attack. The creature has unlimited ammunition for this attack.

Movement: The creature has the listed speed for its level. A creature with 0 levels in this feature has a movement of 15 ft.

Level	Hit Dice (d8)	Melee Damage	Ranged Damage	Movement	Special Movement	Poison	Natural Armour
1	1	1d4	-	30 ft.	-	-	+1
2	2	1d6	-	35 ft.	-	-	+2
3	3	1d8	1d4	40 ft.	Swim	-	+3
4	4	2d4	1d6	45 ft.	Climb	DC 10, 1/1	+4
5	5	1d10	1d8	50 ft.	Fly (clumsy)	DC 11, 1d2/1d2	+5
6	6	1d12	2d4	55 ft.	Fly (poor)	DC 12, 1d3/1d3	+6
7	7	2d6	1d10	50 ft.	Fly (average)	DC 13, 1d4/1d4	+7
8	8	3d4	1d12	65 ft.	Burrow	DC 14, 1d6/1d6	+8
9	9	2d8	2d6	60 ft.	Fly (good)	DC 15, 1d6/1d8	+9
10	10	3d6	3d4	75 ft.	Fly (perfect)	DC 16, 1d8/1d10	+10

Level	Spell Level (1/Day)	Spell Level (3/Day)	Spell Level (At Will)	Bonus Feats	Special Abilities	Stat Points
1	–	–	–	1	Low-light Vision	2
2	0	–	–	–	Darkvision 60 ft.	4
3	–	–	–	2	Aquatic	6
4	1	0	–	–	Large-size, 10 ft. reach	8
5	–	–	–	3	Immune to critical hits	10
6	2	1	–	–	Blindsight	12
7	–	–	0	4	Huge-size, 15 ft. reach	14
8	3	2	–	–	Tremorsense 60 ft.	16
9	–	–	–	5	Fast healing 2	18
10	4	3	1	6	DR 10/+1	20
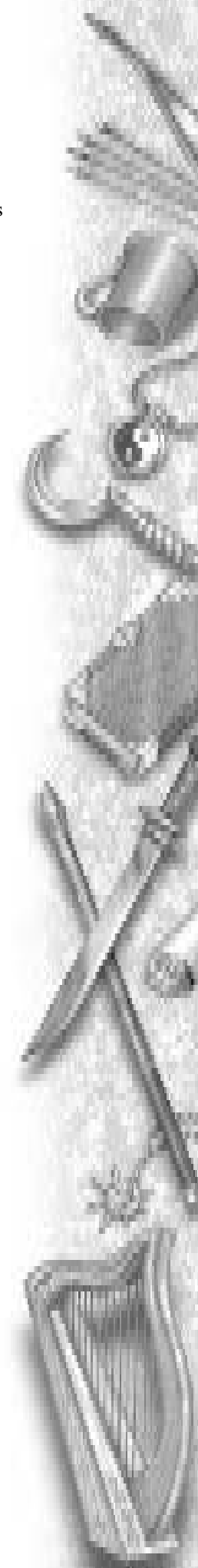
Special Movement: In addition to walking or running, the creature has a special mode of movement. Creatures that gain the swim or climb movement mode have a speed equal to their walking speed when using those special abilities. Creatures that gain the ability to burrow dig through the earth at half their normal speed. Creatures that can fly move through the air at twice their walking movement rates.

Poison: A creature with a poison feature of 4th level or higher produces a natural venom usable with all of its attacks gained by the melee damage and ranged damage features. Creatures that do not have natural attacks cannot use poison. The creature's poison requires a Fortitude saving throw at the listed DC to resist. The damage listed with the DC is placed in order of primary then secondary damage. The soulforger may choose which of the six characteristics (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) the poison damages. No poison can damage more than one characteristic with its poison. All the creature's natural attacks are coated with its poison.

Natural Armour: The creature gains the listed natural bonus to AC. The bonus comes from a tough hide, armoured plates, or other thick, hard parts of its anatomy. A creature with 0 levels in this ability has a natural AC bonus of 0.

Spell-like Abilities: Creatures can be engineered with unique organs, incredible intellects, and other bizarre features that allow them to duplicate magical spells. The creature uses a standard action to activate the spell ability. Its caster level equals its hit dice. Otherwise, obey all rules listed in the spell's description. These spell-like abilities count as supernatural monster special qualities or attacks. The soulforger may grant a creature several spell-like abilities by purchasing this ability multiple times. Each ability must be linked to one particular spell. For example, a creature may have the ability to cast *magic missile* once per day, not the capacity to use any 1st-level spell.

Spell Level (1/Day): The creature may cast a single arcane or divine spell of the listed level once per day.

Spell Level (3/Day): The creature may cast a single arcane or divine spell of the listed level three times per day.

Spell Level (At Will): The creature may cast a single arcane or divine spell of the listed level an unlimited number of times per day.

Bonus Feats: The creature gains the listed number of feats. When choosing its feats, the beast must fulfil all listed prerequisites, such as minimum characteristics, other feats, and so on. Spell-like abilities do not count as spellcaster levels. The soulforger may not select this feature multiple times to gain bonus feats.

Special Abilities: At the listed level cost, the creature gains a specific special ability. The soulforger may choose multiple abilities from this list, so long as he pays the level cost for each of them. Creatures that become Large or Huge because of this feature may have any of the standard facings listed in the core rules for those sizes.

Stat Points: This feature grants the soulforger a pool of points to add to the creature's base characteristics. The basic creature begins with the following characteristics: Strength 8, Dexterity 10, Constitution 10, Intelligence 6, Wisdom 6, Charisma 4. Each point gained from this feature may be spent on any of the six characteristics. Soulforgers cannot select this feature more than once in order gain more than 20 points to add to his creation's base characteristics.

Control and Maintenance of Creatures: The creatures created by the soulforger exhibit many outward signs of life, yet their origin causes them to interact with magical healing in strange ways. These creatures are never affected by *cure* spells or any other beneficial divine magics. Only the soulforger's spells may heal them. These spells must be cast by the soulforger responsible for a creature's genesis. Spells cast from scrolls and potions, even those crafted by the appropriate soul forger, have no effect on them. Furthermore, they do not heal naturally. Without magical aid, their wounds continue to fester and never fully heal.

Over time, the beasts concocted by the soulforger slowly grow insane. While soulforgers blame this on their still imperfect understanding of the fundamental nature of life, their critics and most priests claim it is a mark of the gods' disfavour towards their blasphemies. After four weeks of life, there is a 5% chance per day that a soulforger's creation turns into a malevolent, murderous fiend. Its alignment immediately shifts to chaotic evil, and if its master does not also follow an evil alignment it either seeks to kill him and seize his treasure or venture out on its own to plunder and ravage the countryside. A soulforger can preserve his creation's sanity by regularly strengthening the magical bounds and fields that give it life. By completing a ritual that requires 500 gp in consumable materials, the soulforger prevents his creation from going wild for one week. After a creature has turned to the path of evil, nothing short of a *wish* can return it to normal. A soulforger who maintains several creatures must spend 500 gp on each of them to prevent their slide to madness.

The soulforger's creations cannot speak unless they spend skill points to acquire languages. They obey the soulforger to the best of their abilities at all times, unless they turn wild.

Healing: The creatures created by the soulforger may not be healed with divine magic, nor do they heal naturally. As beings created by a mortal, they lack the connection to the outer planes necessary to gain divine healing or heal naturally. Arcane healing, such as spells cast by a bard, does heal these creatures.

Spells: The soulforger gains access to a unique set of spells that combine many enchantments from the divine spell lists with several arcane formulae. The soulforger wields spells as a wizard, and must prepare spells each day from his spellbooks. At 1st level, his spellbooks contain all 0-level soulforger spells and a number of 1st-level spells equal to 3 + his Intelligence modifier. With each level gained in this prestige class, the soulforger gains three new spells in his books. These spells may be from any level to which the soulforger has access. A soulforger's scrolls count as arcane ones for purposes of determining who else may read and use them. The soulforger's Intelligence determines which spells he may cast, his bonus spells, and the saving throw DCs of his enchantments.

The Soulforger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Craft creature, spells
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Madness
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Madness
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Madness
10	+5	+3	+3	+7	Craft Flesh Golem

Soulforger Spells per Day

Class Level	0	1	2	3	4	5
1	3	1	-	-	-	-
2	4	2	-	-	-	-
3	4	2	1	-	-	-
4	4	3	2	-	-	-
5	4	3	2	1	-	-
6	4	3	3	2	-	-
7	4	4	3	2	1	-
8	4	4	3	3	2	-
9	4	4	4	3	2	1
10	4	4	4	3	3	2

Madness: Whether as the result of some curse by the gods or the strain of mastering his unique form of magic, the soulforger slowly loses his grip on reality. Many claim that the process of creating life places too much of a strain on the intellect and the soul for a mere mortal to pursue it. Such practices, they say, are best left to the gods. Whatever the source of this madness, its affects are undeniable.

At 3rd level, the soulforger's grip on reality slightly loosens. He suffers a permanent –2 penalty to Wisdom. Slight noises, subtle hints, and other minor details now escape his notice. Even when at rest or trying to sleep, the secrets of life and obsessive plans to produce more powerful creatures dance in his head. Even the least ambitious soulforger finds these thoughts flitting at the edge of his consciousness. This obsession with his craft makes it difficult to focus on other tasks, and his mind wanders at the most inopportune moments.

At 6th level, the soulforger develops an unhealthy attachment to his creatures. He cares for them asif they are his own, natural children and refuses to acknowledge their flaws. The soulforger must make a Will save (DC 25) to order his creations to make suicidal attacks or needlessly risk their lives. For instance, the soulforger now refuses to use his creatures as guinea pigs for magic item testing, trap springers, or other recklessly hazardous tasks. He must always use his healing magic to tend to his creatures, even if other allies are more grievously wounded.

At 9th level, the soulforger's attachment and concern for his creations blossoms into insanity. If the soulforger views his creations attacking others, running rampant, or taking other uncontrolled actions, he must make a Will save (DC 30) to take notice and respond. The soulforger makes this saving throw each round. If he fails it, he may not take any hostile actions against his creatures. If he succeeds, he may act normally. Regardless of the result of his save, he must make another the next round to determine his available actions. The soulforger refuses to take action against his creations, even if they attack him first. The soulforger finds it incredibly difficult to raise a hand against his children, and many have died at their hands, paralysed with fear at the monstrosity they built and their undying, paternal love for it.

Craft Flesh Golem: At 10th level, the soulforger's research into the creation of life grants him important insights into the preparation, manufacture, and magic needed to produce a flesh golem. The soulforger may build a flesh golem at half the listed gp and xp cost for the rituals needed to produce it. Furthermore, he need not have access to the spells listed under the golem's prerequisites. The soulforger's arcane teachings

allow him to circumvent the traditional methods used to create golems. Unfortunately for the soulforger, his warped view of his creatures extends to his flesh golems. If one turns berserk, he is vulnerable to its attacks. The rules for the soulforger's madness apply to any flesh golems he produces using this class ability. They do not count against any golems he crafts using traditional methods.

Soulforger Spell List
0: *cure minor wounds, daze, detect poison, disrupt undead, inflict minor wounds, light, mending, mount, open/close, purify food and drink, resistance.*
1: *cause fear, chill touch, command, cure light wounds, death watch, detect undead, enlarge, ghoul touch, hypnotism, inflict light wounds, invisibility to undead, ray of enfeeblement, reduce.*
2: *bull's strength, calm emotions, cure moderate wounds, death knell, delay poison, endurance, enthrall, gentle repose, ghoul touch, inflict moderate wounds, lesser restoration, make whole, scare, speak with animals, spectral hand.*
3: *animate dead, blindness/deafness, contagion, cure serious wounds, halt undead, inflict serious wounds, negative energy protection, remove blindness/deafness, remove disease, speak with dead, speak with plants, vampiric touch.*
4: *cure critical wounds, death ward, enervation, fear, inflict critical wounds, minor creation, neutralise poison, poison, restoration, status.*
5: *greater command, healing circle, hold monster, magic jar, major creation, permanency, raise dead, slay living.*

Sun Mage
Many elf communities revere the sun as a god. She brings light to the world, provides for the health of plants and animals, banishes the dark, and radiates life and happiness. To the elves, the sun is the centre of all that is good in the world, a great beacon of the power of good and the enduring spirit of elvenkind. Some elf wizards seek to harness the power of sunlight and put it to use with their magic. To these sun mages, there is no better choice for a patron. The sun embodies many of the qualities elves hold dear. She shines steady and bright, endures year after year never growing dim, and casts a joyous light on the world. Sun mages seek similar ends with their magic. They drive back the shadows, endure in the face of evil, and stand stalwart as eternal guardians of their people. They embrace a militaristic interpretation of elven sun lore, viewing her as a steadfast guardian of the elves and ever watching eye of all that is holy and just.

Sun mages gather in conclaves, with each such group dedicated to watching over a particular realm or stretch of wilderness. When undead, orcs, and other threats gather to threaten the elves, the sun mages form one of the first lines of defence against the rising tide of darkness. They use their magic to smite their enemies, drive back creatures of the deeps, and watch over their charges. Drow in particular are the hated enemies of sun mages, as their abandonment of the surface world signifies to the sun mages that they are irredeemably corrupted. After all, only the most twisted elf could turn his back on the warm, blessed light of the sun. Sun mages form expeditions to the earth's depths, seeking to carry the purifying light of their patron to their enemies. Such crusades take the form of small, highly trained parties of sun mages, paladins, and rangers who delve deep into the earth, seeking out and eradicating dark elf cities, orc encampments, and other nests of evil.

Hit Die: d4.

Requirements
To qualify to become a sun mage, a character must fulfil all the following criteria.

Spellcasting: Ability to prepare 3rd level arcane spells.
Race: Elf or half-elf.
Skill: Knowledge (Astronomy) 4 ranks.
Special: The would-be sun mage must dedicate himself to the study of celestial bodies, observing the moon, sun, and stars for a week. During this time, he may not eat, speak, or use magic of any sort. Typically, such initiates stand atop a wooden platform erected atop the tallest tree in the elves' forest.

Class Skills
The sun mage's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features
All the following are class features of the class name class.

Weapon and Armour Proficiency: The sun mage gains no additional proficiencies with weapons, armour, or shields.

Spells: For each level gained in this prestige class, the sun mage gains an additional level of arcane

The Sun Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Adept of the sun, +1 spellcasting level
2	+1	+0	+0	+3	Lightbringer, +1 spellcasting level
3	+1	+1	+1	+3	Shadowbreaker, +1 spellcasting level
4	+2	+1	+1	+4	Child of the sun, +1 spellcasting level
5	+2	+1	+1	+4	Lightbearer ,+1 spellcasting level

spellcasting ability. To determine the number of spells the sun mage can cast and his caster level, add his levels in the sun mage to his levels in wizard or sorcerer. For example, a 9th-level wizard/2nd-level sun mage prepares and casts spells as an 11th-level wizard.

Adept of the Sun: The sun mage gains access to a set of sacred tomes kept within his order's tower or other fortress. He automatically adds the following spells to his spellbooks: *daylight, faerie fire, flame strike, pyrotechnics, searing light, sunbeam, sunburst.* The sun mage may not share these spells with other wizards, as they are written in a cipher known only to sun mages. This code and its spoken language are taught to all sun mages, who gain it as a free language. Sun mages use their secret tongue to communicate with one another and to leave secret signs to other members of their order.

Lightbringer: At 2nd level, the sun mage gains the supernatural ability to cast the spell *light* at will. The sun mage calls upon the arcane power of the sun to cast its radiance. The sun mage casts this spell at his arcane caster level.

Shadowbreaker: The sun mage's spells are tinged with the holy energy of the sun. When using his magic against drow and all undead creatures, the sun mage gains a +2 bonus to his caster check to beat his target's spell resistance and deals one additional point per die of damage inflicted with his spells. For example, against a zombie a sun mage's *magic missile* deals 1d4+2 points of damage per dart, while his *lightning bolt* inflicts 1d6+1 damage per level.

Child of the Sun: When using his magic under the sun's benevolent gaze, the sun mage draws energy and sustenance from his patron, turning it into fuel for his spells. When under direct, natural sunlight the sun mage gains a +2 bonus to his caster level for all his spells. The sun soothes and aids her children, allowing them to channel magical energies normally beyond their skill. Note that this ability does not alter the number or level of spells the sun mage may prepare.

It only boosts the effectiveness of the spells he may normally use.

Lightbearer: At 5th level, the sun mage becomes the living embodiment of his order's ideals. He no longer stands in the sun's loving gaze but serves to bring it to the deepest recesses of the earth. With a standard action, the sun mage may channel the energy of the sun, casting dazzling light from his form. This effect operates as a *daylight* spell cast upon the sun mage at his arcane caster level. Lightbearer is a supernatural ability.

Wordbearer

Even the most ignorant peasant knows a wizard must speak a few words to use his magic spells. Most incantations are composed of words designed to focus the caster's concentration and unleash the energies of his prepared spells. These words rarely possess any

power in and of themselves, but instead serve to draw out the potential contained within the magical formulae stored within the caster's mind. Other spells derive their strength from the intersection of the caster's words, gestures, and mental focus.

The wordbearer focuses on the words used to weave magical spells. He studies ancient tomes that date back to the original discoveries of the arcane arts. Through arduous study of these aeons-old texts, the wordbearer uncovers a series of words, each of which encapsulates a portion of the primal energies of magic. While many of these words would shatter the intellect of any mortal foolish enough to invoke them, a few are within reach of a skilled, experienced spellcaster. The wordbearer learns to shape and use the few words of power that fall within reach of mortals. He sets aside his arcane studies to pursue the power promised by knowledge of the building blocks of the universe. It is said the gods themselves used these words to shape the world, and with their power the wordbearer wields. The wordbearer studies a wholly new form of magic, one that shares roots with arcane magic but forms a different tradition. He does not gain any additional skill with arcane magic while gaining levels in this prestige class.

Hit Die: d4.

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

Feats: Quicken Spell
Skills: Knowledge (arcana) 13 ranks.
Special: Ability to cast *power word, blind*, *power word, kill*, or *power word, stun*.
Special: Spend 2 months studying an ancient *libram of power*, a massive volume written by one of the first mortals to discover and use arcane spells.

Class Skills
The wordbearer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features
All the following are class features of the Wordbearer class.

Weapon and Armour Proficiency: The wordbearer gains no additional proficiencies with weapons, armour, and shields.

Words of Power: The wordbearer unlocks the secrets of a set of primal syllables, each of which allows him to force his will upon reality. The save DC to resist a word's effects equals 20 + the wordbearer's Intelligence modifier. Words of power ignore spell resistance. The energies and effects caused by a word of power draw their power from ancient, primordial sources that predate the creation of the universe. Thus, they scythe through barriers that would normally deflect magical spells. Each word of power strains the wordbearer's body and mind, leaving him capable of using each only a limited number of times per day.

Using a word of power counts as a free action. The wordbearer merely speaks the word to unleash it upon his foes.

Word of Power, Sleep: With the pronouncement of a single, primal syllable, the wordbearer forces a single foe within 60 ft. to collapse to the ground, deeply asleep. This word forces a creature's mind to immediately shut down and enter the state of sleep. This ability works only against creatures that are capable of hearing spoken words and vulnerable to the

sleep spell. The victim of this ability may make a Will save to resist its effects. A creature forced asleep by this power awakens in 1d4 hours or if forcefully shaken or disturbed, as per the *sleep* spell. The wordbearer may speak this word three times per day.

Word of Power, Terror: This word of power arouses crippling fear in a single subject, freezing him in place as his muscles become rigid and his mind blanks. The victim is allowed a Will save to overcome this effect. On a failed save, the creature is helpless. All melee attacks against a helpless target gain a +4 bonus to hit. A helpless creature treats his Dexterity score as if it were 0 and his Dexterity modifier was –5. As a full-round action, an opponent may deliver a coup de grace against a helpless creature. On a successful save, the victim still suffers the effects of a close brush with his deepest fears. He is considered shaken, suffering a –2 morale penalty to all attacks, damage rolls, and saving throws. The effects of this ability last for 2d4 rounds. The wordbearer may speak this word three times per day.

Word of Power, Pain: When the victim of this word of power hears its dreaded syllables, he immediately crumples to the ground in searing agony. The target of this ability suffers 3d6 points of damage and is rendered helpless, as described above, for 1d4 rounds, with no saving throw allowed. Creatures immune to critical hits are not affected by this word of power. The wordbearer may speak this word three times per day.

Word of Power, Destroy: The wordbearer's mastery of his art allows him to speak to the very matter that forms the universe. With a single word, he orders a single creature's body to burst into intensely hot flames. The creature suffers 3d6 points of damage per round and suffers a –2 circumstance penalty to all checks, saves, and attacks for 2d4 rounds. Spellcasters must make Concentration checks with a DC determined by the damage dealt for the round by this ability to use spells. In addition, the victim must make a Will save to take any action other than standing in place and beating at his flames, though such efforts are useless to extinguish the energy unleashed by the word of power. A creature reduced to –10 hit points by this ability disintegrates into dust. Damage dealt by word of power, destroy cannot be repaired by the regeneration and fast healing special abilities, though it may be healed by other means, such as *cure* spells, potions, and natural healing. The wordbearer may speak this word twice per day.

Word of Power, Annihilate: The final word of power usable by mortals is infused with such potent energies that as it emerges from a wordbearer's mouth, it transforms into a rolling wave of azure energy. This wave extends forward in a cone, dealing several effects to all caught in its area of effect. All spells and spell-like effects in the word's area are affected as if by a *greater dispelling* cast at the wordbearer's total level. All creatures must make a Fortitude save or immediately suffer 2d4 points of permanent damage to each of their ability scores, rolling once for each creature, and 10d6 damage. On a successful save, a creature ignores the ability damage and takes half the hit point damage. Word of power, annihilate ignores all cover. It cleaves through stone, metal, and any such obstacles until it reaches the edge of its area of effect. The wordbearer may speak this word once per week.

The Wordbearer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Word of power, sleep
2	+1	+0	+0	+3	Word of power, terror
3	+1	+1	+1	+3	Word of power, pain
4	+2	+1	+1	+4	Word of power, destroy
5	+2	+1	+1	+4	Word of power, annihilate

Tricks of the Trade

A smart wizard always has something up his sleeve. Whether it's a spell, a dagger, or a wand, wizards present a great challenge because of the difficulty in assessing their abilities. After all, a paladin's, fighter's or ranger's abilities are fairly obvious to the naked eye. True, these classes' armour and weapons may be imbued with magical abilities and powers that remain hidden until they are used in combat, but most magic swords or armour are merely more efficient or durable than their mundane versions. The wizard's spells are unknown quantities until he hurls them at his enemies. Stealth and trickery may be the rogue's areas of expertise, but the wizard runs a close second when it comes to catching the enemy unprepared. This chapter focuses on a few useful tips and the abilities needed to enhance your wizard's effectiveness in battle. In addition, it includes expanded rules for running magical duels between wizards.

Creative Spellcasting

Most spells are like specialised tools. They serve a single purpose and present few other uses. A *fireball* clears out many small, weak opponents. *Charm monster* removes a single, powerful creature from a battle. *Rope trick* provides a relatively safe and secure shelter for the night. High-level wizards have enough spell slots to cover most of the potential situations they may face. Not only are their spells more powerful, but they can select spells designed to deal with many foes, ones that focus a lot of damage on a single enemy, or those useful in a wide range of situations. Low-level wizards have fewer spells and ones that are less effective than their more experienced comrades can cast. Thus to get the most mileage of their spells, these wizards need to find innovative and creative ways to use them. This section details a few new uses for low-level spells such as *unseen servant* or *rope trick* that grant them greater utility. These new uses do not expand on or alter the spell descriptions. Instead, they apply the spell's effects to unique situations or describe a trick you can effect by altering the typical use of the spell. Some descriptions merely point out uses for spells that you may have overlooked.

Blindness/Deafness: While normally an offensive spell, *blindness/deafness* is a handy tool for defeating a monster's special attacks. Since you can dismiss this spell at will, you can use it to protect a character from gaze attacks or to foil sonic abilities such as a harpy's singing.

Burning Hands: While a seemingly limited offensive spell, *burning hands* has an important advantage over other fire spells in that it explicitly sets things on fire. *Fireball*, for example, causes a quick flash of heat that never ignites materials. To boost this spell's capabilities, use lantern oil or alchemist's fire against your opponents before using this spell. Oil-soaked creatures hit with this spell must make a Reflex save (DC 15) or catch fire. Each round, the creature takes 1d6 damage and must make another save. Success means the flames die out, while failure indicates they persist.

Cause Fear: While useful only against creatures with 6 or fewer HD, this spell works well against high-level opponents mounted on horses. The standard horse has no more than 4 HD, leaving it vulnerable to *cause fear*. Furthermore, horses have relatively low Will saves.

Enlarge: This spell is normally used to augment fighters and other combatants, but it also affects inanimate objects. At your Games Master's option, you may use this spell to increase a weapon's size category

by one type for each 20% you boost its physical form. Remember, a creature cannot wield a weapon more than one size category larger than its own, making this a handy tool to disarm enemies. If your Games Master allows *enlarge* to work in this manner, the victim of such a use of this spell should be allowed a saving throw to resist it.

Invisibility: Since most items carried by a character affected by this spell become invisible, it provides a handy method for sneaking weapons into secure areas. Have one party member carry each person's primary weapons before casting this spell upon him, granting you an invisible weapon caddy. When a fight breaks out, the invisible character drops the weapons, allowing the rest of the party to retrieve them.

Levitate: As an offensive spell, *levitate* is good for neutralising a fighter's melee abilities. Merely lift him off the ground and leave him dangling in mid-air. In addition, *levitate* can be used to create an emergency ladder. Use this spell on one end of a rope to send it upward, leaving the rest of the rope trailing behind. Remember, *levitate* can support 100 lb./caster level.

Mount: While good characters may be repulsed by this use of *mount*, you can finance your adventuring career by selling the horse you summon with this spell. Be sure to never use the spell this way in an area in which you expect to spend a lot of time or settle down.

Reduce: This spell is quite useful when used against inanimate objects. You can pass off reduced weapons as trinkets or toys, use the spell to destroy doors and other barriers, or weaken a beam or column within a building. A single well-placed *reduce* could cause an entire building to tumble to the ground.

Rope Trick: One of the most easily abused spells in the game, *rope trick* is the true tool of the arcane maestro. Since *rope trick* can be dismissed at will, it is the ultimate ambush spell. If you can anticipate the site of a battle well ahead of time, pile vials of acid, alchemist's fire, and lamp oil within the *rope trick's* dimensional pocket. If you adventure with a suitably gung-ho barbarian or other warrior, he may be willing to volunteer for *rope trick* duty. When the fight breaks out, lure your enemy under the *rope trick* and dismiss it, sending massive amounts of acid, oil, green slime, caltrops, or whatever else you have stored within the spell's area (such as an enraged barbarian) down upon your enemies. Cheesy? Yes. Effective? Once in an adventuring career, but when it works, it's worth it.

Summon Monster: So long as you have little to no emotional attachment to the monsters called with it, *summon monster* presents a wide range of potential uses.

If you suspect an area is trapped, summon a monster and order it to walk through the area. You may need to call something large and bulky to do this, as many traps require a minimum weight to trigger. If your Games Master is forgiving, he may let you order a summoned creature to hop up and down to set off a trap. It's better than losing a party member.

Many spellcasters ignore this spell type's range. When approaching an enemy encampment, position a summoned monster to attack from the direction opposite to the direction from which you and your companions plan to strike from. The resulting confusion may grant you a bonus to surprise your enemies, and it may also place them in a vulnerable position.

Similar to their use as a trap-springer, summoned monsters also make good scouts and test subjects. Feed them your potions, send them forward to touch suspicious-looking treasures, and order them to enter any potentially dangerous areas first.

Tasha's Hideous Laughter: While normally useful in combat, this spell can also help wreck an opponent's reputation. If you can find a hiding spot with line of sight to a rival during a sombre social occasion, such as a funeral or important conference, this spell can serve to humiliate him and soil his reputation.

Tenser's Floating Disk: One of those spells that newcomers disdain but veterans love, *floating disk* works best when used in combination with other spells. If you need to make your way across water, acid, or some other dangerous surface, cast this spell and *levitate* on yourself. Your allies climb on the disk then use a staff or pole to reach out and touch you while you levitate three feet above the ground. By willing the disk to come closer to you, your friends push your forward along with the disk.

For a more offensive use of the spell, craft a low-level *fireball* by stacking lamp oil and alchemist's fire on the disk, setting it aflame, and ordering it to hurtle towards a building or group of enemies.

True Strike: While virtually guaranteeing a 95% chance to hit most opponents, *true strike* also makes otherwise impossible shots much easier. Use this spell to attack
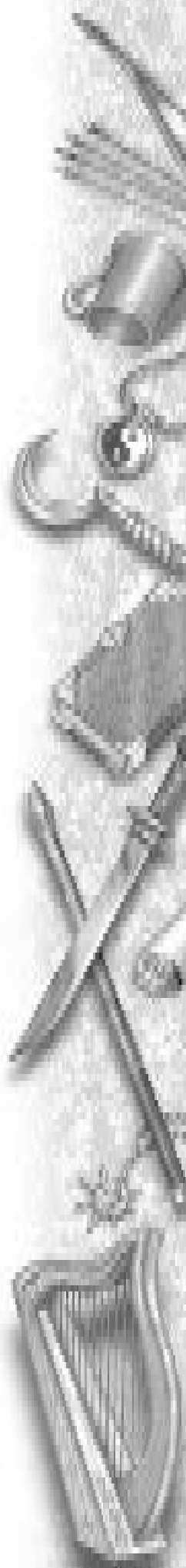
an opponent's sword or belt buckle with an *acid arrow* or similar spell, destroying his weapons and equipment from a distance. As a rule of thumb, treat this as the combat action Strike a Weapon (see *Core Rulebook I*), with your ranged or melee attack opposing your opponent's attack roll.

Unseen Servant: During combat, the servant can carry thrown weapons, such as javelins and darts. At your Games Master's option, the servant can hold such weapons at the ready, allowing a combatant to make a ranged attack and make ready a weapon carried by the servant as a free action. When using a servant as an aide in this manner, you can use the full attack action to throw several weapons in one round. Normally, you must use an action to draw a second thrown weapon.

Web: A nice offensive spell in its own right, *web* is great for trapping enemies, securing a flank, or cutting off a route of escape. In addition, *web* makes a useful if somewhat limited bridge. With its 20 ft. radius, the spell can fill a gap of up to 40 ft. across. Of course, clambering across the web is a challenge unto itself, as you must make a save to avoid becoming entangled and then make skill checks to cross it slowly. While it provides only limited help, a blanket or sheet tossed across the web can make it much easier to cross, at your Games Master's discretion.

Personalised Magic

Each wizard has his own favourite and preferred spells. By simply focusing on a particular school of magic or a selection of spells that share a common characteristic, you can quickly and easily tailor your wizard to fit a specific, unique role. Many of the character concepts presented earlier in this book work in this manner. They gain bonuses with certain spells that share a theme, such as fire, sea, or air spells. A second, more work-intensive but rewarding option is to modify the descriptions of your spells to give them a unique, unifying theme. For instance, Fredo of the Jade Fire's spells may all manifest with a nimbus of green flames. His *fireball* appears as a sphere of green fire that appears at the targeted point and spreads outward like a bubble, scorching all caught within it. These sorts of descriptive changes leave the spell mechanics intact but alter how they appear within the game. By taking the time to modify your spell lists and spell descriptions, you can build a unique, memorable character. For Games Masters, these guidelines make it much easier to create mysterious, dangerous opponents. After all, if the players are unable to identify the spells your villains hurl at them, they have a much more difficult time dealing with their tactics.

Thematic Spell Lists

To build a spell list centred on a theme, you must first determine your defining magical characteristic. Do you specialise in combat spells, those designed to deal damage to your enemies? Do you rely on summoned monsters or demons and elementals called to the prime plane? Did you swear fealty to a paladin king and now crusade in his name? Identify your character's defining traits and use them to form the basis of his spellbook. A caster's personality and beliefs should influence the spells he chooses to prepare and keep in his collection.

The following lists each give a description of a typical fantasy wizard and follow it with a list of spells that would fit with that spellcaster's stereotypical tactics and personal traits. To use these lists, either find descriptions that match your character or use them as an inspiration when filling out your spellbooks. The spells listed here are ones the wizard type may prefer to prepare. They place no limits on the spells normally available to the character.

Crusader: The crusader uses his magic in support of a government, liege, philosophy, church, or other ideal. He adventures to advance the cause by gaining gold and glory in its name and defeating its enemies. The crusader relies on spells that ferret out the enemy and support his allies in battle. A crusader works as part of a team and uses spells to help others to do their job better. The lawful good wizard who accompanies a paladin is an example of a crusader.

Spell Level	Common Spells
1	*alarm, endure elements, enlarge, expeditious retreat, magic weapon, obscuring mist, protection from chaos/ evil/good/law, spider climb.*
2	*blur, bull's strength, cat's grace, darkvision, daylight, endurance, fog cloud, glitterdust, invisibility, protection from arrows, resist elements, rope trick, web.*
3	*dispel magic, flame arrow, fly, greater magic weapon, haste, hold person, invisibility sphere, keen edge, Leomund's tiny hut, magic circle against chaos/evil/good/law, protection from elements, stinking cloud, wind wall.*
4	*emotion, black tentacles, improved invisibility, Leomund's secure shelter, minor globe of invulnerability, stoneskin, wall of fire, wall of ice.*
5	*hold monster, mind fog, Mordenkainen's faithful hound,*

passwall, seeming, transmute mud to
rock, transmute rock to mud, wall of
iron, wall of stone.

6	antimagic field, globe of invulnerability, greater dispelling, mass haste, repulsion.
7	Drawmij's instant summons, forcecage, mass invisibility, Mordenkainen's magnificent mansion, Mordenkainen's sword, phase door, plane shift, spell turning.
8	etherealness, mind blank, polymorph any object, prismatic wall, protection from spells.
9	astral projection, prismatic sphere.

Diabolist: Seeking power through bargains struck with infernal powers, the diabolist traffics with demons, devils, and other evil outsiders. He uses his magic to call them and bind them into his service, exacting magical lore or tasks from them before allowing them to return to their homes. The diabolist relies on magic that calls on others to complete tasks for him and ward off outsiders who attack him. The diabolist rarely depends on others for assistance or protection, preferring instead to help himself with his magic. As most diabolists are evil, few have dependable or trustworthy cohorts.

Spell Level	Common Spells
1	animate rope, chill touch, hypnotism, protection from chaos/evil/good/law, reduce, summon monster I.
2	arcane lock, darkness, see invisibility, mirror image, summon monster II.
3	gaseous form, halt undead, magic circle against chaos/evil/good/law, suggestion, summon monster III
4	charm monster, locate creature, minor globe of invulnerability, summon monster IV, wall of fire
5	animate dead, dismissal, hold monster, lesser planar binding, Mordenkainen's faithful hound, summon monster V
6	planar binding, repulsion, summon monster VI
7	banishment, control undead, summon monster VII
8	binding, demand, greater planar binding, summon monster VIII, trap the soul
9	gate, imprisonment, soul bind, summon monster IX

Investigator: The investigator's magic allows him to discover secrets and ferret out his enemies. While other wizards may use magic to learn of the world, the investigator uses it to reveal hidden enemies and provide his adventuring companions with the information and reconnaissance they need to overcome their foes. Investigators also help solve crimes and track down outlaws, using spells to uncover or interpret clues to bring the guilty to justice.

Spell Level	Common Spells
1	animate rope, change self, charm person, detect secret doors, detect undead, unseen servant.
2	darkvision, detect thoughts, knock, locate object.
3	clairaudience/clairvoyance, hold person, slow.
4	arcane eye, locate creature, polymorph self, scrying.
5	prying eyes, Rary's telepathic bond, sending.
6	analyze dweomer, true seeing.
7	ethereal jaunt, greater scrying, shadow walk.
8	discern location, etherealness.
9	foresight, refuge.

Protector: This wizard uses his magic to ward off attackers and prevent harm to his friends and allies.

The protector sees it as his duty to counter the efforts of enemy spellcasters or provide aid to his companions, preserving them in the face of the enemy. Sometimes, a protector chooses to watch over a village or other region rather than limiting his magic to his close friends and allies. These protectors operate much like rangers, settling in an area and keeping a watchful eye out for trespassers, monsters, and other threats, destroying or driving them away before they can harm the community.

Spell Level	Common Spells
1	*alarm, change self, hold portal, magic missile, message, mount.*
2	*arcane lock, fog cloud, Leomund's trap, magic mouth, misdirection, whispering wind.*
3	*fly, nondetection, phantom steed.*
4	*fire trap, hallucinatory terrain, solid fog.*
5	*dream, hold monster, prying eyes, sending.*
6	*guards and wards, move earth, permanent image.*
7	*mass invisibility, shadow walk.*
8	*antipathy, prismatic wall, screen.*
9	*shapechange, time stop.*

Scholar: Obsessed with history, magical lore, or some other esoteric subject, the scholar uses his spells to gather information about his chosen subject and expand his learning. The scholar prefers spells that reveal secrets, but also employs magic that frees him to study an object or enemy without fear of attack. The scholar's spells are a mix of divination, exploration, and immobilising magic.

Spell Level	Common Spells
1	*alarm, comprehend languages, grease, identify, unseen servant.*
2	*cat's grace, knock, shatter.*
3	*hold person, tongues.*
4	*charm monster, remove curse.*
5	*contact other plane, hold monster, Leomund's secret chest, stone shape.*
6	*greater dispelling, legend lore, true seeing.*
7	*phase door, vision.*
8	*discern location.*
9	*dominate monster.*

Building Your Own List

The five sample spell lists all exhibit a few tendencies. The scholar has plenty of divinations to help him uncover information, but he also has spells like *phase door* and *stone shape* to help him explore lost tombs and penetrate sealed crypts. The protector's incantations allow him to keep an area hidden from monsters, move quickly over the countryside, and defeat monsters that wander too close to his home. Think of two or three primary traits that define your wizard and then consider a few other useful spells that fill some secondary tools you may find useful.

The best way to complete this sort of spell customisation is to flip through the spell lists and think about your character and his spells. Plan out your spell selections at higher levels and think about how your wizard would use spells in his daily life. If he were not an adventurer, what would he do for a living? Would he become a mercenary who used his magic in great battles? A sage who calls on outsiders to answer his questions and aid his research? A tinker who crafts magic items and uses his spells to build and repair mundane goods? Such simple considerations can go a long way to fleshing out a wizard and turning him into a unique character. Many players think of wizards as little more than mobile artillery platforms. While that can be fun to play, do not let such narrow thinking blind you to the wide range of roles a wizard can fill.

The Colours of Magic

While selecting spells with an eye towards establishing a unique character can go a long way to individualising your character, the spells you use remain the same. A *fireball* looks like a *fireball* whether Jobru the Singing Mage or Alessa of the Blue Star casts it. To some players, the d20 magic system loses a lot of its mystery when the connection between a spell's effects and its mechanics is always obvious. For example, experienced fantasy gamers quickly recognise common spells such as *lightning bolt* or *hold person*. They know the spell's effects, rules, and other mechanical aspects. When an evil necromancer blasts them with a spell, they are more likely to calmly consider the spell's rules than feel any awe or fear towards the spellcaster. By the same token, a player character wizard has trouble instilling any wonder or mystery in his character if the rest of the party understands the power of his magic just as well as, if not better than, he does.

The easiest and simplest way to avoid these problems lies in the presentation of magic in a campaign. The guidelines presented here make it quick and easy to

modify the in-game descriptions of your spells in order to help cloak their true nature. Rather than use the stock description of a *cone of cold*, that spell may appear as an on-rushing horde of icy spearmen or a rumbling avalanche of ice balls.

To modify your spells, choose one or more primary traits that distinguish your magic. Each of these is a visual effect linked to your wizard's personality, goals, history, or magical training. Once you have chosen these visual effects, apply them to the general spell types described below, all of which include suggestions for using the general effect types.

Visual Effects

Every visual effect manifests as part of your spell. They alter how the spell appears to onlookers but have made no other modifications to the spell's mechanical effects. For example, a *fireball* that appears as a geyser of boiling hot water uses exactly the same mechanics as the general *fireball* spell. Never alter the spell's effect owing to the alterations you make to its appearance. You may only change the mechanics of a spell with a metamagic feat or with the explicit approval of your Games Master. If you are a Games Master using these guidelines to spice up your non-player characters, carefully consider any changes to spells before using them. The d20 spells are carefully balanced against each other, and small changes can have major, unforeseen effects. If you allow a water mage to douse a fire with *fireball* because his version of the spell appears as a burst of hot water, you render other spells such as the druid's *quench* useless. Why ever bother preparing specialised incantations if spells that used to be highly focused now have a wide range of uses? A spell's description should be a bit of chrome that makes the game more interesting and engaging, not an excuse to abuse the system's magic rules. Do not allow these guidelines to turn into a tool to subvert and modify the magic rules.

Visual effects can be broken down into a few general types. Each type is applied to spell effects in a different manner.

Animal effects are popular with feral spellcasters or those who are in tune with nature. Spells modified with this visual effect take on the look and feel of an animal. Some spellcasters choose a single totem animal that manifests with all their spells, while others use a wide range of animals that reflect the various effects of their spells. A *lightning bolt* modified with an animal visual effect could appear as a swooping hawk formed from electricity or a ball of lightning that growls like a bear as it rolls through its targets.

Icons are standards, flags, crests, holy symbols, and any other objects that represent a cause, group, or the wizard's personalities. A wizard strongly connected to or allied with a political, religious, or social body may use his symbol as part of his spells' effects. A wizard who worships Thor may cast spells that appear as a hammer. His *detect secret doors* is a glowing hammer that taps the walls for hollow spaces, while his *fireball* streaks from his hand as a fiery sledgehammer that bursts into a swarm of smaller weapons that streak into his enemies.

People cover any sort of recognisable humanoid or creature. A wizard may use a spectral image of his deity or an ally to manifest his spells. An elf wizard may call a host of spectral archers who fire his *magic missile* in a volley of phantom arrows. A necromancer who casts *cause fear* may appear to tower over his target, casting a terrifying shadow over his enemy.

Personal effects modify the spell's appearance or origination. Spells effects erupt from the wizard's body in a strange or disturbing manner. A wizard who casts *insect swarm* in this manner may vomit up the beetles or other bugs that appear with the spell.

Weapons are a popular visual effect with wizards who favour damaging spells, particularly evocations. While weapons fit into the other categories listed above, they are common enough (and interesting enough) to warrant their own section.

Choosing Visual Effects

The first decision you must make in customising your visual effects is whether you wish to use several effects with your spells or if you want to choose one single effect to apply to all your incantations. There are good reasons for using both options and the final decision comes down to personal taste.

If your wizard has a single, strong trait that you want to reflect in his magic, select a single effect and apply to all your spells. This effect draws a lot of attention from the other players and non-player characters you encounter. This effect should be something tied closely to your character's basic concept and background. You do not want it to be something that can change halfway through a campaign, since it would be reinforced and emphasised each time you cast a spell.

Otherwise, it makes the most sense to select a wide range of visuals that tie into each spell and your character. Your combat spells, such as *cone of cold*, may have weapon visual effects, while utility spells have animal ones. Spells with a target listed as You
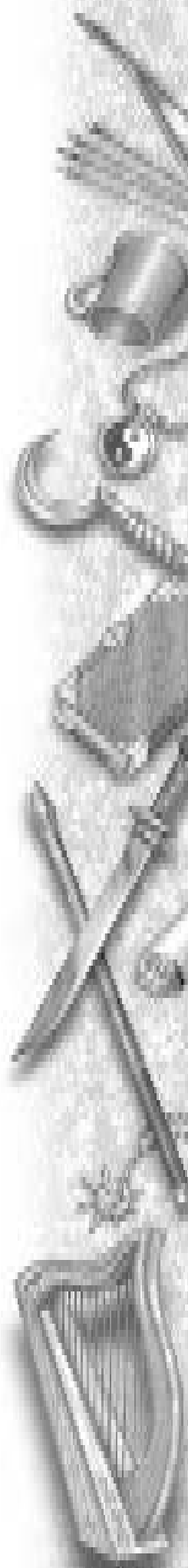
all have personal effects, such as a *mage armour* spell that appears as a phantom suit of scalemail emblazoned with your family's crest.

Visual effects need not be static over time, especially as your character meets and overcomes major challenges. If you become known as a dragonslayer, your spells may use a draconic motif to symbolise your skill and accomplishments. Even if you select one visual to apply to all your spells, it could change over time. In such a case, your visual should change only in response to a major alteration to your character's background or personality. Your Games Master may choose to introduce alterations to your magic in response to the interference of divine powers or mighty spellcasters. If your wizard violates a stricture of his religion, his deity's symbol may manifest in his spells, a subtle reminder of his past transgressions. You may also opt to change your visuals during the course of a single adventure. When your character is angry, his spells may appear very different than when he is happy or depressed. To simulate such changes, simply pick out visuals appropriate to each mood and organise them into distinct sets.

Applying Visual Effects

A spell's effect, range, duration, and other factors all determine how a visual effect modifies its appearance.

A touch spell should have a different look and feel to one that is a burst effect. This section breaks spells down into a few basic categories and gives notes and ideas for using the basic visual effect types with each category. Most of these categories are based on a spell's targets or area of effect, since those traits are the ones most likely to influence how a spell appears to observers. The categories follow the spell areas, targets, and a few common effects that transcend the target and area types. These categories include cones, bursts, touch attacks, ranged touch attacks, creature/object-targeted, immobilising, and other types. Each visual effect category includes ideas and notes for applying it to each general type of spell.

Animation: These spells grant motion or temporary life to an inanimate object. Examples include *animate dead*, *unseen servant*, *animate rope*, and *control water*.

Burst: These spells fill an area with energy or some other effect. Burst spells are stopped by solid material.

Cone: A cone begins at the caster's hands or other appendages and extends outward, growing wider as the cone grows longer. *Cone of cold* is the quintessential cone spell.

Cylinder: A cylinder spell is similar to a burst, except it forms a circular area of effect and then projects downward to form a cylinder, rather than originating at the central point of the area and projecting outward.

Emanation: An emanation is similar to the other spell areas of effects, but it persists after it is cast, continuing to influence its area of effect for a set duration or for as long as the caster concentrates.

Immobilising: These spells hinder movement or paralyse their targets. *Hold person* is the most common immobilising spell. Any spell that paralyses or hinders a target may count as an immobilising spell.

Ranged Touch: A ranged touch spell is a single beam of energy or other projectile that strikes a target if the caster aims it properly. *Acid arrow* is an example of a ranged touch spell.

Spread: A spread is similar to a burst in that it affects a circular area. Unlike a burst, a spread flows around obstacles. To trace the area the spell affects, measure the distance necessary to travel around obstacles and cover.

Target: A target spell simple takes affect against a person or object selected by the caster. It does not require an attack roll, though usually allows a saving throw.

Touch: A touch spell imbues the caster's hand with magical energy. The next time the caster touches someone, the spell affects that person.

Animal Effects
Animation
When a spell grants mobility to an object, describe it in terms of an animal that shares characteristics with the item. For example, an animated rope may slither and move like a snake, while your unseen servant leaves tracks similar to a cat. If you are strongly tied to one specific animal, the animated item temporarily acquires the animal's physical characteristics.

Burst
Sonic bursts may sound like a roar or call of an animal. Those that deal other types of damage or effects manifest as an animal that appears in the centre of the affected area, then bursts into the spell effect.

Cone
A cone appears to extend out from your hands or from a space near you. When it takes on an animal form, it may appear as a swarm, flock, or herd of animals that surge forth to trample your targets. The creatures are composed of material similar to the spell's energy type.

Cylinder
Since a cylinder appears above its target and extends downward, flying creatures make a good fit as a visual effect. Otherwise, you can describe the opposite effect for a cylinder, energy launching upward from a circular area to the top of its area of effect. In this case, an animal shaped from the spell's energy surges out of the ground, engulfing your targets.

Emanation
An emanation lingers for a set duration, unlike a burst or other effect that appears and quickly dissipates. For this spell effect, the display must remain for a short time. A small flock of flying animals that flies about and fills the spell's area of effect makes a good visual effect.

Immobilising
These spells can appear as magically summoned creatures that grab and trap a target, such as a python that wraps around a creature and holds it immobile or a great bear that locks a target in a ferocious hug.

Ranged Touch
There are two basic options you have for describing these spells with an animal effect. For spells that appear as rays or magical darts, the missile appears as a small, flying animal that swoops out to strike an enemy. You could also describe the effect as a disembodied claw or set of fangs that snaps at your target.

Spread
These spells move around object to obstacles to get to their targets. They can appear as a herd or swarm of animals that seems to spill out of a magical gate at the spell's centre.

Target
Targeted spells have the widest range of animal effects. At their simplest form, they appear as a magically summoned beast that rushes or flies forward to touch the target of your spell. These animals do not have to appear to come directly from you. For example, a snake could suddenly lunge from the target's backpack or pouch to strike, or a creature could seem to burst from the earth to strike.

Touch
The animal touch spell modifies your hand or other limb, shifting it to appear as a paw or altering it to look like a combination of an animal's limb and a humanoid hand. When the spell discharges, your hand returns to normal.

Icons, Weapons, and other Effects
Animation
An animated item, creature, or undead monster gains your icon on some part of its surface of body. For example, zombies animated by a wizard dedicated to a god of death may have that deity's symbol appear as blood blisters across their bodies. A skeleton's bones may warp to resemble a sigil or rune.

Burst
A spell used to produce a burst effect may leave behind harmless but noticeable environmental changes, like slight scorches or patches of frost in the outline of the icon.

Cone
A cone spell appears as a shimmering, spectral version of your icon that belches forth the magical energy of the spell.

Cylinder
A cylinder can appear as a raging storm of runes or icons, each crafted from the appropriate energy type or

material. For example, an *ice storm* could appear as a whirling storm of icy knives.

Emanation
An emanation may appear as a shimmering icon that fills its area of effect, granting or inflicting its spell effect on anyone who touches it.

Immobilising
Much like animal effects, a weapon or icon can take on a form appropriate to the spell's effect. A weapon visual effect may manifest as a whip or net, while an icon or symbol may form a curtain of energy that engulfs and traps its target.

Ranged Touch
A ranged touch attack could appear as a missile weapon that you aim and fire at your target or as a spinning icon or symbol you hurl at your opponent.

Spread
Spread spells can appear as great bubbles that grow to fill their area of effect, sliding around obstacles to reach their targets. A weapon burst is a wall of daggers or spears that spreads out over the area.

Target
Since target spells always hit (though the spell's victim may make his save) this spell type can appear with a wide range of visual effects. If you use a weapon effect, it may manifest as a ranged weapon that streaks

toward your foe or a sword that materialises next to him and attempts to cleave him in two.

Touch
A touch spell appears as a glowing version of a weapon or icon that you clutch in your hand and swing at your opponent. When you smith him with the item, he feels the spell's effect.

Personal effects do not fit the same categories as other visual effects. Instead, they are defined by how the spellcaster changes or creates a spell.

Personal Effect
Breath Weapon
You exhale the spell effect, spitting a *fireball,* yelling to produce a *shout*, or create a *lightning bolt* similar to a blue dragon's. Cone spells and bursts all work well with this effect, as do gas spells such as *stinking cloud* or *obscuring mist*.

Body Modification
Your body changes in response to a cast spell. For defensive spells, you sprout a temporary armoured shell or develop tough scales. With touch spells, your hands may sprout great talons, while other spells may cause you to partially take on the form of a creature capable of creating an effect similar to the spell. For example, when casting a fire spell you may partially transform into a humanoid/red dragon mix. A *fly* spell appears as wings that sprout on your back, while *resist elements* grants you thick fur against cold damage or thick scales to resist heat effects.

Personal Alterations
Some spells that change the target may in fact change the caster. For example, enchantments such as *charm person* or *suggestion* may grant the caster an incredibly persuasive voice and bearing. While the spell mechanics remain the same, the in-game effect is turned on its head.

Subtle Changes
Not every effect must be a drastic, eye-catching change. Your eyes may change colour, the air around you may suddenly become warmer or freezing cold, or your hair may change colour or stand on end.

Using Visual Effects
During play, a visual effect helps make a spell unique and injects a sense of mystery and wonder into magic. When your wizard casts a spell, your description of the
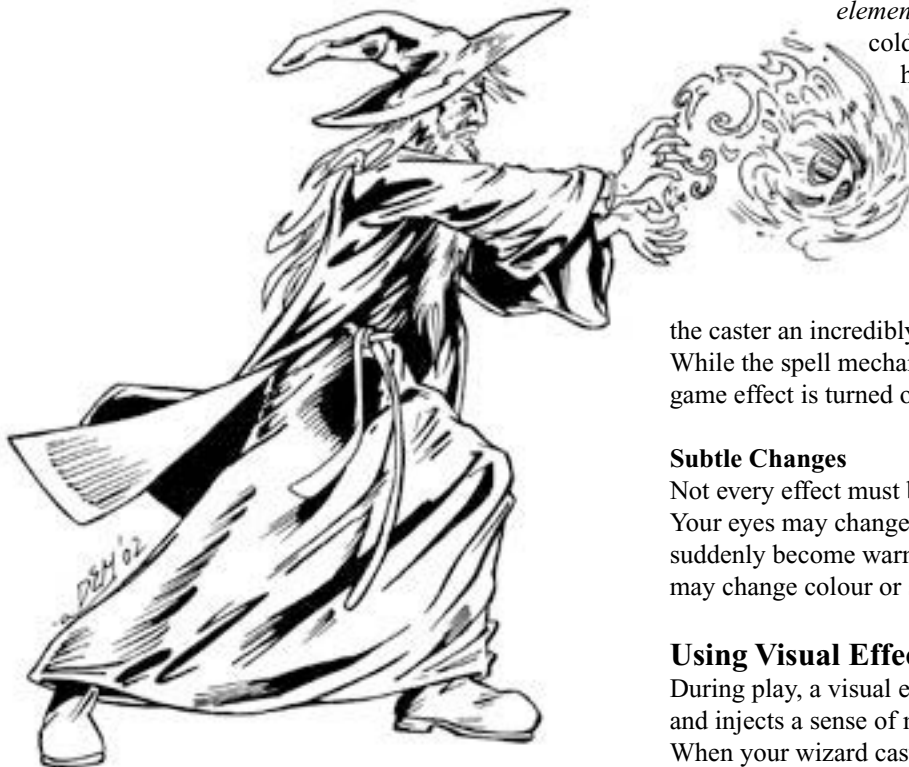
spell effects helps keep the other players guessing as to the true nature of the spells in your repertoire. By the same token, your descriptions could leave your Games Master confused. You want the other players to be uncertain about your true powers, but not the Games Master, who must apply the game rules of the spell you wish to use. It may be asking your Games Master a bit too much to learn all your spell descriptions. Instead, make up a set of index cards with notes on your spells and hand them to your Games Master as your use them. Such a spell card has four entries.

Spell Name and Level: The name of the spell in the d20 rules and its level.
Effects: A brief summary of the spell's effects, focusing primarily on the spell's mechanics.
Caster Level: Your current caster level.
Visual Effects: A brief summary of the visual effects you commonly apply to the spell.

For example, a *magic missile* spell card may look like this:

Magic Missile (Wiz1)
Effects: Creates up to 5 magical darts that deal 1d4+1 force damage, no to hit roll required. Creates one dart for every odd-numbered caster level.
Caster Level: 7 (4 darts)
Visual Effects:
When angry, appears as a host of phantom dragons that swoop around target and breath fire upon him.
When cast in a forest, bolts of green energy arc from nearby trees to strike targets.

Otherwise, the darts spring from the caster's hand as jade, transparent snakes that streak towards and bite the spell's targets.

These cards serve as handy reminders for how your spells appear, making it much simpler to apply your visual effects in a quick, consistent manner. These cards allow you to never slow the game down by pawing through your notes looking for how to properly describe your *comprehend languages* spell. Best of all, when using the spell you can simply hand the appropriate card to your Games Master. He then reads it, sees what spell you just used, and applies its effects. To enforce the sense of mystery, you may allow your Games Master to make all rolls tied to the spell, such as determining damage or other effects. While this may take some of the fun out of using spells (everyone likes to roll 9d6 of *fireball* damage) it places a further barrier between your spells and the other players, making it harder for them to use their knowledge of the system to identify your spells.

Arcane Duels and Competitions

When wizards gather to debate issues and demonstrate new spells, they also engage in competitions to prove their arcane mastery and knowledge of the art. While a *delayed blast fireball* may impress a general or a barbarian warlord, the true arcane master appreciates the theory and artistry behind a spell's effects. It is one thing to cast a spell. It is another to understand it. The rules presented here allow for non-violent arcane duels between wizards and other arcane casters, including bards and sorcerers. They are intended primarily for Games Masters and serve as an alternative use of magical abilities. In addition, your Games Master can use these rules to create tests of skill for admission into a wizards' guild, secret society, or other arcane cabal. These rules can also come into play when the characters encounter a neutral or potentially friendly spellcaster who wishes to challenge a player character wizard to a game or test of ability. Rather than simply having two competing wizards stand across a room and blast away at each other with their spells, the rules here allow wizards to engage in battles of wits, spell mastery, and arcane ability.

Arcane Chess

A popular game with wizards of civilised lands, arcane chess is a combination of the traditional board game with a set of tests that draw out a player's arcane abilities and allow him to gain an advantage in the game. As the wizards move their pieces, they may use arcane energy to slightly alter the rules of a piece's movement or its ability to capture. To an outside observer, the pieces seem to move themselves while the two wizards stare intently at the board. Sometimes, the astute watcher notes that a piece makes what should be an illegal move. Wizards move pieces using the raw potential of their prepared spells. When making a move, a wizard may bid one of his prepared spells and use that to grant a piece special abilities and alter the rules of the game. As the match progresses, the wizards burn their spells to gain advantages, until one player wins or loses of his prepared spells. The arcane chess board can be arranged in a multitude of ways, with matches between teams of two or more players, grand melees with three or more players competing at once, and other variations all possible.

Mechanics

Arcane chess functions somewhat like combat. Each player rolls for initiative, though this is modified by Intelligence rather than Dexterity. Feats that modify a character's initiative apply to this roll, such as Improved Initiative, apply as normal to this roll. The quick wits and reflexes that allow a character to seize the upper hand in a physical conflict also allow him to act quickly and decisively in this game. To make a move, make a Spellcraft or Knowledge (arcana) check. Your opponent does the same. If you roll high, you make an advantageous move and gain a victory point. If you tie or lose, your opponent foils your effort or you make a poor move. The first player to 5 victory point wins.

In addition, when making a check you may opt to bid a spell before making a roll. Add twice the spell's level to your result. If you bid a spell, your opponent senses this and may bid a spell to help counter your efforts. However, you do not reveal which spell levels have been bid until after both of you have chosen spells and rolled your skill checks. You may also opt to use a spell when on the defensive, but your opponent does not receive the option to bid a spell in response to boost his attack.

When playing with teams, each team member may either make a check to score a point or aid the skill check of one of his allies. When playing in teams, each team may only choose to attack a single opponent once per round. For example, all three members of a team could not choose to roll against the same member of the opposing team. Each would have to pair off with a different opponent.

During a match between multiple players, each player keeps a log of the points he has scored against all his other opponents. Each time a player takes a turn, he makes a skill check against all the other players, scoring a point against each player he defeats. The first player to score five points against all his opponents wins. Players may use their spells to aid any other player's defensive skill checks, stacking the modifier provided by each spell.

Spell Duel

A second alternative to two wizards' blasting the hell out of each other is a display of magical power made to impress and awe observers. Wizards use this trial of talent to showcase the spells they know and the skill with which they wield them.

Each round, a wizard selects and casts a spell. He does not target his opponent with this spell, instead setting it off at a safe distance from the duellist. The caster makes a caster level check modified by the level of the spell he used. In addition, the caster gains a bonus or penalty to this check equal to his Charisma modifier. A caster with 5 or more ranks in perform gains a +2 synergy bonus.

After a pre-determined number of rounds, usually five but sometimes more or fewer depending on the participants, each competitor adds up the results of his caster level checks. The highest total wins the duel.

This type of display of power is often used by primitive spellcasters to demonstrate their abilities to their tribe and cow potential successors. Some crafty wizards challenge a rival to a duel, use relatively weak spells during the competition, then attack their opponent after he has used his most powerful spells during the test. This type of spell duel is most common amongst wizards' guilds and other institutions that judge applicants on their knowledge and ability of magic. During any given year, the top dozen or so competitors in a general, open competition are allowed entrance to the guild.

WIZARD FEATS

Metamagic and item creation feats both grant critical advantages to wizards who elect them. While this class is not quite so dependent on feats as the fighter, a wizard can mould himself into an arcane master by carefully selecting a few that bolster his magic. Those feats listed as wizard may only be selected by characters who meet the prerequisites and have at least one level in the wizard class.

Arcane Armour Proficiency (Heavy) [Wizard]

You may arcane cast spells while wearing the heaviest armours, such as splint mail or full plate. There is still a chance the armour interferes with your abilities, but you are much more adept at avoiding spell failure than untrained mages.

Prerequisite: Armour Proficiency (heavy), Arcane Armour Proficiency (medium).

Benefit: While wearing armour, you may opt to cast a spell as a full-round action rather than a standard one. You carefully concentrate in order to complete your spell, reducing the arcane spell failure chance of any armour by 30%, to a minimum of 5%. This reduction is not cumulative with the reductions gained from Arcane Armour Proficiency (light) and Arcane Armour Proficiency (medium) – you may only apply the best reduction.

Arcane Armour Proficiency (Light) [Wizard]

You have trained to wear armour while casting your spells. By carefully concentrating on the somatic components of your spell, you slowly go through the physical motions necessary to complete a spell. While your casting takes longer than normal, your armour does not greatly hamper your ability to cast a spell.

Prerequisite: Armour Proficiency (light).

Benefit: While wearing armour, you may opt to cast a spell as a full-round action rather than a standard one. You carefully concentrate in order to complete your spell, reducing the arcane spell failure chance of any light armour by 10%, to a minimum of 5%. This feat does not affect the arcane failure chance for medium or heavy armour.

Arcane Armour Proficiency (Medium) [Wizard]

With intensive training and practice, you slowly adjust to wearing heavier armour while casting spells.

Prerequisite: Armour Proficiency (medium), Arcane Armour Proficiency (light).

Benefit: While wearing armour, you may opt to cast a spell as a full-round action rather than a standard one. You carefully concentrate in order to complete your spell, reducing the arcane spell failure chance of any light or medium armour by 20%, to a minimum of 5%. This reduction is not cumulative with the reduction gained from Arcane Armour Proficiency (Light) – you may only apply the best reduction. This feat does not affect the arcane failure chance for heavy armour.

Arcane Knowledge [Wizard]

Through research and study, you discover the secrets of several magic spells that you add to your books.

Prerequisite: Ability to prepare arcane spells from a spellbook.

Benefit: Each time you select this feat, you gain three arcane spells in your spellbook. These spells may be selected from any level that you may normally cast. You may select this feat more than once, gaining three additional spells each time.

Arcane Senses [Wizard]

You have developed your awareness far beyond the mundane senses. You can feel the presence of magic and other arcane effects without the aid of magic.
Prerequisite: Caster level 7th+, Spell Focus (divination).
Benefit: As a free action, you may cast one of the following three spells: *detect magic, detect undead,* or *detect chaos/evil/good/law.* You may only gain the benefit of one of these spells at any given moment, though you may choose to terminate one effect to activate another. Treat each effect as an arcane spell cast at your arcane caster level. There is no limit to the number of times you may use this ability per day.

Arcane Shield Proficiency [Wizard]

While other wizards or sorcerers fumble through their spells while carrying a shield, you are able to handle one without disrupting your magic. You may gain the benefits of a shield and cast spells without fear of arcane spell failure.
Prerequisite: Shield Proficiency.
Benefit: While carrying a shield, reduce its arcane spell failure chance by 5%. You gain the armour class bonus offered by a shield at all times, even while casting spells.

Cast on the Run [General]

You can keep your wits about you and focus your magic even while running from your enemy or moving to attack. Much like a skirmisher, you cast spells without interrupting your movement.
Prerequisite: Combat Casting, Dodge, Mobility.
Benefit: When using a standard action to cast a spell, you may move before and after casting your spell, rather than using a move-equivalent action to move before or after casting your spell. The total distance you move may not exceed your current speed.

Channel Energy [General]

When casting a spell, you focus your concentration and grant it a tremendous burst of power. Blood spurts from your nostrils and ears, as you destroy your own intellect and body to shape an unstoppable burst of magical energy. While your spell is rendered brutally powerful, the strain of this casting leaves you a hollow wreck.
Prerequisite: Power Surge, Toughness.
Benefit: When casting an arcane spell, you may choose to inflict up to 8 points of temporary Intelligence damage to yourself. For each point of damage you take, you increase the save DC of your spell by 2 and gain a +2 bonus to your caster level check to defeat any spell resistance your incantation faces. You may use this feat once per week. The DC bonus granted by this ability stacks with feats such as Spell Focus.

Divine Blessing [General]

Your dedication and reverence for a deity allows you to master a single divine spell. You may now prepare and cast that spell as an arcane one.
Prerequisite: Arcane spellcaster level 1+.
Benefit: Choose a single spell from the cleric or druid spell lists. You may add this incantation to your books or your list of known spells. You can prepare and cast it as an arcane spell. You may choose a divine spell whose level is up to one less than the highest level arcane spell level you may normally cast. You may only ever choose this feat once.

Durable Magic [Wizard]

Your spells are much harder to counter or destroy than normal.
Prerequisite: Caster level 5+.
Benefit: When an opponent attempts to use *dispel magic* or *greater dispelling* against a spell you cast, including attempts to counterspell, you gain a +2 bonus to your effective caster level when determining if their caster level check overcomes your arcane or divine spells. Your spells are stronger than usual and resist attempts to cancel them out.

Enemy Focus [General]

Your spells are deadly against a particular race or monster type.

Benefit: When your spell affects your chosen enemies, they suffer a –2 penalty to their saving throws against your spells. You may choose this feat multiple times, choosing a different monster each time. You may not stack the benefits of this feat by selecting the same monster more than once. You choose the enemy affected by this feat in the same manner that rangers choose a favoured enemy. Select any monster type from this list: aberrations, animals, beasts, constructs, dragons, elementals, fey, giants, magical beasts, oozes, plants, shapechangers, undead, or vermin. You gain the bonus against any creature from your selected type. If you wish to gain this feat against outsiders or humanoids, you must select a specific creature type from those categories, such as human, elf, slaad, demon, or hobgoblin.

Imbue Weapon [Metamagic]

When you cast a spell that requires you to touch your target in order for the spell to take affect, you alter the spell so that you transfer its arcane energy to a weapon, allowing you to attack with it and deliver your spell.

Benefit: If a spell has a listed range of touch, you may cast the spell on a weapon. You may then attack with that weapon instead of making a melee touch attack to deliver the spell. If the weapon hits, you deal its normal damage and the spell's effect. If you miss, compare your attack result to your opponent's touch armour class. If you hit that AC, you deliver the spell but do not deal damage with your weapon. This feat works only on spells that require you to physically touch a target, not ones that require a ranged touch attack. A spell prepared with this feat takes up a spell slot one level higher than the spell's actual level.

Imbue Weapon Strike [Metamagic]

You can channel a touch spell into your weapon in a split second, allowing you to cast a spell as you make an attack.

Prerequisite: Imbue Weapon.

Benefit: If a spell has a listed range of touch, you may cast the spell on a weapon, as per the Imbue Weapon metamagic feat. In addition, you may rapidly channel the spell into your armament, allowing you to cast your spell as a move-equivalent action that does not draw an attack of opportunity. Thus, you may cast a touch spell, transfer it to a weapon, and make an attack with that weapon in the same round. You may only use this feat with a spell that lists its range as touch. A spell prepared with this feat takes up a spell slot two levels higher than the spell's actual level.

Improved War Wizard Tactics [Wizard]

Combining your studies of anatomy and vivisection with a penetrating mental acuity, you are able to injure your opponent by careful placement of your attack rather than mere brute force.

Prerequisite: Base attack bonus +5 or higher, Knowledge (anatomy) skill, War Wizard Tactics

Benefit: For the melee or ranged attack with which you use your War Wizard Tactics feat, you may use your Intelligence modifier in place of your Strength modifier when determining the damage done. This feat may not be used against opponents who are immune to critical hits or who are more than 30 ft. away from you.

Item Lore [General]

Your knowledge of magic item creation allows you to inspect an enchanted piece of equipment and determine the nature of its magical abilities.

Prerequisite: Any item creation feat, arcane caster level 5th+.

Benefit: If you possess the item creation feats necessary to create an item, you may inspect that item and determine its magical qualities without the need of spells such as *identify* or *analyse dweomer*. If you spend an hour doing nothing but inspecting the item,
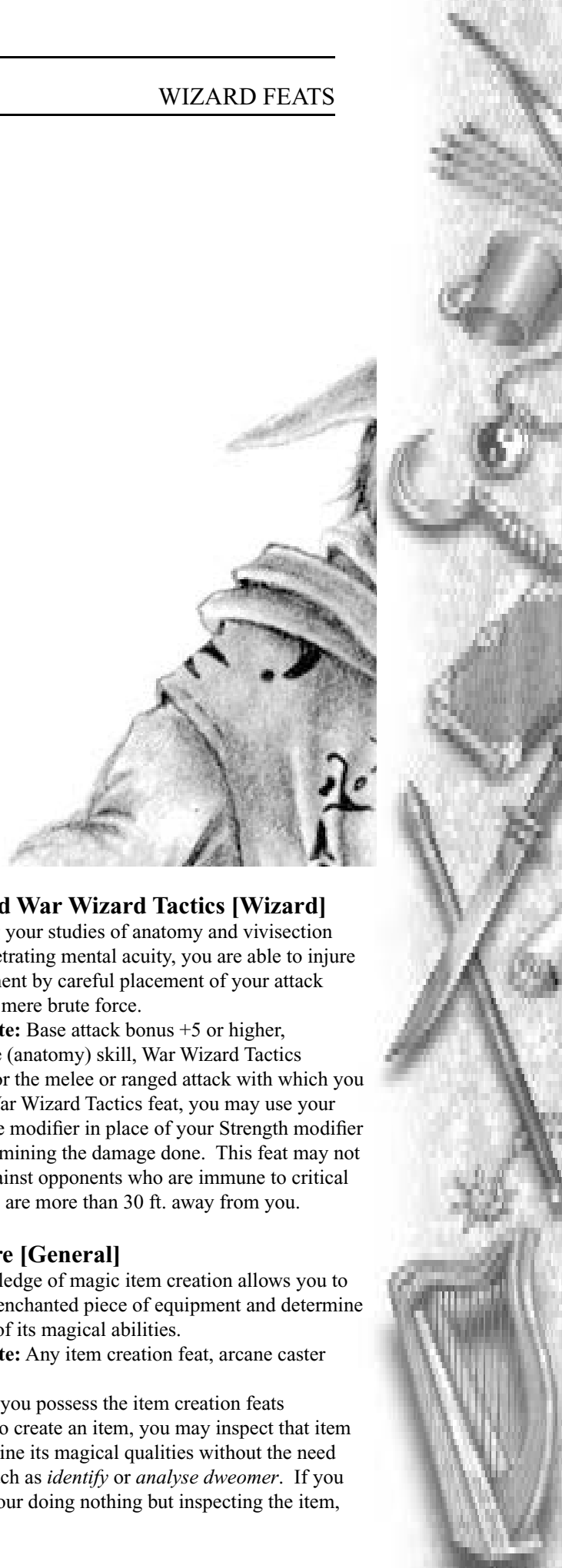
you may make a Spellcraft check with a DC of 20 + the item's required caster level. If your check succeeds, you learn the lowest level, or least powerful, item feature that you do not yet know about. You may use this feat once per day per item.

Machine Master [Wizard]
You have studied the workings of constructs, such as animated items and golems, and have learned the secrets of affecting their sentient, arcane minds with enchantment spells.
Prerequisite: Caster level 7th+, Spell Focus (enchantment).
Benefit: Your spells from the enchantment school affect all constructs as per the spell descriptions. Normally, constructs' minds are simply too alien for a spell such as *confusion* or *charm monster* to alter their thoughts. Your magic is tinged with energy derived from your understanding of enchantments, allowing you to affect artificial or arcane intelligences. You ignore a construct's immunity to mind-influencing effects with enchantment spells you cast. They are still immune

to mind-influencing effects caused by magic items or special abilities you wield.

Material Sacrifice [General]
By using a set of valuable material components while preparing a spell, you ease the burden of applying metamagic feats to your incantations.
Prerequisite: Caster level 7th+, any metamagic feat.
Benefit: While preparing a spell, you may use gems, gold, or other precious materials of any sort that have a market value of 500 gp value to reduce the level increase caused by metamagic feat. For each 500 gp you use, reduce the level increased caused by a metamagic feat by 1. You may not reduce the level penalty imposed by a metamagic feat to below zero. Material components used in this manner are consumed when you prepare your spells.

Mystic Bloodhound [Wizard]
By studying the arcane patterns of a spell, you can sense the location of the spellcaster responsible for it. In addition, your understanding of a caster's abilities grants you an improved ability to resist their effects.
Prerequisite: Caster level 3rd+, Spell Focus (divination).
Benefit: You have studied the unique patterns present in the signature of a magical spell, allowing you to gain important insights into a wizard's or other spellcaster's abilities. When you are affected by a spell, you may choose to automatically fail your save in order to gain an insight into the spell. In return, you gain several advantages. You receive a +2 bonus to all saving throws against that spellcaster's spells. You gain an intuitive sense of that caster's magic, allowing you to determine his general direction and distance relative to your current location. Your target's distance is defined either as close, up to a mile away, near, from 1 to 10 miles away, or far, more than 10 miles distant.

At any one time, you may use this ability on up to three different spellcasters. Each time you elect to fail a saving throw, you gain this ability against the caster. If this would push the total number of casters against whom you gain the bonuses of this feat to four you must drop your bonuses and tracking ability against enough casters to drop the total list down to three or fewer. You may only gain the save bonus and tracking ability against up to three spellcasters at any one time. You only gain the benefits of this feat when you elect to automatically fail a save against a spell. For instance, you would not be able to activate it against a sorcerer who hit you with a *magic missile*, as that spell does not allow a save.

Power Surge [Wizard]

When forming the energies necessary to complete and cast a spell, you may elect to harness raw arcane power that boosts your spell's effectiveness at the cost of your physical health.

Prerequisite: Toughness.

Benefit: You may elect to gain a +2 bonus to a single spell's save DC. In return, you sustain 2 points of temporary damage to your Constitution score. The excess energy you use to fuel the spell burns through your physical body, leaving you weakened and vulnerable. The DC bonus granted by this ability stacks with feats such as Spell Focus.

Premonitions [General]

Your mastery of magic allows you to attune to your surroundings, reading the weave of history to predict events in the immediate future.

Prerequisite: Spell Focus (divination).

Benefit: Once per day, you may elect to re-roll a single attack, skill check, or saving throw. You must keep the new result. Based on your limited knowledge of the future, you foresee the fruit of your efforts and attempt to alter your actions with this insight in mind. You may only take this feat once.

Ready Spell [Metamagic]

You can bring a prepared spell one step closer to completion without actually casting it. This allows you to discharge a spell with a much shorter, easier completion method.

Prerequisite: Caster level 5th+.

Benefit: You may partially cast a spell, summoning its energy but holding it in check until you choose to unleash it. Use a standard action to complete the spell, but instead of unleashing the energy you may release it as a free action. You may hold a spell in this manner for a total number of minutes equal to 5 plus your Constitution modifier. If you do not complete the spell before this duration, its energy dissipates harmlessly. If you take damage or encounter any other condition that would normally force you to make a Concentration check to cast a spell, you must make the skill check. If you fail, your readied spell immediately discharges. If the spell has an area of effect, it centres on you. Otherwise, the spell affects a randomly determined, eligible target in your line of sight or discharges in a random direction if the spell appears as a cone, semicircle, or other directional area. On a combat grid, designate each side of the caster's space with a number from 1 to 4 and roll a d4 to determine where the spell fires. A spell prepared with this feat takes up a spell slot two levels higher than the spell's actual level. As holding a spell takes a certain amount of concentration, you may not cast another spell while holding a spell.

Spell Scanner [General]

When attempting to counterspell an enemy wizard's casting, you may choose to read his aura and determine the spells he has prepared for the day rather than destroy the incantation he is about to complete.

Prerequisite: Spell Hawk.

Benefit: If you successfully counter your enemy's spell, you may elect to allow him to complete the spell as normal. Instead, you analyse the energies he gathers and the mixture of energies present within his magical aura. You immediately gain an intuitive sense of the spells your opponent has prepared for the day. Spellcasters who do not prepare spells, such as bards and sorcerers, are immune to this ability. Since their abilities are drawn from their magical heritage and innate abilities, they exhibit unique magical patterns which are impossible to analyse with arcane training.

Spell Hawk [General]

You are adept at counterspelling, the art of using a magical spell to counteract the same spell cast by an enemy wizard.

Benefit: You gain a +4 competence to Spellcraft checks made to identify a spell that you wish to counter. If after successfully identifying a spell you elect to counter it with *dispel magic*, you gain a +2 competence bonus to your caster level check to defeat your opponent's spell. In addition, you may use *greater dispelling* when attempting to counterspell.

Spell Reserve [Wizard]

You are so intimately familiar with a particular spell that you may drop a prepared spell in order to cast it.

Prerequisite: Ability to prepare spells, Spell Mastery with chosen spell.

Benefit: Each time you select this feat, choose a spell that you have previously chosen to learn with the Spell Mastery feat. Once per day, you may elect to drop a spell and replace it with your chosen incantation. The spell you drop must be at least one level higher than your Spell Reserve. You may take this feat multiple times, choosing a different spell affected by your Spell Mastery feat each time.

Spell Spike [General]

Your skill at destroying or modifying spells cast by others allows you to twist a spell so that it turns back on its caster before he completes it, ruining his prepared spells.

Prerequisite: Spell Hawk, Spell Scanner, Spell Stealer.

Benefit: If you successfully counter a spell cast by a person who must prepare spells, such as a cleric, druid, or wizard, you may choose to allow the spell to work as normal. Instead, you use your counterspell's energy to wreck one of your foe's prepared spells. You gain an immediate insight into your opponent's prepared spells, as per the Spell Scanner feat. You may force your opponent to lose a prepared spell of your choice by making a caster level check with a DC equal to your opponent's caster level plus the level of the spell you wish to ruin. If you succeed, your opponent immediately loses that incantation from his list of prepared spells.

Spell Stealer [General]

When you counterspell your enemy's incantation, you may cause a backlash of magical energy that, rather than terminating his spell, allows you to force it to affect a target of your choice.

Prerequisite: Spell Hawk.

Benefit: If you successfully counter a spell, either with *dispel magic, greater dispelling*, or the spell your foe attempted to cast, you may allow your opponent to complete his spell but with a different target. Your enemy casts his spell as normal, but you pick the target of the spell. You must obey all rules for picking a target as normal. For example, you could not force your victim to cast *magic missile* at an invisible creature that you could see thanks to a spell, but was invisible to your opponent. This feat only affects spells that require you to select a target at the time of the spell's completion. Spells with a target listed as you or touch are not subject to this feat. You cannot force an enemy spellcaster to touch a particular target, for instance.

Spirit Singer [Wizard]

Through practice and study, you have learned how to work magic that influences the minds of undead creatures, such as zombies and vampires.

Prerequisite: Caster level 7th+, Spell Focus (enchantment).

Benefit: Your spells from the enchantment school affect all undead as per the spell descriptions. Undead creatures are usually mindless drones or too seeped in negative energy to suffer the effects of mind-influencing spells. Your magic is tinged with energy derived from your understanding of enchantments, allowing you to affect undead creatures. You ignore the undead immunity to mind-influencing effects with enchantment spells you cast. They are still immune to mind-influencing effects caused by magic items or special abilities you wield.

War Wizard Tactics [Wizard]

You have learned that a single well-considered strike is more effective than a dozen poorly planned ones. You use your mental acuity to guide your hand in battle, rather than relying on your brute force or reflexes.

Prerequisite: Base attack bonus +3 or higher, Martial Weapon Proficiency

Benefit: For one melee or ranged attack each round (which may be a touch attack), you may use your Intelligence modifier in place of your Dexterity or Strength modifier when determining if your attack hits. Determine the damage of your attack as normal, using your Strength modifier if appropriate.

Tools of the Trade

Magic is the wizard's first tool of choice, yet there are times when a sharp dagger is more useful than a *cone of cold* or a *meteor swarm*. On adventures, wizards face a few unique hazards in comparison to other classes. They are extremely vulnerable to physical attacks, as they rarely wear armour, and if forced to fight, the weapons they carry are rarely effective. Wizards attempt to remedy these weaknesses with spells and magical or mundane equipment. While magical incantations are normally an effective means to drive away attackers and stave off injury, few wizards master enough spells to guarantee their safety at all times, particularly when they face a series of battles during the course of a day. The proper tool is both more reliable and easier to use than an equivalent spell.

Weapons

Wizards carry few weapons, and traditionally spellcasters consider taking up arms as a last resort option. After all, the wizard forced to rely on his dagger or staff in lieu of his magic, is a wizard who has burnt his last prepared spell, or a mage who is in terrible danger indeed. The weapons presented here are popular with wizards primarily for their ease of use. After all, most wizards would rather spend their time studying magic rather than learning to heft a battleaxe or fence with a rapier.

Unless otherwise noted, the armaments listed below all qualify as simple weapons.

Dagger, Throwing: This slender bladed knife is specially constructed for throwing. Lighter and smaller than a normal dagger, a throwing blade has a much longer range than its larger cousin but is unwieldy in melee. When used to make a hand-to-hand attack, the throwing dagger's wielder suffers a –2 competence penalty to his attack roll.

Net, Handled: A fine, mesh netting mounted on a wooden hoop set with a long handle, this net is designed to capture tiny creatures such as butterflies, rats, and other pests whose organs may be harvested for material components. The handled net works in a similar way to a normal, thrown net. It may only be used against creatures of Fine or Diminutive size. Using the net is a melee touch attack. On a hit, the target is entangled and suffers –2 on attacks and a –4 penalty to its effective Dexterity. The creature is trapped within the net and may not move. To escape, the trapped creature must make an Escape Artist check (DC 20) as a full-round action or tear through the mesh netting (5 hit points, burst DC 20) to escape. While trapped within the net, a creature must make a Concentration check (DC 15) to cast any spells. Unlike the standard net, a handled one counts as a simple weapon. This net requires much less training and skill to use effectively.

Robes and Armour

Thick steel plates may offer protection against an ogre's club, goblin's arrows, or troll's claws but to a wizard such protection is little more than a straitjacket to choke off and ruin his magical talents. Wizards disdain armour, though the development of spells such as *shield* and *mage armour* shows that they do consider it an important resource in battle. Still, few wizards risk the vagaries of strapping on even the lightest protection, preferring instead the utility and comfort offered by a simple layer of robes.

Robe, Deep Pockets: A favourite of wizards who carry a wide range of material components, deep pockets robes offer a wide range of places in which to tuck tiny items. These robes have small storage pockets sewed throughout their sleeves, inner surfaces, and other areas, each designed to be easily accessible even under the most stressful circumstances. The wearer of these robes may designate up to 8 Tiny or smaller items to hide within this article of clothing. The wearer may recover any of these items as a free action that does not provoke an attack of opportunity.

Robe, Miser's: This mundane-looking piece of clothing is a favourite amongst merchants, adventuring wizards, and others who must normally carry gems, gold, jewels, and other small, expensive trinkets into dangerous areas. A miser's robe has small pockets set into its hems, each of which may be sewn shut with

Simple Weapons

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Dagger, Throwing	Tiny	1 gp	1d3	X4	20 ft.	1 lb.	Piercing
Net, Handled	Small	10 gp	—	—	—	2 lb.	None
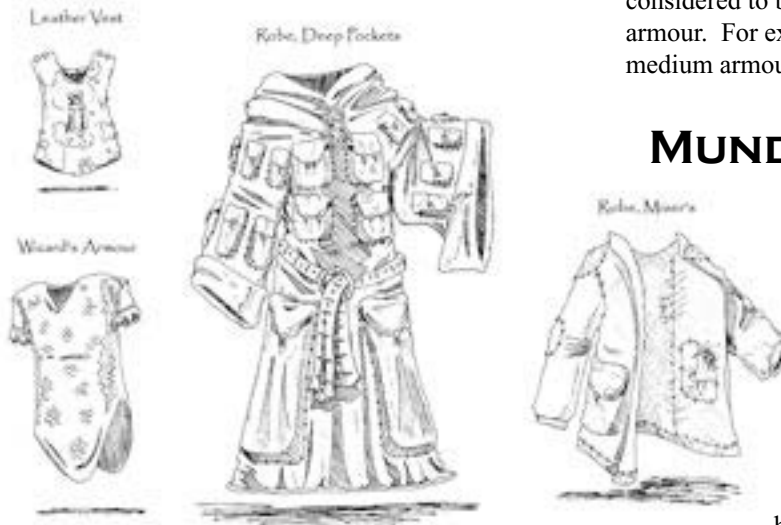
a small cache of coins tucked inside. This robe has 4 such pockets, each of which can hold one Tiny or smaller item or a total of 25 gp. Finding these pockets requires a Search check (DC 20) to notice the coins or jewels tucked inside the robe's cloth. Opening a sewn-shut pocket is a full-round action that draws an attack of opportunity. Once a pocket is open, it must be once again sewn shut with a needle, thread, and a successful Craft (tailor) or Dexterity check (DC 10).

Wizard's Armour: An enhancement that may be added to an existing type of armour rather than a class of protective gear of its own, wizard's armour is created by taking a typical armour design and modifying it to allow for greater freedom of movement and improved ability to complete arcane spell gestures without interference. An existing suit of armour may not be modified in this manner. Instead, wizard's armour must be created from scratch. To calculate the cost and effectiveness of wizard's armour, select a base armour type, such as chainmail, and determine the cost and stats of a masterwork version. Then, increase the cost by 200 gp, decrease its armour bonus by 2, drop its weight by 5 lbs., and reduce its arcane spell

failure chance by 10%. A suit of wizard's armour is considered to be the same armour type as its original armour. For example, wizard's chainmail counts as medium armour.

Mundane and Alchemical Equipment

Experienced wizards rarely carry much non-magical equipment. Some wizards are so eager to show off their skill in crafting magic objects that they imbue even the simplest items with arcane powers. Adventuring spellcasters on the other hand will happily carry any item that is useful to them, whether it is of mundane or magical origin. Anti-magic zones, extreme weather, and strange beasts can all make it difficult to employ a spell or magic item. The right tool at the right time can spell the difference between victory and defeat.

Fireproof Oil: Distilled from a variety of inflammable liquids, materials, and reagents, fireproof oil increases the capacity for an item to resist the effects of fire and extreme heat. Each dose of this fluid may be used to coat one medium-size or smaller object. For 24 hours after the solution is applied, the object gains fire resistance 5. Fireproof oil may not be used on living creatures, though constructs may gain its benefits. If spread on a living creature, the oil acts as a mild contact poison, dealing 1d2 points of temporary Con damage as its initial damage and 1d2 more points as its secondary effect, DC 12 Fortitude save to resist. A living creature's skin absorbs the oil, causing the poison damage and denying the creature its protective qualities.

Mindsharp: This highly controlled substance is banned in some realms for long-term side-effects it can have on a wizard's mind. Designed to improve its user's

Armour Table

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Robes								
Robe, Deep Pocket	7 gp	+0	—	0	0%	30 ft.	20 ft.	4 lb.
Robe, Miser's	8 gp	+0	+9	0	0%	30 ft.	20 ft.	4 lb.
Extras								
Wizard's Armour	+200 gp	–2	—	0	–10%	—	—	–5 lb.

mental acuity, mindsharp allows a wizard to rest for only 4 hours before studying and preparing his daily spells. A wizard must drink one vial of the substance after 4 hours of rest in order to gain its benefits. However, mindsharp extracts a steep price from a wizard. Each time a wizard uses this chemical, he must make a Fortitude save (DC 15) or suffer 2 points of temporary Intelligence damage. However, the Games Master should make this check in secret and inform the wizard of its result only if a situation arises in which the wizard could directly observe the effects of his reduced intellect. Mindsharp has a side effect of granting its user an increased sense of competence and confidence, causing him to overlook the drawbacks of this drug. Normally, a wizard is only aware of his Intelligence loss if he attempts to cast a spell that his reduced intellect no longer allows him to use. A mindsharp user does not begin to naturally heal this Intelligence loss until one week after his last use of mindsharp. For each consecutive day a wizard uses this substance, increase the Fortitude save DC by 2. For each day he goes without using it, reduce it by 2 until it returns to 15. Intelligence lost through the use of mindsharp is cumulative.

Mindsharp has no effect on divine spellcasters or other spellcasters who do not rely on Intelligence to determine bonus spells. It sharpens mental focus and grants the ability to quickly memorise information, neither of which is of benefit to a cleric as he prays to his deity.

Paindull: A thick, syrupy liquid, paindull is a powerful analgesic that helps a wizard or other character resist the effects of damage. After drinking a dose of paindull, a character gains a +2 competence bonus to all Concentration checks caused by damage for 2 hours. Paindull provides a buffer against the shock and agony caused by a wound, improving its user's ability to focus his thoughts. Paindull only works for a character once during a 24-hour period. Doses beyond the first have no effect.

Scrollcase: A simple, hollow tube designed to hold rolled-up sheaves of parchment, a scrollcase is a handy tool for preserving and protecting magical scrolls. A spell or attack must destroy the case before it can deal damage to the scroll inside. Each scroll case may hold 3 scrolls.

Scrollcase, Adamantine: This heavy, thick case is extraordinarily difficult to destroy. Powerful wizards who commonly carry scrolls of *wish*, *imprisonment*,
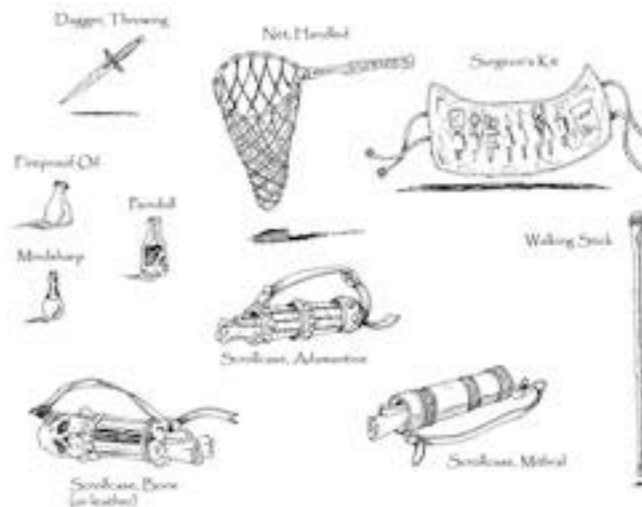
or other mighty spells prefer this case for its ability to shield its contents from all but the most destructive attacks and spells. An adamantine scollcase has hardness 20 and 8 hit points.

Scrollcase, Leather or Bone: The typical scrollcase is crafted from hardened leather, though some primitive cultures prefer bone or similar materials. A bone or leather scrollcase has hardness 2 and 1 hit point.

Scrollcase, Mithral: Second only to adamantine in terms of toughness and durability, mithral is an acceptable substitute for wizards who cannot afford or find adamantine cases to protect their scrolls. A mithral scollcase has hardness 15 and 4 hit points.

Surgeon's Kit: Consisting of a scalpel, scissors, small mirror, and other tools, the surgeon's kit is useful for inspecting a corpse, dissecting a creature, or otherwise performing minute inspections of a living or dead creature. While some healers may use the kit to help tend to a wounded comrade, it provides no additional bonus to Heal checks.

Walking Stick: This short, stout wooden rod is normally capped with bronze or iron tips. While useless in combat, a walking stick provides a +2 competence bonus to Balance checks if its bearer uses a move-equivalent action to brace himself against the ground with it. The stick provides this bonus applies only if the Balance check was forced by unsteady ground, an earthquake, or a similar event. The stick is useless when making a Balance check to walk a tightrope, for example. If used in combat, a walking stick counts as an improvised weapon. It lacks the heft or durability of a club or similar bludgeon.

Equipment Table

Item	Cost	Weight
Fireproof Oil	50 gp	—
Mindsharp	25 gp	—
Paindull	80 gp	—
Scrollcase, Adamantine	500 gp	1/2 lb
Scrollcase, Leather or Bone	1 gp	1/2 lb
Scrollcase, Mithral	250 gp	1/2 lb
Surgeon's Kit	30 gp	1 lb
Walking Stick	5 gp	1 lb

Magic Items

With their skill in working spells and forging magical items, wizards rely on enchanted gear much more than other classes. Wands, staffs, potions, and scrolls are all common pieces of equipment to a wizard, while other classes see them as rare and fabulous items. Since wizards have access to many item creation feats; they can produce their own magical gear at roughly half the prices paid by other classes. Thus, wizards develop a wide range of items to help them survive their adventures.

Magical Weapons

While a weapon imbued with magical power may seem out of place in the hands of a wizard, a few magical weapons have been developed specifically to aid spellcasters in the course of their adventures. With their skill at producing magic weapons, some wizards research and produce arms specifically designed for combatants with little skill in battle.

Weapon Qualities

Many of the magical weapons developed by wizards are equally useful in the hands of a skilled fencer or a fumbling apprentice. Weapons designed for a wizard tend either to enhance his spellcasting ability or help protect him in battle.

Acid: Dripping with green ichor, an acid weapon delivers acid damage against its targets. Upon command, the weapon's blade, bludgeon, or edge turns into a solidified, shimmering piece of acid that burns through whatever it hits. An acid weapon deals an additional 1d4 points of damage on a successful hit. In addition, the target must make a Fortitude save (DC 13) or suffer an additional 1d4 points of damage on the next combat round unless the acid is somehow neutralised. Spellcasters prefer acid weapons for their potential to ruin an opponent's casting in later rounds.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *Melf's acid arrow*; *Market Price:* +2 bonus.

Invisible: Ammunition imbued with this enchantment is rendered invisible, allowing to it strike a target unawares. Invisible arrows are extremely difficult to dodge yet they are also difficult to aim precisely. The user of invisible ammunition suffers a -2 circumstance penalty to his attack rolls. The target of invisible ammunition loses his Dexterity bonus to Armour Class and all dodge bonuses. This weapon quality may only be applied to ammunition, such as arrows, bolts, or sling stones. Furthermore, after being attacked with invisible arrows the target and his allies may still be caught by surprise, allowing the attackers to take another partial action. The victims of such an ambush might not be aware of an assault until just after the first arrows hit.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *invisibility; Market Price:* +1 bonus.

Phantom: A bizarre mix of illusion magic and the principles behind the creation of magical arms, a phantom weapon is cloaked under a dweomer to appear as a walking stick, wand, or other harmless item normally associated with arcane spellcasters. In any

Acid (dagger)

Invisible (arrows)

Staff of Graceful Skill at Arms

Mage Blade

Potion of Arcane Mastery

Dagger of the Archmage

Potion of Mnemonic Enhancement

Wizard Hammer

Potion of Mystic Insight

Skill (longsword)

Phantom (staff)

Spellbreaker (spear)

encounter against an opponent who is not aware of the weapon's true qualities, an attacker's first strike made with a phantom weapon catches his target flatfooted. The target does not expect the attack to be effective, wrecking his guard and allowing the attacker to make a devastating strike. The phantom quality may only be applied to a melee or missile weapon, but not ammunition.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *major image*; *Market Price:* +2.

Spellbreaker: Imbued with a strong anti-magical aura, a spellbreaker cleaves through magical protections with ease. When a spellbreaker hits a target, there is a chance it destroys spells such as *mage armour*, *shield,* and *stoneskin.* When making an attack with a spellbreaker, its special ability activates on one of two conditions. If the attack misses but would have hit if not for a magical spell that improves the target's Armour Class, that spell immediately becomes the target of a *dispel magic* cast by a 5th-level wizard. If more than one spell improves the target's Armour Class, randomly determine which spell is affected. If the spellbreaker hits but a spell reduces the damage it causes, such as *stoneskin*, the weapon's ability activates against that enchantment.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armour, Forge Ring, *dispel magic*, *antimagic field*; *Market Price:* +3 bonus.

Skill: Few wizards have more than a rudimentary skill with weapons, leaving them to fight with daggers, clubs, and staffs against enemies who wield superior arms. A weapon imbued with the skill quality grants its wielder full proficiency with its capabilities. For example, a *longsword of skill* grants its wielder Martial Weapon Proficiency (longsword) while a *bastard sword of skill* grants its wielder Exotic Weapon Proficiency (bastard sword). As a rule of thumb, the weapon grants a proficiency equivalent to its listed type and any necessary prerequisite feats.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *cat's grace*; *Market Price:* +1 bonus.

Wizard Hammer: A bane of spellcasters, a wizard hammer destroys prepared spells before a spellcaster has a chance to cast them. If a spellcaster who must prepare spells is struck by this weapon, he must make a Will save (DC 20) or lose his highest level spell from those he currently has prepared. If the spellcaster has more than one spell prepared at his highest level, randomly determine which one he loses.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armour, *great dispelling, insanity*; *Market Price:* +4 bonus.

Specific Weapons

Dagger of the Archmage: Appearing as little more than a battered old knife, the *dagger of the archmage* is in truth a powerful weapon in the hands of a wizard. This blade functions as a *+3 returning dagger*. In addition, the dagger is extremely light and easy to handle. Making a normal attack with it counts as a move-equivalent, rather than a standard action. Thus, the wielder may attack with the dagger and then use his standard action. However, you may not attack with the dagger or any other weapon using your standard action in that turn. You must take some sort of other action with it, such as casting a spell. Thus, a wizard or other spellcaster could attack with the dagger and cast a spell during his turn.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armour, *haste, time stop*; *Market Price:* 162,302 gp.

Mage Blade: In the hands of a combatant who has no skill with magic, the mage blade functions as a mundane masterwork longsword. It grants its wielder a +1 enhancement bonus to attack and no further special abilities. However, in the hands of a combatant who is capable of preparing and casting arcane spells, the *mage blade's* true nature becomes apparent. In such hands, this weapon acts as a +3 weapon. In addition, it grants its wielder the fighting abilities of an experienced fighter. He gains the use of the feats Weapon Focus (longsword), Power Attack, Martial Weapon Proficiency, and Cleave, even if he does not normally meet the prerequisites for those feats. The wizard gains these feats only on attacks made with the *mage blade*. For example, a mage fights with a *mage blade* in his primary hand and a second longsword in his left. When attacking with the weapon in his left hand, the wizard does not use the feats granted by the *mage blade*.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armour, *Tenser's transformation; Market Price:* 72,315 gp.

Staff of Graceful Skill at Arms: Similar to a *mage blade*, this enchanted weapon grants an arcane spellcaster who wields it in battle the abilities and skills of an experienced warrior. In the hands of a non-spellcaster, the *staff of graceful skill at arms* functions as a masterwork quarterstaff. When wielded
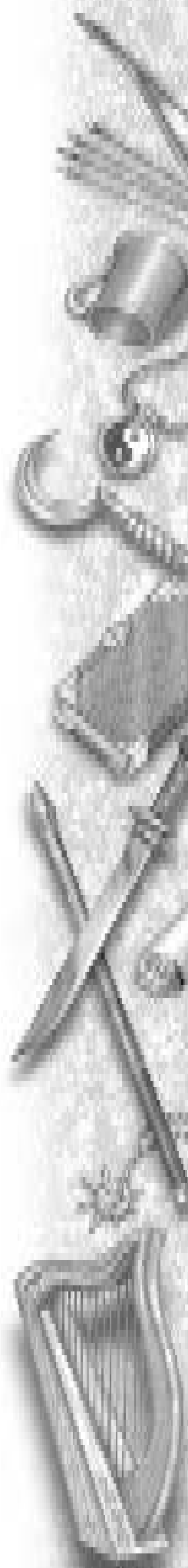
by an arcane spellcaster capable of preparing and using spells, the staff grants him several bonuses. The weapon operates as a *+1 quarterstaff.* It also grants the wielder the following feats: Deflect Arrows, Two-Weapon Fighting, and Weapon Focus (quarterstaff). The wizard may use these feats even if he does not have the prerequisites necessary to gain them. These feats only apply to attacks made with the *staff* or while the wizard carries the staff in his hands. The requirement that the wizard carry the staff in his hands replaces the usual requirement to have one hand free to use Deflect Arrows.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armour, *protection from arrows, Tenser's transformation*; *Market Price:* 98,300 gp.

Potions

Potion of Arcane Mastery: This neon orange potion pops, fizzles, and bubbles with arcane energy, giving it an unstable, highly agitated appearance. When consumed by a spellcaster, this potion grants him the equivalent of the feat Spell Focus appropriate to the school of the next spell he casts. If the spellcaster already possesses Spell Focus for the spell type he uses, this potion grants him no bonuses or additional effects.

Caster Level: 5th; *Prerequisites:* Brew Potion, Spell Focus; *Market Price:* 300 gp.

Potion of Mnemonic Enhancement: A bright yellow liquid, this potion boosts the mental capacity of its drinker, allowing him to recall the mystic patterns used to cast a prepared spell. After drinking a *potion of mnemonic enhancement*, a character who can prepare spells immediately regains the last spell he cast. The spell must have been cast within one hour of drinking the potion. Otherwise, its effects are wasted. Characters who do not prepare spells, such as sorcerers, gain nothing from this potion. This potion allows a caster to recall a spell of up to 3rd level. Higher level spells are simply too complicated for the user to recall fully.

Caster Level: 5th; *Prerequisites:* Brew Potion, *detect thoughts*; *Market Price:* 1,000 gp.

Potion of Mystic Insight: A purple liquid with a distinct, metallic taste, the *potion of mystic insight* grants its drinker an array of abilities to see and identify magical auras. Anyone who drinks this brew gains the benefits of *detect magic, detect poison,* and *detect secret doors* all cast by a 3rd-level wizard.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *detect magic, detect secret doors, detect poison*; *Market Price:* 100 gp.

Staffs

Apprentice's Staff: Created by a master wizard as a gift to his apprentice and a sign of the youngster's attainment of the wizard's mantle, an *apprentice's staff* is designed to provide a young adventuring wizard with a few spells that prove useful in warding off enemies and surviving adventures. Few wizards continue to use an *apprentice's staff* after progressing in magical ability but most keep theirs as a treasured memento of their master's kindness. An *apprentice's staff* allows the use of the following spells:

†   *Expeditious retreat* (1 charge)
†   *Mage armour* (1 charge)
†   *Obscuring mist* (1 charge)

Caster Level: 5th; *Prerequisite:* Craft Staff, *expeditious retreat, mage armour, obscuring mist*; *Market Price:* 4,200 gp.

Force Staff: This magical staff is a shimmering cylinder of magical energy that functions in melee as a *+2 brilliant energy quarterstaff.* Forged from pure arcane power, this weapon crackles with energy and serves to channel a variety of force-based effects. It allows the use of the following spells:

†   *Magic missile* (5 missiles) (1 charge)
†   *Otiluke's resilient sphere* (DC 14) (1 charge)
†   *Wall of force* (2 charges)

Caster Level: 16th; *Prerequisites:* Craft Staff, Craft Magic Arms and Armour, *magic missile, Otiluke's resilient sphere, wall of force*; *Market Price:* 92,000.

Staff of Elemental Mastery: This magical staff is formed from a fusion of material collected from each of the four primary elemental planes: earth, air, water, and fire. At first glance, it appears to be carved from dark brown wood, but a closer inspection reveals a series of swirling patterns that slowly alter its colour from deep black to an orange brown. The staff pulses with the living power of the elements, granting its user a variety of powers focused on them. The *staff of elemental mastery* allows the use of the following spells:

†   *Fireball* (12d6, DC 13) (1 charge)
†   *Gust of wind* (1 charge)
†   *Protection from elements* (1 charge)

† *Stoneskin* (1 charge)

† *Control water* (1 charge)

† *Summon monster VI* (elementals only) (2 charges)

Caster Level: 12th; *Prerequisites:* Craft Staff, *fireball, gust of wind, protection from elements, stoneskin, control water, summon monster VI; Market Price:* 63,000 gp.

Staff of the Grave: Crafted from the bones of a long-dead lich, the *staff of the grave* is a powerful item very much desired by necromancers. This item offers its user a wide range of abilities and powers relating to the control and creation of the undead. This staff grants no special bonuses when used in melee. It allows the use of the following spells:

† *Scare* (DC 12) (1 charge)

† *Halt undead* (DC 13) (1 charge)

† *Animate dead* (1 charge)

† *Circle of death* (DC 16) (2 charges)

† *Control undead* (DC 17)

Caster Level: 13th; *Prerequisites:* Craft Staff, *magic missile, halt undead, animate dead, circle of death, control undead; Market Price:* 60,000 gp.

Wondrous Items

Alzar's Helpful Hands: A magical pair of gloves that duplicate the effects of an *unseen servant*, this pair of dainty silk gloves act as an assistant and helper to its bearer. Once per day, the *gloves* may cast *unseen servant* as an 8th-level wizard. Unlike the standard version of that spell, the *gloves* act as the *servant's* hands, floating through the air as if they were worn by an invisible human. The *helpful hands* are popular with experienced wizards who use them to fetch and hold scrolls during combat, complete dangerous portions of experiments, and undertake other simple tasks.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *unseen servant; Market Price:* 3,200 gp.

Gloves of Reach: When the command word is spoken, these *gloves* allow their wearer to generate a glowing, blue hand that may be used to deliver magic spells or grasp and move items. Three times per day, the *gloves* may cast *spectral hand* or *telekinesis* as a 9th-level wizard. When activating the *gloves*, the wearer must decide which of the two spells he wishes to use. The *gloves' telekinesis* effect may be used to reproduce that spell's sustained force effect. A bright blue, glowing hand appears to grab and move the items the user affects with the *gloves*.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *spectral hand, telekinesis; Market Price:* 54,000 gp.

Goggles of Arcane Insight: These wire-rimmed glasses are commonly used by wizards to aid their study of new and strange arcane spells. Three times per day, the *goggles* cast *read magic* as a 1st-level wizard. In addition, a wizard who studies a spell while wearing the goggles gains a +2 competence bonus to his Spellcraft check made to understand and scribe the spell into his books.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *read magic; Market Price:* 1,280 gp.

Goggles of True Strike: This enchanted piece of eyewear grants its user the ability to cast *true strike* as a 1st-level wizard three times per day. Activating the *goggles* requires the user to rotate their lenses to bring the target into exact focus, which is a standard action and provokes an attack of opportunity.

Apprentice's Staff · Force Staff · Staff of Elemental Mastery · Staff of the Grave · Alzar's Helpful Hands · Melgis's Backpack of Safe Transport · Gloves of Reach · Mystic Grinder · Stylus of Endless Ink · Goggles of Arcane Insight · Goggles of Familiar Sight · Goggles of True Strike · Tengorn's Vexing Target Dummy

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *true strike*; *Market Price:* 1,800 gp.

Melgir's Backpack of Safe Transport: This plain-looking leather satchel is imbued with a powerful combination of alteration and transmutation magic. Any item placed within the backpack gains a +10 bonus to its hardness when the backpack is closed. Glass beakers, potion vials, flasks of oil, and other fragile items become extraordinarily difficult to shatter when they are kept within this bag. An item must be small enough to fit completely within the backpack. Items placed within this backpack are immune to the spell *shatter*, while other incantations that deal damage to crystalline objects, such as *shout*, must defeat the object's newly increased hardness.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *shatter, stoneskin; Market Price:* 1,500 gp.

Mystic Grinder: This bizarre though highly useful item is a simple porcelain mortar and pestle. Any coins or valuable metal placed into this item and ground down turn into a thick, white paste. If the user than places the cover over the item and speaks the command word, he may choose to transform this paste into any material component necessary to cast a spell he either has prepared or which appears on his list of known spells, as per a sorcerer or bard. When the cover is removed, the white paste transforms into the material components appropriate to the chosen spell. The cash value of the coins must equal or exceed the value of the component. The grinder may only produce components which are consumed in the course of the spell's casting. Though coins and metal are normally too hard to easily grind down, within this item they break down easily. The component white paste is utterly worthless and disintegrates if removed from the mortar. The material components produced with this item must fit within the 6-inch wide, 4-inch deep mortar. This item does not produce change. For example, if 10 gp are used to produce components worth 5 cp, all 10 gp are lost. The material components produced are enough for one casting of the chosen spell. Note that you may use components for purposes other than casting a spell.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *minor creation*; *Market Price:* 1,500 gp.

Stylus of Endless Ink: Crafted from the claw of a dragon, the tip of this elegantly crafted writing instrument is coated with a fresh, moist dash of ink. The stylus continually refreshes its ink supply, allowing its user to write without the need of an inkwell. The *stylus's* true power becomes apparent if it is used to scribe scrolls or write spells into a spellbook. When employed to complete either of those activities, the user subtracts 10% from the gp cost necessary to complete a scroll or add a spell to his books. The ink generated by the *stylus* is infused with the mystic potential of a dragon's blood, making it well-suited to completing such work.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, the finger bone of a dragon, *minor creation; Market Price:* 2,000 gp;

Tengorn's Vexing Target Dummy: The wizard Tengorn was renowned as a mercenary captain and battle mage during his younger years. An impetuous hothead from the great northern barbarian tribes, the warrior code of Tengorn forbade him to cower behind other warriors in battle. Instead the wizard fought alongside the front rank warriors, carrying his magic to the enemy. Such rash tactics exposed Tengorn to many dangers, and as he grew older the wisdom of his years slowly came to outweigh the foolhardy urges of his youth. Reluctant to ruin his reputation as a skilled combatant, Tengorn forged his *vexing target dummy* to help protect him in battle. This magical item is a 6-inch tall wooden statue of a warrior in armour bearing a shortspear and a large shield. When the item is placed on the ground and its command word spoken, it grows into a man-sized animated object. The *target dummy* acts as a shield bearer, deflecting attacks meant for its owner. Though crafted of wood, the *dummy* is surprisingly agile, granting its user the equivalent of a *shield* spell so long as it remains active. If an attack misses the user but would hit him if he did not have the benefit of the *shield* granted by this item, the attack instead strikes the dummy. The dummy is AC 12 (+2 natural) has 28 hit points and is hardness 5. Its base saving throw for each type is +2. The *target dummy* may animate for up to 60 minutes once per day. It moves at a rate of 30 ft and may take no actions except from moving next to its owner. The *dummy* provides its benefits against any attack made from or passing through its threatened area. If the *dummy* drops to 0 or fewer hit points, it is permanently destroyed. This item may be returned to its smaller form at any point before its 60 minutes have elapsed, though it may not return to its active form until the next day. After shrinking, the *dummy* automatically repairs all damage it sustained while in its large form. The *target dummy* provides protection to the person who activated it and no one else. It cannot be ordered to assist others.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *enlarge, limited wish, reduce, shield; Market Price:* 24,000 gp.

Trumpet of Arcane Triumph: Forged by the great paladin-wizard Thyrtus, this golden horn generates a tremendous wave of golden energy that sweeps forth to smash the magical protection of all it touches. When sounded, the *trumpet* creates a 60 ft. long cone of energy. Any creatures caught within this area that have spell resistance may temporarily lose that ability. Make a caster level check for a 15th-level wizard against each creature with SR. On a success, that creature loses its SR for 2d6 rounds. The *trumpet* may be used once per day.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *antimagic field, shout; Market Price:* 120,000 gp.

Wondrous Items for Familiars

A wizard's familiar is much more than a useful resource but a lifelong companion who forms a bond closer than anything experienced by most mortal beings. Thus, wizards develop a small range of magical items expressly designed to aid and protect their animal allies.

Collar of Armour: This leather neck band surrounds a Tiny or smaller creature with a tangible field of invisible energy, granting it an armour bonus from +1 to +8. The collar must be worn for its armour bonus to apply. Creatures larger than Tiny cannot physically wear the collar, and it provides no protection if worn anywhere other than around the throat or neck.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *mage armour*, creator's class level must be two times the armour bonus provided by a *collar*; *Market Price:* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8).

Collar of Recall: A mithral chain set with a simple clasp, the *collar of recall* allows a wizard or other spellcaster to instantaneously summon a familiar to his side. Once per day, a wizard may speak a command word which immediately *teleports* his familiar to his current location. The familiar appears in the same area, or immediately adjacent, to the wizard. The user chooses the exact return point of his familiar.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *teleport; Market Price:* 18,000 gp.

Goggles of Familiar Sight: While wearing these eyepieces, a wizard or sorcerer strengthens the empathic bond he forms with his familiar. The spellcaster may see through his familiar's eyes so long as he wears the goggles. However, while doing so the wizard or sorcerer must focus his concentration as if he were maintaining a spell. The user also cannot see through his own eyes while using this ability, rendered him effectively blind to his immediate surroundings so long as he uses this item.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *clairaudience/clairvoyance; Market Price:* 6,000 gp.

Melgir's Opulent Travelling Case: This magical item is a two-foot long, one foot-high, one foot-wide wooden box with a small door mounted at one end. A travelling case designed specifically to keep a familiar safe and secure in even the most dangerous environments, the interior of the box is large, extra-dimensional space similar to the pocket held within a *bag of holding*. Within this space is a small pool of water, an ever-full food dish, and a comfortable pile of bedding. The area within the box otherwise operates as *Mordenkainen's magnificent mansion*, providing protection against all spells and conditions that do not pass through its portals. Only creatures which can fit into the case may enter the dimensional pocket, which has enough room to fit 5 Tiny creatures in comfort.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *Mordenkainen's magnificent mansion; Market Price:* 49,000 gp.

Trumpet of Arcane Triumph

Collar of Armour

Collar of Recall

Melgir's Opulent Travelling Case

Libraries and Spellbooks

The mightiest wizard is rendered impotent without access to his arcane tomes. Books of spells are the meat and drink of a wizard's existence. Each morning he must study them to renew his abilities and prepare himself for the challenges of the day. A wizard's mind may hold the capacity to comprehend and prepare the mightiest spells in creation, yet without a book to learn them from the wizard is little better than a dead weight for his adventuring allies.

The spellbook presented in the core rules represents the bare minimum of an acceptable tome of magic. It is a durable volume that serves its role well, though not with any particular distinction. As a wizard grows in power and skill, his spellbooks can evolve with him. The most powerful archmages utilise great tomes of power which defend themselves against thieves, hold intelligent spirits that lend counsel to a wizard and aid his efforts to prepare a spell and foil attempts by other wizards to decode and master the enchantments contained within. Spellbooks, like any other mundane item, hold the potential to receive a wide range of magical abilities.

As wizards gain more spells and accumulate a large collection of magic tomes, they store their collections in small libraries of esoteric, mystic, and mundane books. These collections can help a wizard research arcane lore, solve riddles and other puzzles, or study the weaknesses and secrets of a particular foe or monsters. In the hands of a wizard, knowledge is a weapon on par with a greatsword or longbow.

This chapter is broken down into two sections. The first details enchanted spellbooks, including their traits, features, and rules for their manufacture. The second section discusses libraries and how they may aid a wizard in his adventures. Rules cover the accumulation and use of books and present a library stat block to define a character's personal collection or the resources available in a city's library or a wizards' guild's vaults.

Spellbooks

The traditional spellbook, a leather-bound tome containing pages of parchment, is not the only possible storage space for a wizard's grimoire of spells. While the traditional book is the cheapest and easiest method for keeping spells, over time wizards have developed a wide range of methods to record their incantations. These repositories range from the wondrous to the mundane. Adding a spell to one of these books works just as adding a spell to a normal spellbook. A scroll is consumed in the process of using it to scribe a spell, as normal.

Spellbook	Market Price
Demonic Amulet	500 gp
Elemental Amulet	500 gp
Puzzle Strips	25 gp
Rune Stone	1,000 gp
Spell String	25 gp
Spellbook, disguised	40 gp
Spellbook, standard	15 gp
Tablet, clay	10 gp
Tablet, stone	5 gp
Tattoos	200 gp/spell level
Wooden Slats	25 gp

Demonic Amulet: Amongst demonologists and evil spellcasters, a minor demon bound within a spell matrix and forced to recite or present passages from magical texts is a popular method for storing magical formulae. These minor demons, puny in comparison even to a quasit or pitiable dretch, are little more than focused, sentient bundles of energy. A wizard studies the spells stored within the demon by grasping the amulet that entraps it and communicating with the creature telepathically. The demon can provide no other services aside from helping a wizard prepare spells. To add new spells to the amulet, the wizard opens up his

communication with the demon and teaches it a new spell. A bound demon may hold 100 pages worth of spells. Once a spell has been added to the demon's repertoire, it may not be removed. The demon's essence is trapped within an amulet forged from silver and cooled in the blood of a virgin humanoid, preferably an elf. When preparing spells from a bound demon, a wizard gains a +1 caster level bonus for any spell that includes the evil or chaotic descriptor. This bonus only applies to spells prepared from the demon. *Market Price:* 500 gp.

Elemental Amulet: Forged in the energy of an elemental plane, this eldritch token contains within its form the bound spirit of a simple, elemental dredge. The dredge is a barely sentient shard of elemental matter, capable of whispering arcane knowledge into its owner's mind and little else. Unlike other spellbooks, the elemental amulet is strictly restricted in the types of spells it may contain. The tiny dredge is capable of understanding and learning a limited sub-set of spells. Elemental amulets come in four different varieties, one each for the four primary elemental planes. Each amulet may only hold the spells listed below. When first discovered, an amulet contains 1d6 random spells. When a wizard prepares a spell from an elemental amulet, he gains a +1 caster level bonus when using that particular spell.

Amulet Type	Possible Spells
Air	*acid fog, chain lightning, cloudkill, control weather, fog cloud, gaseous form, gust of wind, lightning bolt, obscuring mist, shocking grasp, solid fog, stinking cloud, summon monster*, whispering wind, wind wall*
Earth	*detect secret doors, flesh to stone, move earth, stone shape, stoneskin, stone to flesh, summon monster*, transmute mud to rock, transmute rock to mud, wall of iron, wall of stone*
Fire	*burning hands, delayed blast fireball, fire ball, fire shield, fire trap, flame arrow, flaming sphere, incendiary cloud, meteor swarm, pyrotechnics, summon monster*, wall of fire*
Water	*cone of cold, control water, ice storm, Otiluke's freezing sphere, sleet storm, summon monster*, wall of ice, water breathing*

*Applies only to *summon monster III, IV, V, VI, VII, VIII,* and *IX*. The creature summoned with such a spell storied with an elemental amulet must be an elemental whose type matches the amulet's elemental type. For example, a wizard who prepares *summon monster III* from an air elemental amulet must call a small air elemental with that spell when he casts it. *Market Price:* 500 gp.

Puzzle Strips: A puzzle strip is a long, narrow strip of leather with arcane runes scribed along one side. When a wizard wants to prepare a spell written on to a strip, he wraps the strip along his staff so that the side with the writing faces outward. Only when arranged in this manner are the spells written upon puzzle strips legible. Otherwise, the strips look as if they have gibberish marked along their length. A spellcaster must make an Intelligence check (DC 20) to determine the strip's secret. If a character discovers the strip's secret through roleplay, count that as a successful Intelligence check to decode teh strip's purpose. Each spell strip holds a single spell of up to 5th level. Spells above 5th are too complex and long to hold within a puzzle strip. Wizards commonly use puzzle strips during times of war or when expecting to be involved in heavy fighting. *Market Price:* 25 gp.

Rune Stone: A rune stone is a small, smooth, spherical rock inscribed with a series of grooves, runes, and other markings. To prepare a spell inscribed on to a rune stone, a wizard slowly turns the stone over in his hands, trailing his fingers over its patterns and using them to focus on and study the arcane formula needed to prepare a spell. The rune stone allows a wizard to attain an incredible level of focus, but not without a price. Studying a rune stone adds one hour to the wizard's normal studying time. This time is in addition to the base one hour to prepare spells and stacks with each rune stone beyond the first. Thus, a wizard who prepares three spells, all via rune stones, must spend four hours in study, one hour as standard for preparing spells, and one additional hour for each stone. Even though all his spells are prepared via a rune stone, he still must spend the base one hour in study to prepare his magical abilities before using his rune stones. A rune stone may store one spell of up to 3rd-level. Scribing a spell into a stone costs 500 gp per level.

A spell prepared via a rune stone offers a couple of benefits to its user. When applying a metamagic feat to such a spell, reduce its spell level by 1. Whether modified with a metamagic feat or not, the spell's save DC increases by 1. *Market Price:* 1000 gp.

Spell String: Popular amongst primitive wizards who do not have access to books and paper, spell strings are long lengths of cord with knots, beads, and stones tied into their length. A wizard starts at one end of the string and slowly runs his hand down its length, focusing on the unique placement of knots and beads to focus his mind and prepare a spell. While spell strings are more difficult to handle than books, as you can only store one spell in each string, they are much easier to sneak past spellcasters, guards, and others who are not familiar with their use. A spell string can be easily disguised as a string bracelet, necklace, earring, or other piece of jewellery. A character carrying a spell string may make a Bluff check opposed by a Sense Motive or Spellcraft check to convince an observer that the spell string is merely a harmless bauble. A spell string can hold one spell of any level. It costs 225 gp per level to encode a spell into a string. *Market Price:* 25 gp.

Spellbook, disguised: This tome appears to be a completely normal book of mundane lore. The casual observer sees only page after page of text discussing herbs, physiology, or some other subject. In truth, each page within the book holds a few mystic symbols that, when read in the correct order, reveal the formula for a magical spell. A wizard who wishes to prepare a spell from this book must know the proper order in which to read the pages and prepare the incantation. A wizard inspecting a disguised spellbook must make a Search check (DC 20) to discover this. Note that if a character looks through the book and learns its secret by theorising or deducing it, count that as a successful Search check. Scribing a spell into a disguised book costs 200 gp per spell level, or 100 gp for a cantrip. These books have 100 pages total, and each spell requires 10 pages per spell level in order to properly scatter its components. *Market Price:* 40 gp.

Spellbook, standard: A leather-bound tome containing 100 pages of parchment, this book is the standard repository of arcane knowledge for most spellcasters. A spell takes up two pages per level in this spell book, with cantrips using one each. It costs 100 gp per page to scribe a spell into a standard spellbook. *Market Price:* 15 gp.

Tablet, Clay: In regions and societies where paper is unknown, tablets of clay are a popular method for recording and storing spells. Each tablet holds one spell. While clay tablets are large and bulky, they are much more durable than paper books. It costs 250 gp per spell level to scribe a spell on to a clay tablet. Scribing a cantrip on to a clay tablet costs 125 gp. *Market Price:* 10 gp.

Tablet, Stone: Similar to clay tablets, stone slabs provide a bulky, heavy storage option that is a poor choice for mobility but an excellent resource for long-term archives. Stone tablets are extremely difficult to

destroy, and if kept stored in an area somewhat shielded from the elements they remain clear and legible for centuries. It costs 350 gp per spell level to scribe a spell to a stone tablet, 175 gp for a cantrip. *Market Price:* 5 gp.

Tattoos: Popular amongst primitive wizards and those spellcasters paranoid about losing their spellbooks, this method involves the scribing of magical symbols onto a wizard's skin via a tattoo. This method is particularly popular amongst wizards involved in crime who expect arrest and imprisonment at some point in their careers. The total spell levels a wizard may store in this manner are determined by his size. A wizard may also use tattoos to scribe spells on-to the skin of his allies, followers, and associates. If tattoos are scribed on the wizard's skin, he must keep them in places that he can easily see. When scribed on another person's body, the tattoos can be placed in a few more areas, allowing a wizard to store more spells in that manner. Evil wizards who work with or employ humanoid servants use ogres as living spellbooks, scribing tattoos upon them which store their spells and denote the ogre's favoured position.

When a wizard chooses to prepare spells from his tattoos, he gains no special benefits or drawbacks from studying his spells. While studying spells from another creature's tattoos, the object of the wizard's studies must remain motionless or at rest while the wizard prepares his spells. *Market Price:* 200 gp per scribed spell level.

Tattoo Spell Storage

Size	Spell Levels (own tattoos)	Spell Levels (others' tattoos)
Tiny	2	4
Small	5	10
Medium	9	18
Large	12	24
Huge	18	36
Gargantuan	45	90
Colossal	90	180

Wooden Slats: Popular amongst elf wizards, these slices of wood are carved from living trees and branded with the symbols of a magical spell. Each slat is a single, thin slice of wood or tree bark. Each slat is equivalent to two pages from a standard leather-bound spellbook. Thus, a single slat is capable of holding two cantrips or a single 1st-level spell. While in the deep meditation that doubles as his sleep, an elf can meditate over his slats and prepare his spells while he sleeps. The ancient connection between an elf and the forest allows an elf wizard to form a deep, mystic bond with the living wood of his spell cache. It costs 250 gp to fill an entire slat. Scribing a cantrip on to a slat costs 125 gp. *Market Price:* 25 gp.

Craft Magical Book (Item Creation)
You can bind, craft, and create magical spell books. Your knowledge allows you to produce spellbooks that aid wizards in their studies, ward off thieves, and display other traits that make them useful tools. In addition, you are skilled at scribing spells into books and can do so more cheaply than most wizards. Your knowledge of magical tomes extends to handling even mundane collections of spells.

Prerequisites: Arcane spellcaster level 3+, ability to prepare arcane spells.

Benefit: You can create a spellbook and grant it any features whose prerequisites you meet. Crafting and enchanting a magical spellbook takes 1 day for each 1000 gp in its price. You must spend 1/25 of the feature's gold piece cost in experience points and half the listed market price in consumable materials. When making a spellbook from scratch, as opposed to adding new features to an existing one, you must purchase a standard spellbook or one of the exotic spellbook types detailed in this chapter.

You can repair a damaged book if you could make the tome and its component features. Doing so costs half the XP, half the gold, and half the time necessary to build the item and all its features from scratch. When repairing a wrecked book, you may choose to drop features from it in order to save time and money when repairing it. However, if after restoring a book you choose not to repair some of its features, you must pay full price to add those features at a later date. When repairing a spellbook, you may pay half the gp cost to add each spell within its pages in order to restore the spell to the book's pages.

You must pay the gp cost of any material components and the xp cost necessary for spells listed as prerequisites under a spellbook feature. When repairing a tome, you must pay the full cost for the prerequisite spells listed under its old abilities.

Spellbook Qualities
Very like magical weapons, spellbooks may be imbued with a variety of special quality that grant them a wide range of mystic enhancements, defences, and other features. Each feature is given a rating. Add together the total features listed under each spellbook quality's
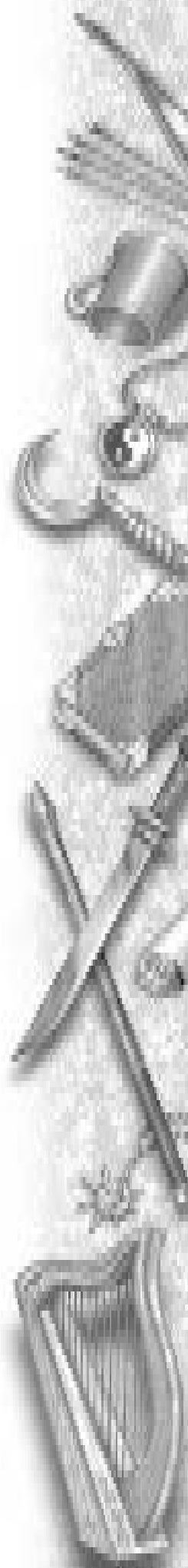
market price. To determine the market value (and creation cost) for a magical spellbook, multiply the cost of its features by the spellbook type's features modifier. Each spellbook type has different characteristics and abilities which affect the cost of adding magical features to it. For example, a clay tablet can only hold one spell. A feature added to it has much less effect than one added to a standard, parchment spellbook capable of holding dozens of incantations. Spellbook features may not be added to tattoo spellbooks.

Spellbook Quality Modifer

Spellbook	Modifier
Demonic Amulet	x1.5
Elemental Amulet	x1.5
Puzzle Strips	x1
Rune Stone	x2
Spell String	x1
Spellbook, disguised	x1
Spellbook, standard	x1
Tablet, clay	x0.25
Tablet, stone	x0.25
Tattoos	Not applicable
Wooden Slats	x0.5

Magical Spellbook Qualities

Features	Market Price
1	500 gp
2	2,000 gp
3	4,500 gp
4	8,000 gp
5	12,500 gp
6	18,000 gp
7	24,500 gp
8	32,000 gp
9	40,500 gp
10	50,000 gp

Arcane Enhancement: Some spellbooks may be granted an arcane aura that improves the capability of the spells they contain. When a wizard prepares a spell from this kind of spellbook, this tome's magical qualities allow the spell to be cast with greater proficiency than is normally possible for the caster. If you choose this spellbook feature, select a single school of magic. Any spells from your chosen school which you prepare from this book gain a +1 enhancement bonus to their save DC. However, the magical capabilities of the book make it much more difficult to add spells to its pages. Multiply the cost of adding a spell to the book by 5. *Market Price:* 3 features.

Defence: A spellbook may be enchanted to resist certain types of damage, such as fire, acid, or cold. When you select this spellbook feature, choose one of the following energy types: acid, cold, electricity, or fire. Your spellbook gains damage resistance 20 against the type of damage you selected. You may choose this feature more than once for a spellbook, but each time you take it you must select a different energy type. You could not select fire twice in order to grant a tome fire resistance 40, for example. *Market Price:* 1 feature.

Durable: You use a combination of rare materials, such as mithral, and arcane construction methods to enhance your spellbook's ability to withstand physical damage. Your spellbook gains hardness +5. Its cover and pages, assuming it is a traditional spellbook, all gain this benefit. *Market Price:* 1 feature.

Encrypted: This spellbook feature makes it tremendously difficult for another wizard to read and comprehend your spells. As your rival attempts to decipher the spells within your book, the characters shift position, the pages turn of their own accord, and the book attempts to make it as difficult as possible to understand its contents. Increase the DC of the Spellcraft check to comprehend a spell from this book by 5. Even a wizard using *read magic* must make the standard Spellcraft check, without the DC modifier previously mentioned, in order to decipher a spell. If you choose to help another wizard learn a spell from this book, he automatically learns the spell.

When you choose to add this feature to a spellbook, you must choose one person who can read the spells contained within it. Everyone else suffers the restrictions detailed above. *Market Price:* 1 feature.

Familiar: Through the use of powerful magic, you may call and bind a minor

elemental spirit into the pages of a spellbook. This creature serves you as a familiar, and grants you all the benefits you would normally gain from a familiar at your spellcaster level. Note that if you already have a familiar, you may not gain the benefits of the spirit bound into your spellbook with this feature. You must go through the standard ritual for gaining a familiar in order to call and bind a spirit into your book. If this spellbook should ever be destroyed, you suffer the consequences for the death of a familiar. If you subsequently repair the book, the spirit once held within it is gone and must be replaced. As with any other familiar, you must wait a year and a day before replacing it.

Obviously, a familiar bound within a book cannot move on its own power. The familiar is completely immobile. However, it gains the benefits of blindsight and may communicate what it sees to its master. As with any other familiar, you do not share your book's sight and must rely on descriptions of what it sees. Thus, you cannot use this ability to target invisible or hidden enemies. The familiar within a book also aids in your magical research. Each time you gain a level in the wizard class, you gain an additional spell into your spellbooks. Your familiar has a strong grasp of magical theory and helps teach you new spells as your gain levels. *Market Price:* 2 features.

Knowledge: Your spellbook contains an in-depth discussion of a subject such as religion, arcana, or the planes. When preparing your spells, you may choose to forfeit a spell slot for the day in order to gain a competence bonus to your Knowledge skill checks equal to twice the level of the spell slot you forfeited. When you add this feature to a spell book, choose one, specific Knowledge skill. You gain your competence bonus only with that particular skill. If your spellbook holds multiple spells, this feature takes up space equal to that occupied by a 3rd-level spell. Your book contains several pages of arcane writing that grant you insight into your selected topic. A wizard other than you may gain the benefits of this feature by casting *read magic* before sitting down to prepare his spells for the day. *Market Price:* 2 features.

Learning: Your spellbook contains a series of arcane instructions that temporarily grants you a feat. When you select this feature, choose one of the following feats: Alertness, Exotic Weapon Proficiency, Martial Weapon Proficiency, Skill Focus, Spell Focus, Spell Penetration, or Track. When you prepare your spells, you may spend an additional hour poring over this book in order to gain the benefit of the feat you chose. You may spend an hour at any time during the day to gain this ability, but 24 hours after beginning your studies you lose the benefits of the feat. If you choose a feat normally associated with a specific weapon, skill, or spell school, choose that option when adding this feature to a spellbook. *Market Price:* 4 features.

Scribing: This special feature imbues the pages or other storage receptacles of your spellbook with the capacity to more readily accept modifications and new spells. By adding this feature to it, you must pay only half the normal cost necessary to add a spell to your spellbook. In addition, you may remove spells from your book, even if you normally could not do this. To erase a spell from a book of scribing, pay a quarter of the cost necessary to add it to the book's pages. You may then use the space which the old spell occupied for new spells. *Market Price:* 2 features.

Specialist: Your spellbook includes several pages detailing a ritual that allows you to contact and speak to and bind a minor memory elemental. The creature directly integrates with your mind, granting you 10 ranks in a single skill chosen when you add this feature to your spellbook. You may only gain the benefits of this spellbook feature once per day. The memory elemental remains bound to you until the next time you sleep. You may not gain more ranks in a skill than normally allowed by your class level. Violating this limit would place too great a strain on your mental capabilities. You may gain ranks in cross-class skills, gaining one rank for every two ranks spent as normal. If you are unable to gain ranks in a skill, fpr example if it is exclusive to classes in which you lack levels, you may not use this feature to gain ranks in it. Such

areas of expertise are too esoteric even for a knowledge elemental. This feature occupies the space needed for a 3rd-level spell. *Market Price:* 3 features.

Speed: When you study the contents of this spellbook, reduce the preparation time by half as per the rules for preparing spells. Note that if you prepare spells from several books, determine which portion of your daily preparation time is spent with this book and reduce that time by half. For instance, if you learn half of your spells from this spellbook, you need only study for 45 minutes a day to prepare your spells. Half of your normal daily hour of study is spent with this book, allowing you to cut that 30 minutes of studying time in half. *Market Price:* 2 features.

Storing: A small pocket of space resides within the covers of your spellbook, allowing you to store objects within it. You may store up to 50 lbs. of equipment in this space without increasing your book's weight. The book may hold any volume of material, so long as its total weight does not go above 50 lbs. Treat this space as a *bag of holding* for all other purposes. *Market Price:* 1 feature.

Ward of Protection: A powerful field of magic surrounds your spellbooks, protecting them from the prying eyes of thieves, rival mages, and other snoops. When a person with an alignment different from yours touches this book, he must make a Fortitude save (DC 14) or suffer 2d6 points of damage. On a successful save, the victim sustains half damage. The type of damage and the alignments of those subject to this effect are determined by the ward you select. *Market Price:* 2 features.

Type of Ward	Alignments Affected	Damage Type
Chaos	All lawful	Acid
Evil	All good	Cold
Good	All evil	Fire
Law	All chaotic	Electricity

Libraries and Tomes of Knowledge

Wizards cherish knowledge in the same manner a fighter values his blade, a cleric finds faith in his deity, and a rogue relies on his quick wits and reflexes. Ancient knowledge holds the key to a wide variety of problems, from the perplexing riddle posed by a sphinx to the spells and weapons necessary to defeat a horrid demon. Wizards and sages amass large collections of books to help them deal with such issues. A well-stocked library also aids in the production of new

magical items, the investigation of the properties and abilities of relics unearthed on dungeon expeditions, and the research of new spells.

Libraries: The Basics

Much like a player character, a monster, or a trap, a library can be presented by a series of statistics that describe its capabilities. Each library is a unique collection of knowledge. The statistics presented here allow you to differentiate between the books collected by a hermit and a great library located within the capital city of a sprawling empire.

Topics: Each library has books which focus on a few different realms of study. Each topic corresponds to a specific Knowledge sub-skill, such as arcana, religion, nature, or the planes. Some libraries offer such a great breadth of information that a determined researcher could uncover information on almost any topic imaginable. In this case, the library lists 'All' as one of its topics. Any subject that qualifies as a Knowledge skill may be listed as a library topic.

Ranks: The topics covered by a library offer virtual ranks in their corresponding knowledge skills. A wizard or scholar who does research within the library eventually gains these ranks on a temporary basis and may use them to make skill checks appropriate to the Knowledge skill. The ranks offered by a library are determined by its size.

Duration: Some libraries are better organised than others are. A collection of books which is stored in a well-documented, clearly described manner is much easier to access a particular piece of information or volume than a room with books piled randomly on shelves, in closets, and on tables. The duration statistic serves as a base measure to determine how long it takes to receive the benefits of virtual knowledge ranks offered by a library. A library's duration is determined solely by its level of organisation. The topics it covers and its size have little to do with its maintenance and upkeep.

Duration	Description
6 hours	A well-organised library focused on one topic or featuring an extensive catalogue of its contents and their location
1 day	A library covering multiple topics with its contents clearly described and listed in detail. The average library that covers one or two topics.
3 days	An extensive library with a cataloguing system that lists the general topics

covered by its books but does not detail the contents of each specific volume.

1 week	The average library that covers up to a dozen topics in depth or offers a wide range of information. Books are grouped together by the organisation system which does not include a complete list of the library's contents.
10 days	An extensive library with little or no documentation of its contents. Books are stored according to their contents, but individual books are often mixed in with the wrong category.
2 weeks	A very large or very poorly organised collection of books. Books may be stored by some factor that has nothing to do with their contents, such as storage in alphabetical order by title.
1 month	Becasue of the great number of books the library contains and the poor state of its upkeep, the library is difficult to use. Some clues as to the general subjects it covers and its storage methods exist, but the library is in such poor condition that a researcher must spend significant time looking for books that may help his efforts.
3 months	The library is little more than stacks of books piled in closets, tossed on to tables, and stuffed into bookshelves. A researcher would need to spend the first three months of his research determining the nature of the library's collection before he had any chance of performing any useful research.

Languages: Not every library holds books written in common. Some contain extensive collections penned in Elvish, Dwarvish, Celestial, and other languages. A researcher who does not read those tongues cannot take full advantage of the library's resources. Each language has a numerical rating, expressed as a penalty that is applied to the virtual skill ranks a library provides to a researcher. Draconic is a popular language for scholars, as it cuts across cultural lines so far as most wizards are concerned. Obviously, a library collected by a member of a humanoid race probably contains volumes written in that race's language.

The language modifier may apply only to certain topics within a collection. For example, a library maintained by a heroic order of paladins may contain religious tracts written in Celestial and books taken from their enemies that detail devils, demonology, and foul rites in the Infernal script.

Size: The physical size of a library places a cap on the amount of information it holds. Obviously, thirty monstrous, thick books contain much more information than a dozen pamphlets, each less than ten pages in length. Libraries use the same range of size categories as creatures. The total size of a collection determines the number of volumes it holds and the physical size of the structure needed to contain it. Furthermore, only sprawling libraries could possibly contain enough books to offer information on any topic imaginable.

Size	Description
Tiny	A collection of a dozen or so books, a single bookcase.
Small	A large (20 ft.-by-20 ft.) room of bookcases and shelves.
Medium	Two or three rooms of bookcases and shelves.
Large	Up to six rooms full of shelved books.

Huge	A dozen rooms used solely for the purpose of storing books.
Gargantuan	An entire building dedicated to nothing but the storage and use of books.
Colossal	Multiple buildings or one extremely large structure set aside for book storage and research.

Using Libraries

To make use of a library, a researcher must have uninterrupted access to the library's books for a period of time equal to its duration statistic. After this time, the researcher gains virtual ranks in one Knowledge skill that corresponds to one of the library's topics. If the library is so extensive as to list "any" under its topics, the researcher may pick any Knowledge skill and gain that number of virtual ranks in it.

A character with virtual ranks may make one Knowledge check using his extra ranks per day. He must have access to the library in order to gain the benefits of these ranks, and spends the entire day of his check reading through the library's volumes and researching a particular problem. Unlike normal Knowledge checks, a check made using a library may be retried once for every 4 virtual ranks in a subject offered by a library. This represents a researcher's continued attempts to track down a book that answers his questions. It is possible that a failed check means the researcher failed to find the right book. With enough work, he eventually finds the right book. If a researcher exhausts the retries offered by a library, it lacks the resources necessary to answer his query. Further retries by the researcher or others automatically fail.

Virtual ranks ignore the normal cap on the maximum limit on ranks based on character level. These ranks are not permanent resources a character may use but a temporary resource based on the library's contents. Virtual ranks also count just like any other ranks spent on a skill. Thus, if a character does not have Knowledge as a class skill, he gains only half the virtual ranks which he normally would have from a library.

If a character has more ranks in a Knowledge skill than the virtual ranks offered by a library, he does not gain as much benefit from research as an unskilled researcher. If a character has more ranks in a Knowledge skill than the virtual ranks offered by a library, he either gains one of two benefits. The researcher may gain enough virtual ranks so that the sum of his normal and virtual ranks is equal to twice the virtual ranks offered by the library. Instead, he may opt to receive a +2 competence bonus to his Knowledge check. A researcher who already is an expert in a field encounters many tomes he has already read or must spend time reading through subjects with which he is already familiar in order to find the critical nugget of information that covers gaps in his learning. However, since a skilled researcher is already familiar with his subject, he needs only half the normal time to gain the benefits of a library. He can quickly skim through books that offer little new insight into his studies. A researcher only gains this benefit if he has more ranks in a Knowledge skill than the virtual ranks offered by the library. Virtual ranks granted by a library work only when the researcher has the opportunity to work within the library, as outlined above.

For example, Dezek the Arcane has 8 ranks in Knowledge (underdark). He visits the library of Geffis, which offers 10 virtual ranks in underdark lore. If he Dezek studies there, he may make Knowledge (underdark) checks with a total of 18 ranks. The maximum total of ranks plus virtual ranks available at the library of Geffis is 20, twice the 10 virtual ranks offered by that place. A character with 11 ranks in Knowledge (underdark) could gain a maximum of 9 virtual ranks from the library. A character with 18 or more ranks in the skill would be better served using the library to gain a +2 competence bonus to his skill check.

Libraries

Size	Maximum Topics	Maximum Ranks	Minimum Duration	Average Duration	Maximum Duration
Tiny	1	4	1 day	1 day	1 day
Small	3	6	1 day	2 days	3 days
Medium	6	8	1 day	5 days	10 days
Large	12	10	2 days	8 days	2 weeks
Huge	24*	12	2 days	11 days	3 weeks
Gargantuan	48*	14	3 days	16 days	1 month
Colossal	96*	16	3 days	1 month	3 months

Special Qualities

The rules outlined above provide for mundane libraries, ones that work much like the libraries in the modern world. Mages, researchers, and sages simply burrow through collected piles of books and attempt to track down that one critical passage that details the solution to their problems. In a world of arcane magic, libraries can also provide a variety of other services, many of which are magical in nature. The following special qualities may be available at any library that meets the listed size prerequisite. In addition, an individual wizard who meets the other listed prerequisites may add the feature to his personal collection.

Special Quality	Minimum Library Size
Ancient Languages and Ciphers	Large
Identify Items	Huge
Item Creation Lore	Colossal
Monster Lore	Medium
Translations	Small

Ancient Languages and Ciphers: The library has a collection of books that deal with codes, code breaking, ancient languages, and other esoteric methods of communication. This quality has a ranking similar to the mundane subjects held in a library. For each day a researcher spends with these books, he gains a virtual rank in Decipher Script and may use that rank, along with his normal ranks, to make a check with that skill.

Identify Items: Some libraries feature extensive tomes that detail the qualities, features, and capabilities of magical items. A character with access to these volumes can use them to research an item and determine its capabilities. The identify items feature has a rating similar to the ranks associated with a given topic of knowledge. Every three days, a researcher capable of casting arcane spells or the spell *identify* may make a caster level check as if he used the spell *analyse dweomer*. The researcher must spend at least 8 hours a day for those three days in order to make the caster level check. Ignore the Fortitude save and potential for exhaustion detailed in that spell for the purposes of this ability. A spellcaster may make a number of checks for one item equal to this special quality's rating.

Item Creation Lore: Libraries that cater for wizards include many volumes of arcane lore describing the theory, practice, and history of magic. While many of these subjects are included in the Knowledge (arcana) skill, some of the collected knowledge plays a critical role in creating magic items. For instance, the magical

and mundane formulas necessary to forge a magic *flaming sword* may be detailed in a tome that describes the art and practice of efreeti swordsmiths, granting a wizard important insights and shortcuts into replicating their work himself. A wizard may use this library feature to fulfil any one prerequisite necessary to create an item other than a feat or a minimum caster level. For example, the *cloak of elvenkind* requires its creator to be an elf. Using this library feature, a wizard could uncover a tome that details the process used by elves to make the *cloak*.

In order to take advantage of this feature, a spellcaster must make a Knowledge (arcana) check. The wizard may gain the benefits of any virtual feats offered by the library when making this check, if he fulfils the requirements of earning those ranks as normal. The DC of this check equals 20 plus twice the minimum caster level needed to create the item.

For example, a human wizard wishes to create a *cloak of elvenkind*. To create the *cloak*, a wizard must have a minimum caster level of 3, the Craft Wondrous Item feat, access to the spell *invisibility*, and he must be an elf. Using the item creation lore feature of a library, a wizard could substitute his knowledge of the spell or the item's racial requirement. He can never substitute the necessary creation feats or the caster level, nor can he replace more than one prerequisite. Thus, a wizard

could use this feature to remove the *invisibility* or racial requirement. The Spellcraft DC to substitute one of the *cloak's* features is 26, or 20 plus 2 times the minimum caster level of 3.

Monster Lore: A library that has this special quality includes a selection of tomes detailing the habits, abilities, and ecology of monster races. This special quality is linked to a single monster type, such as outsider or humanoid, and has a number of ranks much like a more mundane library subject. A wizard or other character may research monster lore just like any other subject. After spending the requisite time in the library, he gains a new virtual skill, Monster Lore, with a subtype determined by the monster category covered by this library quality. A researcher gains a number of virtual ranks equal to this quality's rating. He may now spend a day in the library to research a particular monster. If the creature falls into the category covered by the researcher's Monster Lore skill, he makes a Monster Lore check with a DC equal to 10 plus the monster's hit dice. On a successful check, the researcher learns the details of a randomly determined special attack, a randomly determined special quality, or a particular weakness possessed by the creature. On a failed check, there is a 25% chance the character uncovers an incorrectly reported or misinterpreted trait. The Games Master should create something fitting for the creature.

A researcher may gain the benefits of multiple Monster Lore virtual skills by researching each of the monster types covered by a library's collection.
The Monster Lore virtual skill is not normally a character skill. Instead, it is simply a game mechanic representation of the knowledge contained within a library's books. When making a Monster Lore check, a researcher is determining whether he can find the information he needs within the library's books. A character may make one Monster Lore check for a given creature at each library that has this feature.

Translations: A well-stocked library includes volumes that describe many languages and provide translations of them to and from Common and other tongues. This feature includes a list of languages the library supports. A researcher may translate texts from the listed languages to any other listed language or into Common. A character may translate 10 plus his Intelligence score pages with a full day of work. Inevitably, such a translation will not be so precise as one carried out by someone who fully understands both languages, but should serve to give a basic understanding of the text.

Creating Libraries

To create a library's statistics, first determine its size. The larger the library, the more topics it covers. However, sprawling libraries are also much more difficult to use if they are not properly organised. A library's size determines the range of topics it covers, the depth of information it may provide, and the time it takes to search through its contents. As you should expect, a larger library can cover much more information on a subject than a small one.
Choose a library size using the table described under the size statistic in this section. Optionally, you may grant a physically small library a higher size category if it holds a small selection of detailed, useful books. The size guidelines here assume that many of the books in a library do not have a direct bearing on any one particular question.

After selecting a size for the library, choose a list of topics that the place's books cover. Generally speaking, these topics should be at least somewhat related, unless a library was assembled to handle a few particular areas of knowledge. A library of size Huge or higher may have the "Any" topic, as described under that statistic. Smaller libraries lack the breadth of subjects and number of volumes necessary to support that topic.

A library may have as many special qualities as you wish though it must meet the minimum size requirement listed for a quality. However, you may waive this requirement if the library was specifically built to provide for the use of a special feature. For example, a wizards' guild's library may be Medium-size, but feature such special qualities as identify items and item creation lore.

Libraries and the Campaign
Now that you have some rules for libraries, a question remains. What role can libraries play in a campaign? After all, fantasy roleplaying games are all about heroism, adventure, and thrills, not days and nights spent poring over musty tomes in an ancient library. While a library might not provide for the most thrilling action, it can serve an important role in the course of an adventure. In particular, the special qualities a library may offer are all particularly useful to wizards during the downtime between adventurers. A library may also serve as the starting point for many adventures. A treasure map tucked between two old, disused books pushes the characters to seek out an adventure, while a critical piece of lore may provide the hint that causes the difference between victory and defeat for a band of crusading heroes.

Player Characters and Libraries

A player may decide that he wants to construct a library. The following rules apply to any attempt to construct a library from scratch. The guidelines given above are for Games Masters who wish to create libraries as part of their campaigns or to provide stats for libraries owned and maintained by non-player characters.

Physical Space: Obviously, you need a place to keep your library. You must rent or own a building or space within a building in order to keep a library. The number of books that comprise even the smallest viable collection is too great for a wizard to carry around in a backpack or even with a few pack mules. A *portable hole* or a type 2 or 3 *bag of holding* are all capable of transporting a Tiny library, as are similar magical items.

Books: You must accumulate tomes of lore in order to support your library. You must obey the limit of maximum ranks and the spread of Knowledge skills based on your library's size. To gain a rank in a given topic, you must spend 20 gp to find and purchase a book or books appropriate to the topic. Assume that the first rank in a topic represents 2d6 books, with each additional rank covered by 1d8 additional volumes.

Special Qualities: The special abilities and subjects a library may cover may all be added to your personal library. Unlike standard libraries, you may build a personalised collection that focuses on such esoteric subject matter. You may ignore the minimum size requirement for the special qualities. However, to determine the physical space your library requires, count each special quality as a topic. Topics that have a rank or numerical rating accumulate books at the same rate of growth as standard topics. Those that lack such a rating are detailed in 2d20 volumes.

Using Your Library: Obviously, if you collect your own library you have a much easier time using it. When working within your own library, automatically count its duration statistic as the minimum possible for its size. In addition, halve any time periods listed under any research or special qualities. If others wish to use your library, they operate the maximum research time listed for its size, unless you spend time helping them go about their work. In that case, they work at the minimum rate. You must devote 4 hours a day for the length of your friend's research in order to grant him this rate. If you spend 1 day a week doing nothing but maintaining your library's order, others may use it at the listed average duration without your assistance.

Rare and Exotic Books

It is possible that, during the course of an adventure, you may discover an ancient tome that provides critical insights into a particular field of study. In this case, your Games Master may award your library a bonus topic that does not affect its size, or a few free bonus ranks in a topic it already covers. As a rule of thumb, a book is worth a base 500 gp if it serves as a library topic on its own, and an additional 20 gp for each rank it provides. Special volumes such as these may operate as libraries unto themselves, providing virtual ranks in Knowledge skills to those who own them. Such books make excellent treasures for wizard characters who maintain large collections of books and often engage in research. Individual books may also provide the benefits of a library special quality.

Ancient Languages and Ciphers: This tome provides 4 ranks in Decipher Script as a virtual skill. Its owner must use it as per the corresponding library special quality. The owner must spend 4 days studying the book to learn its contents. He may then spend a full day in study to make a single skill check using his virtual ranks. The owner spends time reading through the book, seeking out any hints as to the encoded message's meaning. *Market Price:* 900 gp.

Item Creation Lore: This eldritch tome describes the methods and means of manufacturing one particular item. Its owner must make a Knowledge (arcana) check as per the corresponding library special quality. As per the special quality, this book may only serve to replace one prerequisite necessary to manufacture an item, and it may not replace the minimum caster level or any required item creation feats. *Market Price:* 4,000 gp.

Translations: A single book provides translations from one language to another. These volumes operate as per the special quality for translations made between the two. *Market Price:* 500 gp.

Derris dropped the great tome on to the desk with a heavy sigh. For two weeks, he had scoured the Great Library at Monnok, yet his efforts had been all for naught. He was so close to finishing his plans for building the staff, yet the final piece of the puzzle continued to elude him. The Vardanaian oracle had said he would find the knowledge he sought here in the library, yet thus far his search had proven fruitless. The only thing he had managed to find so far was Vuorm, the maddening, primitive half-orc who was also doing work there. Calling the stupid brute a wizard was an insult to spellcasters across the continent, as far as Derris was concerned. Luckily for Derris, the half-orc's many charms, feathers, and piercings produced a loud jingling as he walked, alerting the wizard to his approach.

As it did now.

Derris slammed the book shut and steeled himself for another inane conversation with the fool. It was bad enough they let half-breeds into this place. Why did the thing have to insist on speaking to him?

'Ah, young Derris,' Vuorm growled as he came around the corner. 'Still studying your books, I see?'

'Yes, Vuorm. I am quite busy at the moment,' the wizard said, hoping the dense orc would move along.

The half-orc chuckled. 'But never too busy to discuss the art, now, are you? Still clinging to your outmoded beliefs?'

Derris rolled his eyes and closed the book he had not even had a chance to look at. 'Do you honestly believe that your traditions have any grounding in the truth? You merely interpret magical theory through a lens of superstition, fear, and religion. You cloud the truth and declare it a new path. What more do I need to hear?'

'Good, still as aggressive as ever. You can't deny the magic of the priests and naturalists, the spells they weave on behalf of the powers. You've adventured, I'm sure you've fought unholy priests and other blasphemies. The magic they work is real. That is beyond debate. My tradition holds that our magic is from a different pantheon. Argue against that as much as you wish, but I see the great jaguar spirit in my spells. It has sent my enemies fleeing for their lives, and struck down those foolish enough to stand against me. I have seen the jaguar totem of my forefathers do this. That you cannot deny.'

'What you call the jaguar spirit is merely the manifestation in your mind of the powers you command, and weak powers at that' Derris added in his mind. 'My powers have the same source, and I shape them in my mind when I cast them. I care little for the form they take, thus they reflect my emotions. You impose your silly beliefs on your spells, producing the visual effects you see. Anyone who has studied magic knows that it flows from the source. The gauntlet that appears when I cast my shock spell is the true, uncorrupted form of the spell.'

The half-orc chuckled and shook his head derisively before moving along. What a fool, Derris thought. The priests and hedge wizards working real magic? Those fools were even worse than Vuorm, wrapping their religion and absurd notions of divine magic around the truth of the source. The clerics simply held the secret of healing magic and refused to yield it. To claim the gods had some hand in it was the height of folly.

Spells

The core of any wizard's power lies in the arcane formulae and incantations he keeps within his spellbooks. After all, without spells on hand the wizard's skill and experience in harnessing magical power are rendered useless. Each spell is a carefully crafted tool designed to meet one specific need. While some powerful spells allow a wide range of uses, most are tailored to function best in a specific situation or in the face of a particular problem. Thus, wizards continually research new spells to aid them in adventures, research, and other situations. When a wizard encounters a problem that his current selection of incantations is incapable of defeating, he must either beg, borrow, or steal a new spell from a fellow wizard or design a new one for his own use. With so many wizards active in magical research, new spells appear at a steady rate.

Far Strike
Transmutation
Level: Brd 1, Rgr 1, Sor/Wiz 1
Components: V, F
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 minute/levelSaving Throw:
Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This minor enchantment allows an arrow, bolt, sling stone, or other missile to soar through the air, striking a distant target as easily as one within point blank range. Multiply the shot's range increment by 5. You must be able to see your target as normal. You gain no additional bonuses to hit. The missile merely flies much longer than normal.

Far strike may normally only be used on a thrown weapon or a piece of ammunition fired from a bow, crossbow, sling, or similar ranged weapon. Once you fire or throw a missile, it loses the benefits of this spell after you resolve your attack. You may use this spell on stones and other improvised missiles, though it does not grant you any special abilities to throw melee weapons or improvised armaments.

Focus: The weapon.

Feast of Flesh
Necromancy
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 30 minutes
Range: Self
Target: You
Duration: 1 hour/level
Saving Throw: See below
Spell Resistance: No

Feast of Flesh has some similarities with *ghoul touch*, although its effects are far more long-lasting and serious. Owing to the grim material component required, few except the vilest of necromancers will ever cast it. It opens up a channel not just to the negative energy plane, but also to the primal essence of ghoulishness on that plane.

For the duration of the spell, you are granted the ability to paralyse your opponents with your unarmed strike attacks. This paralysis lasts 1d6+2 minutes. Elves are immune to it. Your victims may make Fortitude saving throws to resist the effects of the paralysis. All your unarmed strike attacks gain a bonus of +2 and do normal damage without penalty (rather than subdual damage). If you kill anyone with your unarmed strike attacks while affected by this spell, you may either consume their corpse there and then to gain an additional hour added to the duration of your *feast of flesh*, or leave the corpse be in which case it may rise as a ghoul itself after 1d4 days (see *Core Rulebook III*).

In addition to your paralysing touch, you gain a +2 bonus on all saving throws against mind-affecting magic

or sleep spells for the duration of the spell. You work yourself into such a frenzy that it is very difficult to control you with magic.

At the Games Master's discretion, a character who uses this spell too frequently may have a chance of becoming a ghoul himself when he dies.

Material component: At least 5 lbs of raw flesh from the caster's own species, to be eaten during the casting process.

Grave Storm
Necromancy
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Drawing upon the lethal arcane energies of the grave, this spell brings into existence a horrid stream of grave dirt, putrid flesh, maggots, and bone dust. This material extends forward in a cone from your hand. It slams into living creatures, overwhelming them in a horrid spray of death magic that deals 1d6 points of damage per caster level to a maximum of 15d6. Those that succeed take half damage. In addition, any creatures killed by this damage arise as zombies under the caster's control in 1d4 rounds. Treat these creatures as monsters you created with *animate dead.*

Material Component: A fistful of dirt taken from a freshly dug grave.

Hero's Luck
Divination
Level: Brd2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Person touched
Duration: 1 hour/level or until used
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Hero's luck grants its recipient a limited form of sixth sense. Once during the spell's duration, you may choose to gain a +2 insight bonus to an attack, skill check, or saving throw you make. You must elect to use this bonus before making your roll. After you gain the bonus, the spell ends.

Material Component: A pair of carved ivory dice with sixes on every face, worth 20gp each.

Imbue Touch Spell
Transmutation
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

If you cast this spell while holding the charge of a touch spell, you may transfer that touch spell to another creature. You must touch a creature within 3 rounds of casting this spell or your held touch spell is lost. The creature touched now holds the charge of your spell and may now attempt to touch opponents to deliver it. The spell functions at your caster level and gains the benefits of any of your feats that applied to it at the time of its casting, such as Spell Focus or Spell Penetration.

Normally, casting a spell while holding a charge dissipates the touch spell. *Imbue touch spell* is

specifically designed to combine with a touch spell. Note that while this spell functions, you cannot use your touch spell. The next creature you touch gains the use of your original touch spell. Thus, if for some reason you touched an opponent he would gain the use of a touch spell. This spell has no effect if you do not hold a touch spell's charge when you cast it.

Loyal Guardian
Abjuration
[Force]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target/Targets/Effect/Area: You
Duration: 1 round/level

This spell calls into existence a globe of magical energy that drifts around you in a lazy orbit. The orb is invisible but at all times you have a clear sense of its location. While this spell is in effect, you may use a free action to mentally push the globe into the path of an incoming attack, causing your opponent to automatically miss you as the globe absorbs the attack. You may use a globe in this manner once per round to cancel one attack. The globe may be used against any attack that requires an attack roll. For purposes of any secondary effects caused by the attack, treat it as having rolled a miss on its attack roll.

Material Component: A small wooden shield.

Mantle of Dread
Necromancy
[Fear, Mind-Affecting]
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

Your shadow lengthens, your++ voice deepens, and an air of intimidating dread surrounds you, allowing you to compel others to follow your commands. For the duration of this spell, you gain a +4 competence bonus to all Intimidate checks. You must obey all the standard rules and uses of the Intimidate skill while using this spell.

Melzek's Diabolic Treasurer
Conjuration (Summoning)
[Lawful, Evil]
Level: Sor/Wiz 1

Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft + 5 ft./2 levels)
Effect: One summoned accountant imp
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This minor though useful incantation calls forth one of hell's many treasure imps, a vicious little creature charged by the dukes of hell with counting and inspecting their treasures. The imp appears as a small, red skinned creature with tiny horns and a vicious, barbed tail. It possesses 10 ranks in the Appraise skill. Otherwise, it has the stats and abilities of a normal imp. During its time on the material plane, it uses its skills to inspect and evaluate any item given to it. It flatly refuses to undertake any other action, even if it is subject to a spell such as *charm monster* or *suggestion*. In such a case, it immediately returns to hell and this spell ceases. Under no circumstances does the imp undertake any action other than to inspect items given to it. This spell is based on an ancient contract established by the warlock Melzek, who struck a deal that allowed the dukes of hell to rent out their most troublesome underlings in return for a small fee. The magical

binding that calls the imp immediately breaks and returns the imp if he undertakes any actions other than those directly connected to assessing an item.

Material Components: A small sack filled with coins or items worth 5 gp. This item must be handed to the imp as soon as the creature appears. The imp takes the sack and gold with it back to hell when the spell breaks or ends normally.

Melzek's Swarm of Voracious Hell Beetles
Conjuration (Summoning)
[Chaotic, Evil]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 15 ft. radius spread of voracious, flesh-eating beetles
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

This powerful spell calls into existence a tremendous swarm of demonic voracious beetles whose razor-sharp pincers scythe through flesh with ease. Any creature caught within this swarm takes 10d6 points of damage and 1d4 points of temporary Constitution damage per round as the beetles tear and devour their flesh. A successful Fortitude saving throw negates the Constitution damage and halves the hit point damage for that round.

The swarm of beetles originates from the demonic pits of the outer planes. The beetles cannot be harmed by normal weapons, as there are far too many of them to destroy with a sword or other weapon. An area attack that covers more than half of the swarm destroys it if it deals more than 25 points of damage.

Undead, elementals, and constructs are immune to this spell. The beetles find dead flesh repulsive and they are unable to devour inorganic matter.

Material Component: A fine powder made from dried ground beetles and powdered brimstone.

Monk's Fighting Grace
Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

You become a skilled unarmed fighter, gaining the ability to fight as a monk. You gain a mystic insight into the training necessary to fight with your fists and feet, allowing you to make phenomenal attacks that overwhelm your enemies.

You gain the Improved Unarmed Strike feat and a +2 competence bonus to hit with your unarmed attacks. These attacks deal 1d6 points of normal damage. You gain an insight bonus to your AC equal to your Wisdom bonus. In addition, you may use the monk class's flurry of blows ability to make an additional attack in each round. You gain these abilities so long as you do not wear armour. Even the lightest protection, such as padded or leather armour, is too bulky and restrictive to allow you to fight with your new martial arts skills.

While under the influence of this spell, you may use unarmed attacks to deliver touch spells such as *chill touch.* Make an attack as normal. On a hit, you deal your improved unarmed damage in addition to the touch spell's damage. If your attack misses your opponent's normal AC but hits his touch one, you deal damage only with your touch spell.

Mystic Lullaby
Enchantment (Compulsion)
[Mind-Affecting]
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 humanoid or giant of size Large or smaller
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This enhanced version of *sleep* allows you to lull a single creature into a deep slumber. This spell works against humanoid and giant targets, such as orcs, humans, ogres, and trolls. The target of this spell must be able to hear you. Deaf creatures or those within a magical zone of silence are immune to this spell. The maximum number of Hit Dice this spell can affect is equal to the caster level.

A creature affected by this spell slides into a deep sleep. While asleep, a creature is helpless. Normal noises do not awake a creature. As a standard action, you may slap or otherwise disturb a creature in order to awaken it. A sleeping creature that sustains damage from any source automatically awakens.

Material Component: A pinch of sand and a tiny pillow.

Palsy
Necromancy
[Fear, Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 living creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The creature affected by this spell is overcome with a mild case of convulsions and seizures. The magical energy of this spell temporarily disables and disrupts the target's muscles, making it difficult for him to control his fine motor movements. A spellcaster affected by these tremors must make a Concentration check (DC 15) each time he attempts to cast a spell with a somatic component. While casting, his tremors disrupt and ruin the hand motions he must make to complete his spell.

Material Component: A pinch of dirt from a wizard's grave.

Phantom Artillery
Conjuration
[Creation]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One siege energy created out of raw force
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes

A favourite spell of wizards attached to mercenary companies, this spell creates a temporary siege engine that you and your allies may crew and fire. In addition, each time you prepare the engine for firing, it magically creates its own ammunition. This makes it much easier to prepare the weapon for attack, increasing its rate of fire. The type of siege engine created depends on your caster level.

Level 7 to 11: You may create a ballista. It takes 2 rounds to prepare this weapon for firing. The ballista counts as a +1 weapon.

Level 12 to 16: You may create a ballista as above or a light catapult. It takes 2 fewer rounds than normal to prepare the catapult for firing, though the time necessary to aim or re-aim it is unchanged. The catapult or ballista counts as a +2 weapon.

Level 17 or higher: You may create a ballista, light catapult, or a heavy catapult. It takes 3 fewer rounds than normal to prepare a heavy catapult for firing, thought the time necessary to aim or re-aim it does not change. These siege weapons function as +3 weapons.

Material Component: A large rock weighing 1 lb or a crossbow bolt, depending on the type of siege engine created.

Unseen Trickster
Conjuration (Creation)
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Effect: One invisible, mindless, shapeless body of force
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This improved form of *unseen servant* is capable of taking on a much wider range of actions than its simpler, lower level brother. The unseen trickster can fulfil all
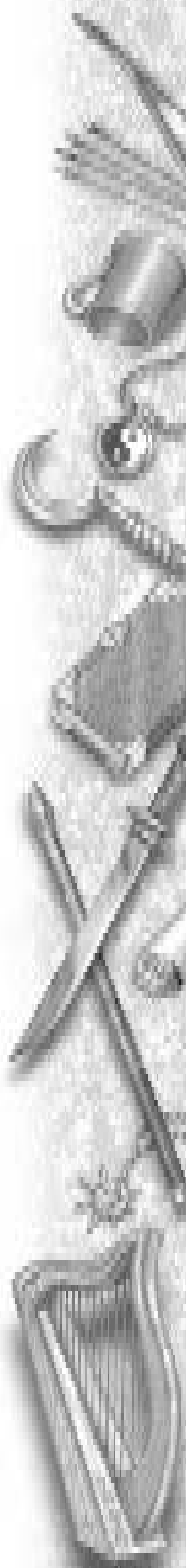
the roles and abilities listed for an *unseen servant.* In addition, it can take a limited number of actions to disrupt or annoy the caster's enemies. The trickster may not attack, but it may use the aid another combat action. It attacks using its caster's base attack bonus. The trickster tugs at its target's belt straps, pokes him in the eye, and otherwise makes a nuisance of itself. The trickster also has the limited ability to filch items from the unwary. The trickster has 4 ranks in the Pick Pocket skill and has a Dexterity score of 10. Items it steals seem to hover in mid-air as the trickster carries them and it has an effective Strength score of 2. Thus, it can lift 20 pounds or drag 100 pounds.

Apart from the exceptions listed above, the unseen trickster acts as an unseen servant. It cannot be killed, but is destroyed if it takes 6 points of damage from an area attack. Against such assaults, it automatically fails its saving throw. If you order the trickster to move beyond the range of this spell, it immediately dissipates.

Material Components: A short length of string tied into a loose knot.

Wall of Bones
Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of human bones whose area is up to one 5-ft. square/level (see text)
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

You create a wall crafted from human bones. The wall forms whatever shape is necessary to fill the area in which you create it. It shifts to seal off holes or fill a gap in an existing wall. The bones form a seamless barrier with stone walls, trees, or any other obstacle. The bones never occupy the same space as any unliving or living matter. If an object exists in the area in which you attempt to create the wall, the bones form around it. The wall of bones always appear as a flat wall, though you may shape them to fit a hole or other space. The wall does not need to be anchored in place. It forms supports and struts formed from leg bones. The wall may use this bones to move at a speed of 15 ft. per round. It moves at your direction, though you must spend a move-equivalent action to direct the wall. You must be able to see the wall in order to command it.

The wall's size and dimensions are dictated by your caster level. It is 1 inch thick for every 4 caster levels

and has 20 hit points per inch of thickness and hardness 5. Attacks against the wall hit automatically. Damage against a section that reduces it to 0 hit points leaves a hole in the wall. A creature may attempt to sunder the wall with a Strength check (DC 23).

You may designate one side of the wall to reach forth and grasp at attackers. Anyone standing within 5 ft. of that side of the wall is subject to 1d6 attacks from the clawed arm bones used to form the wall. The wall fights as a skeleton. In addition, it may make grappling attacks to immobilise its victims. The wall makes its attack on your initiative. If for some reason you do not have an initiative in the battle, roll for the wall without any modifiers.

Wall of Snakes
Conjuration (Summoning)
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of writhing snakes whose area is up to one 5-ft. square/level (see text)
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

You cause a tremendous pile of interwoven vipers to spring into existence. This wall may be used to seal off a hallway or fill a gap in an existing wall. The snakes anchor themselves so that they form a continuous barrier with a wall or other solid matter available. The snakes never occupy the same space as any unliving or living matter. If an object exists in the area in which you attempt to create the wall, the snakes form around it. The snakes always appear as a flat wall, though you may shape them to fit a hole or other space.

The wall's size and dimensions are dictated by your caster level. It is 1 inch thick for every 4 caster levels and has 15 hit points per inch of thickness. Attacks against the wall hit automatically, but as the snakes continually move and shift within the wall, all attacks deal half damage. As an attacker hacks through some of the snakes, the rest move to fill the hole. The wall regenerates 3 hit points per round in any 5-ft. section that has taken damage. The wall cannot regenerate acid damage. If a section of wall is reduced to 0 hit points, it is breached until it regenerates back above 0 hit points.

You may not break through the wall, as the snakes are too fluid to grasp and rend. However, you may attempt to force your way through the wall with a DC 15 Strength check taken as a move-equivalent

action. If you succeed, you push your way through 10 feet of wall. Doing so draws 1d6 attacks from the snakes, each of which attacks as a medium-size viper. You suffer these attacks whether your Strength check fails or succeeds. Furthermore, you may designate the order for the snakes to extend and attack from one side of the wall. Any creature within 5 ft. of that side is subject to 1d6 attacks per round. The wall makes its attack on your initiative. If for some reason you do not have an initiative in the battle, roll for the wall without any modifiers. The wall may not be knocked over or formed along a horizontal plane. Snakes killed by damage to the wall disintegrate into dust. Any spell that may be used to affect the attitude or senses of an animal weakens the wall's capabilities. The snakes may only attack opponents that they may see or otherwise sense, though they are always aware of creatures that attempt to force their way through the wall. A spellcaster or creature may use any magic that can charm or befriend an animal against the wall. The snakes refuse to attack anyone who has charmed them, even if they attempt to force their way through. The wall makes Will saving throws as a wizard at the caster level used to create the wall.

Focus: A small woodwind instrument. As the magical energy used to form the spell takes place, the instrument spontaneously plays a short, hypnotic tune.

War Mastery
Divination
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the touched creature insight into an advanced combat technique. You grant your target a single feat included on the fighter class's list of bonus feats. The target must meet all prerequisites for this feat, including minimum ability scores, base attack bonus, or other feats. The target of this spell chooses the feat he wishes to gain when he receives this spell. If the feat works only with a single weapon, the target chooses the weapon. If the recipient selects a feat for which he does not meet the necessary requirements, he does not gain a feat and the spell is lost.

Weapon Ward
Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour
Saving Throw: No
Spell Resistance: No

By calling on ancient laws of form and symbolism, you are able to become virtually invulnerable to a variety of weapon attacks. You gain damage reduction equal to your caster level, but only against one kind of weapon attack, that is, Slashing, Piercing or Bludgeoning. The other two types are both unaffected by the damage reduction. As ever, magic weapons with enhancement bonuses also ignore the damage reduction. It is only possible to have one casting of this spell in effect at any one time; further castings, even if from a scroll or other magic item, will have no effect.

For example: Hengler is a 12th level wizard who casts Weapon Ward to gain damage reduction against slashing weapons. He acquires 'damage reduction 12/piercing or bludgeoning' for the next hour. Trusting the infantry regiment not to think of hitting him with anything other than their swords, he wades into them, his quarterstaff snapping out to crack a skull here, smash a kneecap there.

Material Component: A gold spear, sword, or mace (depending on the type of damage to which you wish to become resistant) worth 100gp.

The Wizard's Staff

Next to a floppy, pointy hat, a stout, wooden staff is one of the most stereotypical pieces of wizardly equipment. It is the most popular of the few weapons available to single-classed wizards, and the magical versions presented in the core rules are among the most powerful items available in the game. Until a wizard reaches 10th or 11th level, he has little chance of laying his hands on a magic staff that is powerful enough to serve him well. The rules presented in this chapter allow a wizard to create his own, personal staff or other nexus, an enchanted item attuned to his magical abilities that serves to focus and improve his spell casting abilities. Unlike the standard focus (see

Core Rulebook I), which serves as a reusable material component, a nexus channels a wizard's arcane spells and improves his abilities.

This chapter covers new feats, new item abilities, and rules for constructing and using a spell nexus. A spell nexus is a magic item that must be crafted as usual, but can later be modified to gain new abilities.

Arcane Nexus: A New Magic Item

An arcane nexus is a magic item that allows a mage to improve the use of his spells. This item may increase the save DC of his spells, allow him to simulate a metamagic feat, hold prepared spells for rapid use in the near future, accept enchantments normally usable only on the caster or another living creature, and more. The arcane nexus is honeycombed with a physical and mystical spell matrix that allows it to serve as a conduit and storage space for magical energies. Unlike other magic items, the arcane nexus is attuned to a specific spell caster. In the hands of a stranger, the nexus is little more than a mundane piece of equipment. A wizard's staff, for example, serves as little more than a weapon in the hands of an orc or a dwarf fighter, but when in its owner's grasp it allows him to smite his enemies, cast down cities, and forge magic to his will.

The arcane nexus can take on a wide range of shapes and forms. Staffs and wands are the two most common, as they are both easy to handle. Wands are small enough to make transporting or hiding them fairly easy, while staffs offer the advantage of serving as a weapon or walking stick. Staffs are the most popular form of nexus because the physical size of an arcane nexus determines the number and scope of abilities it can offer its owner. The matrices encoded within an arcane nexus are both physical and arcane. Thus, a larger item is capable of holding a larger selection of abilities and powers. Arcane nexuses use the weapon size scale to determine their relative size class.

Size	Example
Tiny	Ring, necklace, scarf
Small	Crown, hat, mask, buckler, wand
Medium-size	Club, walking stick, small shield
Large	Staff, cloak, large shield

Using an Arcane Nexus

An arcane nexus must be on the wizard's person for it to function, unless an ability specifically states otherwise. The arcane nexus also takes up an item slot, the exact nature of which must be chosen when you determine the nexus's size and nature. For example, a nexus crafted as

a ring counts towards the maximum number of magical rings you may wear when you don it. You must wear the item in an appropriate manner in order to gain its benefits. For example, you would have to wear the ring in order to use it. You could not carry it in your hand while wearing a few other enchanted rings. Considering the item's form and function, you must wear or use it as if it were a standard magic item in order to gain its benefits.

Crafting an Arcane Nexus

As a new class of magical items, arcane nexuses require a separate feat for their manufacture and modification. You may use this feat to produce a nexus for others, but once an item is attuned to a specific caster, no one else can use it.

Craft Arcane Nexus (Item Creation)

Your study of the principles and theories of arcane matrices allows you to craft items and trinkets that are attuned to the specific aura, tendencies, and magical potential of an arcane spellcaster. This type of item, known as a nexus, allows a spellcaster to modify and improve his arcane spells.

Prerequisites: Arcane spellcaster level 1+, ability to prepare arcane spells.

Benefit: You can create an arcane nexus and grant it any features whose prerequisites you meet. Crafting and enchanting a nexus takes 1 day for each 1000 gp in its price. You must spend 1/25 of the feature's gold piece cost in experience points and half the listed market price in consumable materials. When making an arcane nexus from scratch, as opposed to adding new features to an existing one, you must purchase a masterwork item of the appropriate type in order to grant it the first feature. When creating a nexus, you must choose one specific person to whom it is attuned. That person, and only that person, may use the staff's abilities unless specifically noted.

You can mend a broken nexus if you could make the item and its component features. Doing so costs half the XP, half the gold, and half the time necessary to build the item and all its features from scratch. When mending a broken nexus, you may choose to drop features from it in order to save time and money when repairing it. However, if after mending an item you choose not to repair some of its features, you must pay full price to add those features at a later date.

You must pay the gp cost of any material components and the xp cost necessary for spells listed as prerequisites under a nexus ability. When repairing an item, you must pay the full cost for the prerequisite spells listed under its old abilities.

After a nexus is completed, the person to whom it is attuned must handle it for one week in order to cement his bond with the item. At any one time, a wizard may only have one nexus. Attuning to a new nexus (or re-attuning to an old one) breaks his bond to his former nexus.

Ability Slots

A nexus's physical size limits the number and type of abilities it can hold. Part of the nexus's power draws from the mystic patterns carved into it. As you add more features to one of these items, you leave less space for subsequent features. Each arcane nexus ability lists how many slots it occupies in a nexus. A nexus's size determines its total available number of slots.

Arcane Nexus Slot Sizes

Size	Ability Slots
Tiny	2
Small	4
Medium-size	8
Large	12

Arcane Nexus Abilities

The special abilities offered by spell nexuses are designed to improve a wizard's spellcasting ability, enhance his spells, or provide additional minor benefits based on the spells he knows. When choosing an ability, you may opt to set the caster level for any spells it uses to any level less than or equal to your current caster level.

Some special abilities require a wizard to expend spells to activate them for the day. This act is similar to preparing an arcane spell, but instead of studying his books the wizard spends his time meditating, handling his nexus, and aligning the magical fields within it. Rather than prepare his power, the wizard slowly channels it into the nexus, granting it the energy necessary for the ability to function as described. You may channel the energy represented by a spell slot exactly as you would prepare a spell using it. Once you have used a spell slot in this manner, treat it as if you cast a spell you had prepared with it that day.

Encoded Abilities

The matrix crafted within a nexus has the potential to serve as a repository for a wide range of magical energies. By holding, amplifying, and slowly releasing arcane energy, the nexus can replicate the effects of low-level arcane spells many times over the course of the day. Each morning, the nexus's owner meditates over his nexus, using the same concentration, mental exercises, and arcane talents he uses to prepare a spell
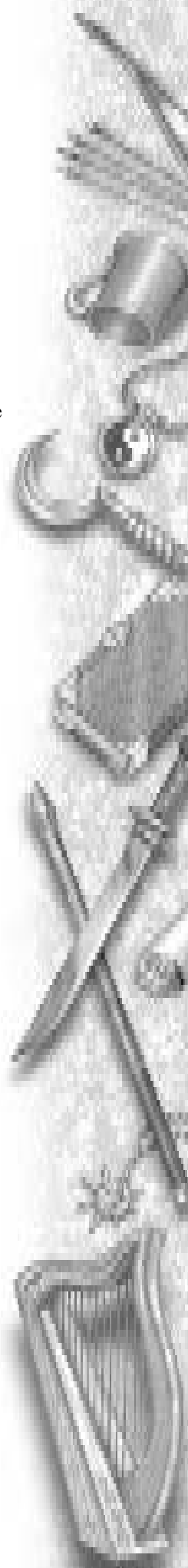
to bleed magical energy into the nexus. Once fuelled in this manner, a nexus is capable of using its battery of energy to power several special abilities that manifest as magical spells. Depending on the effect, it may be usable two or three times per day or available for unlimited use. Only the person attuned to a nexus can fuel and activate these abilities. Activating an encoded ability is a standard action that does not provoke an attack of opportunity.

After 24 hours, the energy funnelled into an encoded ability dissipates harmlessly. The nexus can only maintain the power you channel into it for a limited time before it seeps through its mystic vessels.
An arcane nexus may only gain each encoded ability once. For example, you could not add the true strike ability to a nexus twice in order to use it twice a day.

Encoded Ability	Caster Level	Market Price	Slots Used
Burning Hands	1st	50 gp	1
Detect Magic	1st	250 gp	2
Detect Poison	1st	50 gp	1
Darkvision	3rd	1000 gp	2
Feather Fall	1st	50 gp	1
Hold Portal	1st	60 gp	1
Light	3rd	500 gp	2
Mage Armour	1st	50 gp	1
Mage Hand	1st	75 gp	1
Resistance	1st	75 gp	1
Shocking Grasp	1st	75 gp	1
True Strike	1st	500 gp	1

Burning Hands: On command, sheets of flame erupt from your nexus, bathing your enemies in flame. This effect operates as *burning hands* used at your caster level, and you must prepare and then add that spell to your nexus in order to fuel this ability. If your nexus is one category above your size, such as a human wizard carrying a staff, you may reach forward with it and discharge this effect. Choose the area affected by this spell as if you were standing at any point in your threatened area with a non-reach weapon. You may use this ability once per day for each *burning hands* spell you choose to encode into your nexus.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *burning hands*; *Market Price:* 50 gp; *Slots:* 1.

Detect Magic: The nexus glows slightly when it touches a magical object or a spot on the ground recently affected by a spell. A faint nimbus of colour reflecting the aura of the area or object's enchantment cloaks your nexus. Treat this effect as *detect magic*,

though only objects touching your nexus are affected. This ability lasts continuously for 24 hours after you spend a 2nd-level spell slot to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *detect magic*; *Market Price:* 250 gp; *Slots:* 2.

Detect Poison: By touching an object, creature, or other item, with your nexus, you can determine if it contains poison. Your nexus vibrates slightly as it resonates with the poison's nature. Treat this as a *detect poison* spell cast by a 1st-level wizard, though you may only detect poison in objects your nexus touches. You may use this ability three times per day. The attuned owner of the nexus must spend a 1st-level spell slot to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *detect poison*; *Market Price:* 50 gp; *Slots:* 1.

Darkvision: So long as you touch your nexus, you gain the benefits of a *darkvision* spell cast at your arcane caster level. To fuel this ability, you must spend a 3rd-level spell slot to fuel this ability.
Caster Level: 3rd; *Prerequisites:* Craft Arcane Nexus, *darkvision*; *Market Price:* 1000 gp; *Slots:* 2.

Feather Fall: Once per day, a single command word spoken activates a *feather fall* spell cast by a 1st-level wizard. You must be touching your nexus in order to

gain the benefits of this spell. Activating this encoded ability counts as a free action. You must use two 0-level spell slots to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *feather fall*; *Market Price:* 50 gp; *Slots:* 1.

Hold Portal: This encoded ability allows you to cast *hold portal* as a 1st-level wizard once per day. You must touch the affected door, window, or other opening with your nexus. You must use two 0-level spell slots to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *hold portal*; *Market Price:* 60 gp; *Slots:* 1.

Light: The nexus sheds illumination as if it had a *light* spell cast upon it. This ability has an unlimited duration for 24 hours after the staff receives the arcane energy necessary to activate this ability, and may be turned on or off by the nexus's owner with a standard action. The staff's attuned owner must use a 1st-level spell slot to fuel this ability.
Caster Level: 3rd; *Prerequisites:* Craft Arcane Nexus, *light, continual flame*; *Market Price:* 500 gp; *Slots:* 2.

Mage Armour: This ability allows your nexus to cloak you in a field of tangible energy that operates as a *mage armour* spell cast at your arcane caster level. You must use three 0-level spell slots to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *mage armour*; *Market Price:* 50 gp; *Slots:* 1.

Mage Hand: Three times per day, you may use your nexus to cast *mage hand* as per the spell as a 1st-level wizard. While maintaining concentration on this effect, you must either hold or wear your nexus, as appropriate. You must spend a 1st-level spell slot to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *mage hand*; *Market Price:* 75 gp; *Slots:* 1.

Resistance: Three times per day, the nexus may grant its user the benefits of a *resistance* spell cast by a 1st-level wizard. You lose the benefits of this spell if you lose physical contact with a nexus before the spell's duration ends. You must spend a 1st-level spell slot to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *resistance*; *Market Price:* 75 gp; *Slots:* 1.

Shocking Grasp: Once per day, you may use this ability to cast *shocking grasp* at your current arcane caster level. You must spend two 0-level spell slots to fuel this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *shocking grasp*; *Market Price:* 75 gp; *Slots:* 1.

True Strike: Once per day you may activate this ability to gain the benefits of a *true strike* spell. Using this ability counts as a free action. You must encode a *true strike* spell into your nexus in order to use this ability.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *true strike*; *Market Price:* 500 gp; *Slots:* 1.

Spell Enhancements

The arcane matrix contained within a spell nexus makes it easier for its bearer to summon and contain magical energies. When casting a prepared spell, you may tap into the nexus and use it to hone your spell, granting it several benefits, depending on how your nexus was constructed. You may add each of these enhancements to your nexus once each. You may take them multiple times in order to increase the bonus granted by any single enhancement.

Some spell enhancements are either fuelled by prepared spells or can be modified by the energy of a spell slot. After 24 hours, the energy funnelled into a spell enhancement dissipates harmlessly. The nexus can only maintain the power you channel into it for a limited time before it seeps through its mystic vessels.

THE WIZARD'S STAFF

Spell Enhancement	Caster Level	Market Price	Slots Used
Arcane Cleave	9th	8000 gp	2
Channel Energy Ray	5th	4000 gp	2
Energy Conduit	3rd	1000 gp	1
Metamagic Enhancement	See description		
Replace Energy	3rd	1000 gp	2
Searing Energy	7th	4000 gp	2

Arcane Cleave: When using your arcane nexus to hone your spells, the magical energy of your incantations shatters the spell resistance of your targets. Your spells have an easier time defeating spell resistance. You gain a +2 enhancement bonus to caster level checks to overcome spell resistance if you hold or wear your arcane nexus, as appropriate, when casting a spell. In addition, you can use arcane energy to boost this ability. When preparing spells, you may choose to allocate a spell slot to this enhancement. When casting a spell, you may choose to consume that energy in order to replace the +2 enhancement bonus offered by this ability with an enhancement bonus equal to the spell slot's level. The caster level check bonus granted by this ability stacks with all unnamed modifiers, such as that offered by the Spell Penetration feat.
Caster Level: 9th; *Prerequisites:* Craft Arcane Nexus, Heighten Spell; *Market Price:* 8000 gp; *Slots:* 2.

Channel Energy Ray: Your nexus acts as a conduit to your magical energies, improving your accuracy with spells that require a ranged touch attack. If you cast a spell that requires a ranged attack roll while holding or wearing your nexus (as appropriate), you gain the benefits of the Point Blank Shot and Precise Shot feats. The spell appears to fire from your nexus when you use this ability. You gain this benefit only with spells you prepare and cast, not ones cast from a wand, staff, scroll, or other source.
Caster Level: 5th; *Prerequisites:* Craft Arcane Nexus, *true strike*; *Market Price:* 4000 gp; *Slots:* 2.

Energy Conduit: When casting a spell that requires a melee touch attack to deliver its effects, you may instead channel the spell's effects into your arcane nexus. If your nexus is a weapon, you may attack with it as normal and inflict your spell in addition to dealing damage with your weapon. If your nexus is size Large or greater, you may use it as a reach weapon if it does not normally count as one. However, in this case you do not deal weapon damage with it. When resolving these attacks, you still only need to hit with a touch attack to inflict your spell. Compare you attack result to your opponent's normal AC to determine if you inflict weapon damage and against your foe's touch AC to judge if your spell affects him.
Caster Level: 3rd; *Prerequisites:* Craft Arcane Nexus, *spectral hand*; *Market Price:* 1000 gp; *Slots:* 1.

Metamagic Enhancement: Drawing on the ambient energy surrounding it, the arcane nexus provides a one-time, powerful boost to a spell's energy. Once a day, you may add a metamagic feat to a single spell you have prepared. This feat does not modify the spell's level or its casting time. The price of this enhancement is determined by the metamagic feat effect it provides. You may choose this enhancement more than once, but must select a different feat each time you add it to your nexus. You may activate one feat per round using this enhancement. Thus, you may not use two feats provided by this enhancement on the same spell. However, you may add a metamagic feat provided by this feature to a spell prepared with a metamagic feat.

Replace Energy: Your nexus includes a matrix that allows you to tap into the energy of an elemental or para-elemental plane. When casting a spell, you may modify the damage it normally inflicts by changing its energy type. For instance, you could change a *fireball* into an *iceball* by channelling frigid energy into the spell as you complete it. When you choose this feature, select one of the following energy types: acid, cold, electricity, fire, and sonic. Three times a day, you may replace the type of damage inflicted by a

Metamagic Enhancements

Metamagic Feat	Caster Level	Prerequisites	Market Price	Slots Used
Empower Spell	3rd	Craft Arcane Nexus, Empower Spell	2000 gp	2
Enlarge Spell	1st	Craft Arcane Nexus, Enlarge Spell	1000 gp	2
Extend Spell	1st	Craft Arcane Nexus, Extend Spell	1000 gp	2
Heighten Spell (+2 levels)	5th	Craft Arcane Nexus, Heighten Spell	2000 gp	2
Maximise Spell	7th	Craft Arcane Nexus, Maximise Spell	3000 gp	4
Quicken Spell	9th	Craft Arcane Nexus, Quicken Spell	4000 gp	4

spell with damage of the selected type. Any secondary effects offered by the spell that are dependent on the energy type, such as *burning hands'* ability to ignite combustible materials, are lost.
Caster Level: 3rd; *Prerequisites:* Craft Arcane Nexus, *resist elements*; *Market Price:* 1000 gp; *Slots:* 2.

Searing Energy: Your arcane nexus collects magic energy and boosts the damage some of your spells deal. You may add this enhancement to an arcane nexus more than once. Each time you select it, choose one of the following energy types: acid, cold, electricity, fire, and sonic. When casting a spell that includes your chosen descriptor in its school listing, that spell deals one additional point of damage per die of damage it inflicts. For example, a *fireball* cast by a 6th-level wizard who carries a *searing energy* (fire) nexus would deal 6d6+6 damage, rather than 6d6.
Caster Level: 7th; *Prerequisites:* Craft Arcane Nexus, Empower Spell; *Market Price:* 4000 gp; *Slots:* 2.

Spell Repository

In addition to storing and channelling arcane energy, a nexus can also serve as a repository for the formulae necessary to prepare and cast magical spells. In essence, the nexus serves as a miniature spell book. You may insert spells into a nexus, encoding their patterns in such a way that if you meditate while grasping your nexus you may prepare the stored spells as if you were studying them from a spellbook. You analyse your nexus's patterns in your mind, using them as a tool to prepare the spell. More importantly, you may swap out prepared spells for those that are encoded into your nexus. Once a day, you may drop a prepared spell and replace it with a spell stored in your nexus's repository. Doing this requires 15 minutes of quiet, uninterrupted study. You may only replace one prepared spell a day in this manner.

There is no set limit to the number of spells you may store in your repository, aside from the standard limit of features you may fit into a nexus based on its size. Once you place a spell within the repository, you may not remove or replace it. The formula is physically

crafted into your nexus, making it impossible to destroy short of shattering the nexus.

You need only have a spell in your books and possess the ability to cast it in order to store it within your nexus.

Spell Level	Caster Level	Prerequisites	Market Price	Slots
1	1st	Craft Arcane Nexus	100 gp	1
2	3rd	Craft Arcane Nexus	250 gp	1
3	5th	Craft Arcane Nexus	1000 gp	1
4	7th	Craft Arcane Nexus	2000 gp	2
5	9th	Craft Arcane Nexus	3000 gp	2
6	11th	Craft Arcane Nexus	5000 gp	2
7	13th	Craft Arcane Nexus	7000 gp	3
8	15th	Craft Arcane Nexus	12,000 gp	3
9	17th	Craft Arcane Nexus	20,000 gp	3

Wondrous Features

In addition to offering options for modifying and improving spells, arcane nexuses may also be imbued with special features and abilities that enhance their utility.

Wondrous Feature	Caster Level	Market Price	Slots
Arcane Parry	7th	4000 gp	2
Arcane Shield	5th	2000 gp	4
Arcane Ward	1st	1000 gp	1
Bound Spirit	3rd	2000 gp	2
Elemental Immunity	5th	4000 gp	2
Sturdy Construction	1st	500 gp	1
Summon Nexus	1st	500 gp	1

Arcane Parry: A nexus may be designed with an eldritch pattern that serves to ward off hostile magic. The nexus continually emits a field that deflects spells and counteracts their effects, granting its bearer a +2 circumstance bonus to all saves against magic spells,

spell-like abilities, and supernatural effects. Only the nexus's owner gains this benefit, as the item draws on its attuned owner's aura to power this feature.
Caster Level: 7th; *Prerequisites:* Craft Arcane Nexus, *resistance*; *Market Price:* 4000 gp; *Slots:* 2.

Arcane Shield: This feature, extremely popular with invokers and other aggressive mages, protects a spellcaster from his own spells. The nexus is attuned to the unique patterns of its owner's magic, causing it to send a spike of anti-magic through its bearer when it is exposed to critical amounts of its user's own energy. This allows you to take only half damage against your own spells on a failed save, no damage on a successful one. You gain this benefit whether your spell affected you owing to a spell-reflecting effect or because you caught yourself within a spell's area. Wizards who favour *fireball* or *ice storm* against closely packed enemies commonly employ this wondrous feature.
Caster Level: 5th; *Prerequisites:* Craft Arcane Nexus, *protection from elements*; *Market Price:* 2000 gp; *Slots:* 4.

Arcane Ward: Not only is the staff attuned to your magic, but it also reacts negatively when others whose arcane patterns do not match yours handle it. If a person who handles your staff does not share your alignment, he must make a Fortitude save (DC 18). Anyone whose alignment is one step away from your own suffers 1d6 points of electricity damage. A person whose alignment is two or more steps away from your own suffers 2d6 points of electricity damage. As a free action, you can mentally disable this feature if you are in physical contact with your nexus. This ability ceases to function until you grasp your nexus and mentally command it to re-activate.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *shocking grasp*; *Market Price:* 1000 gp; *Slots:* 1.

Bound Spirit: Your nexus's arcane matrix serves as a prison for a minor elemental spirit. By grasping or concentrating on your nexus, you may telepathically communicate with this creature, gaining access to its knowledge and insights. When you choose this option for your nexus, select a skill from the list: Alchemy, Knowledge (any one subject), Profession, Spellcraft, or Wilderness Lore. As a full-round action that draws an attack of opportunity, you may contact the spirit and gain a +10 circumstance bonus to the appropriate skill check. You must decide to speak with the spirit after deciding to use your skill but before making your roll.
Caster Level: 9th; *Prerequisites:* Craft Arcane Nexus, *detect thoughts*, *lesser planar binding*; *Market Price:* 2000 gp; *Slots:* 2.

Elemental Immunity: Your nexus is specifically attuned to an element or form of magical energy. It is immune to all damage of a particular type. Choose one of the following descriptors: acid, cold, electricity, fire, and sonic. Your nexus gains immunity to that form of energy. In addition, while holding or wearing your nexus you gain a +2 circumstance bonus to all saves against effects that deal damage of your chosen type.
Caster Level: 5th; *Prerequisites:* Craft Arcane Nexus, *protection from elements*; *Market Price:* 4000 gp; *Slots:* 2.

Sturdy Construction: Imbued with a series of reinforcing enchantments, your nexus is far more difficult to break than a normal object of the same design and materials. Your nexus gains a +2 bonus to its hardness and an additional 5 hit points. Increase its break DC by 2.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *mending*; *Market Price:* 500 gp; *Slots:* 1.

Summon Nexus: As your nexus is highly attuned to your unique magical signature, you may call it to your grasp merely by locking your eyes on it and focusing your concentration. As a standard action, you may force your nexus to fly 120 ft. through the air to your grasp. The nexus immediately hurtles towards you and into your grasp. It weaves around obstructions to reach you, but if for some reason it encounters an insurmountable obstacle it hits the object and drops to the ground. If your nexus is tied down or otherwise secured in place, you may make a Strength check to sunder its bonds. If a living creature holds the nexus, make a Strength check opposed by the creature's check. This ability functions only if you can see your nexus and it is within 120 ft. of your position.
Caster Level: 1st; *Prerequisites:* Craft Arcane Nexus, *mage hand*; *Market Price:* 500 gp; *Slots:* 1.

Wizard Mercenaries

While wizards are feared for the great arcane power they command, experienced warriors and commanders know that a wizard caught in melee is a mage whose time is at an end. Wizards are trained with few weapons, and aside from the crossbow the arms they wield are largely ineffectual. Few wizards hazard the risk of wearing armour, leaving most to rely on spells such as *shield* and *mage armour* to ward off attacks. Even relatively powerful defensive spells such as *protection from arrows* and *stoneskin* grant an advantage to non-spellcasters, as they occupy valuable spell slots that could be filled with *cone of cold* or *flaming sphere*, spells that can scythe through the most heavily armed and armoured ranks. A wise commander gladly trades a hostile wizard who works spells to protect himself for one who tosses bolts of lightning down on his enemies.

In some regions, particularly those where wizards are common and wield considerable economic and political power, a unique fighting style emerges amongst the swordsmen and mercenaries who seek work as guardians, bodyguards, and defenders. These specialised soldiers learn to complement the magical talent of a wizard, using their weapons and armour to protect a wizard from harm while he works his magic. In particular, armies that employ wizards commonly train small corps of elite soldiers to protect their arcane elements. After all, wizards do not come cheap. A few well-trained guards can spell the difference between a devastating volley of *fireballs* and an exposed and swiftly destroyed group of wizards.

This chapter presents a selection of new feats that allow a fighter to better protect a wizard, a new prestige class built on the concept of a spellcaster's bodyguard, and a system for hiring warriors who utilise these resources.

Gaining a Bodyguard

There are several ways in which you can gain a personal bodyguard. You can either attract one to you in a manner similar to gaining a normal henchman or you can seek out and hire one. A henchman is more reliable than a hireling but a mercenary requires only that you have enough money to pay his fees.

Henchman: If you decide to take the Leadership feat you may elect to gain a bodyguard as a cohort. You may then either build your cohort using the rules here or tell your Games Master that you wish to find a henchman who can act as your bodyguard.

Mercenary: Hiring a mercenary can be risky business. After all, he fights for money rather than out of a sense of loyalty or friendship. Compared to a henchman, a mercenary bodyguard is much more likely to abandon you in the face of danger. Considering the vital role a bodyguard plays in ensuring your survival, that chance might be all that stands between victory and defeat.

Hiring a mercenary requires two steps. First, you must determine the types of warriors that are available in your current location. For example, you have little chance of finding a highly trained veteran in a tiny, sleepy village located far from any current war zones. On the other hand, a large city located on a major trade route has more than its fair share of mercenaries, allowing you to track down a competent warrior whose skills match your needs. The maximum level of a mercenary you hire is determined by the size of the city in which you seek out a hireling. Generally speaking, it is much easier to find and hire mercenaries from the warrior class as opposed to fighters. Warriors lack specialised training and abilities of fighters, making them more common, less expensive, but less capable than a fighter of a similar level.

Body Guard Availability

Town/City Population	Maximum Mercenary Level
400 – 1,000	War1
1,001 – 2,000	Ftr1/War1
2,001 – 5,000	Ftr1/War2
5,001 – 12,000	Ftr2/War3
12,001 – 25,000	Ftr3/War4
25,001+	Ftr4/War5

A mercenary bodyguard expects high pay for his work. After all, he is expected to risk his life to defend you, and the skills and talents he possesses are both rare and highly sought after. The following table summarises the weekly rates a mercenary expects for his services. Mercenaries expect their pay in advance, usually given to an intermediary at a guild or other institution which delivers the money after completion of a contract to the mercenary or his designated next of kin.

Note that the pay rates presented here assume you seek to hire a mercenary who has training represented by the feats presented in this chapter. Bodyguards who specialise in defending wizards are both rare and in high demand, as noted above.

Bodyguard Weekly Pay Rates

Level	Fighter Weekly Pay	Warrior Weekly Pay
1	200 gp	150 gp
2	650 gp	480 gp
3	950 gp	700 gp
4	1400 gp	1000 gp
5	—	1500 gp

Loyalty: Once hired, a bodyguard is generally loyal to you so long as you do not ask him to undertake undue risks during adventures. However, dangerous situations place a strain on a mercenary's loyalty and could push him to abandon you. The following table summarises a few situations in which a mercenary may turn tail and run. To determine if a mercenary remains loyal, you must make a Diplomacy check with the listed DC. On a failed check, the mercenary either flees, surrenders, or takes whatever actions are necessary to survive. He no longer cares what befalls his employer or his associates, so long as his survival is guaranteed.

A Diplomacy check made to determine if a mercenary runs away requires no effort from the employer. This check represents the state of the relationship between a wizard and his bodyguard. Naturally, a wizard with many ranks in Diplomacy has the tact and skill necessary to cultivate a good relationship with his hirelings.

Diplomacy Check Situations and DCs

Situation	Diplomacy DC
Mercenary reduced to half hit points or fewer with no immediate chance for healing	15
Mercenary reduced to quarter hit points or fewer with no immediate chance for healing	20
Mercenary attacked by overwhelming force	25
Half or more of party falls in battle	25
Three quarters or more of party falls in battle	30

Diplomacy Check Modifiers

Action/Condition	Diplomacy Check Modifier
For every 10% above listed rate mercenary receives in pay	+2
Mercenary has long and enduring relationship with employer	+2
Employer has risked life to save or protect mercenary in the near past	+2
Employer is fair or generous in his treatment of mercenaries	+2
Employer has caused the death or permanent injury of mercenaries in the past	-2
Employer is a cruel or capricious master	-2
Employer caused dangerous situation through incompetence or stupidity	-2
Employer is dead or incapacitated	-4

Bodyguard Feats

Bodyguards typically have one or more of these feats, reflecting their training in defending a mage without ruining his efforts at casting spells. The following feats are available to any character who meets their prerequisites. In addition, a fighter may select them with the bonus feats he gains at 1st and all even-numbered levels.

Absorb Blast [General]

When an area of effect spell or trap detonates, such as a *fireball* or *cone of cold*, you leap upon an ally, shielding him from the spell's deadly effects.
Prerequisite: Bodyguard.
Benefit: When you are caught in any attack that has an area of effect, such as a radius, burst, cone, or other shape, you may swap the result of your Reflex save with the result of any other ally who stands within the area you threaten without a reach weapon. Both you and your ally must be caught in the same area of effect

Provide Cover table

Your Relative Size	Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
Two sizes smaller	None	0	0
One size smaller	One-eighth	+1	0
Same size	One-quarter	+2	+1
One size larger	One-half	+4	+2
Two sizes larger	Three-quarters	+7	+3
Three sizes larger	Nine-tenths	+10	+4 (half damage if save fails, no damage if successful)
Four sizes larger	Total	—	—

spell, spell-like ability, or attack. You cannot swap your save with a person who did not need to make one, though you may switch saves with a person who was not allowed to make save to resist an effect that hit both of you. In this case, your ally receives the result of your save while you automatically fail. When swapping saves, roll for both parties, add modifiers including Reflex save bonus and then decide if you wish to exchange results. You trade the total saving throw result, not just the result of the die roll. You may never force an ally or other person to swap saving throw results with you, if he does not wish to do so.

You may use this feat once per round. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.

Arrow Shield [General]

Your sharp eyes and lightning reflexes allow you to deflect arrows aimed at your friends. You leap in front of your ally, knocking aside an arrow or other missile meant for him.

Prerequisite: Deflect Arrows.

Benefit: In addition to deflecting missiles fired at you, you may also deflect ranged attacks made against anyone standing within the area you threaten without a reach weapon. Treat this as a normal use of the Deflect Arrows feat, except you may activate this feat when an eligible ally comes under a ranged attack. If you fail your Reflex save to knock aside the missile, resolve its attack against you rather than its original target. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.

Bodyguard [General]

You are trained to protect others from harm without concern for your own safety. You use your shield to deflect attacks made against the person you must protect and stand in close ranks with him but do not disrupt his efforts to fight, cast spells, and take other actions.

Prerequisite: Base attack bonus +1.

Benefit: You may occupy the same area as any ally who is up to one size category larger than you. While you stand in the same area as an ally, you may protect him from harm. He gains the AC bonus of any shield you carry, though you lose the protection granted by it. If you carry a tower shield, both you and your ally gain its benefits. Both you and the ally you protect suffer a –2 penalty to all melee attacks as you crowd each other and make it more difficult to fight. If for some reason the ally you defend becomes hostile or if you attack your defended ally, you must move to occupy your own 5 ft.-by-5 ft. area on your next turn. You may only grant the benefits of this feat to one person per round.

You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.

Draw Attack [General]
You watch for melee attacks against an ally you defend, leaping to deflect them as they are made.
Prerequisite: Bodyguard.
Benefit: When using your bodyguard feat to defend an ally, you may actively defend your ally by intercepting melee attacks made against him. This feat works in two different ways. You may choose the ready action to defend the ally you protect with your Bodyguard feat on his action. When your ally makes his next turn, you automatically become the target of any melee attacks made against your defended ally so long as he is within the area you threaten without a reach weapon. This includes any readied attacks made against your ally and attacks of opportunity triggered by his actions, such as casting spells or firing a missile weapon. If you drop before resolving all the attacks against your ally, the remaining attacks may target him as normal.

You may also ready an action to deflect that attacks of a specific enemy or an enemy who fulfils a specific criterion, such as moving into an area or attacking your ally. Your chosen enemy (or the one who fulfils the conditions of your readied action) must attack you rather then the ally you protect with your Bodyguard feat. When using Draw Attack in this manner, you may force ranged attacks to target you. You may not use this feat if you are prone or flatfooted, or if you have lost your Dexterity bonus to AC.
Special: When resolving attacks forced against you by this feat, you gain the AC bonus from your shield, if any.

Leaping Defence [General]
Your reflexes and acute awareness allow you to leap forward and protect an ally from the effects of a ranged attack or area of effect spell.
Prerequisite: Absorb Blast, Alertness.
Benefit: As a free action, you may make a standard move before activating your Absorb Blast feat. You may make this move to enter a spell or other attack's area of effect. You may use this feat once per round. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.
Special: If you gain the Selfless Sacrifice feat, you may also activate your Leaping Defence feat in order to use that feat.

Provide Cover [General]
You protect your ally not only with your shield, but with your body. Attacks meant for him instead deflect off your amour or injure you.
Prerequisite: Bodyguard, Draw Attack.
Benefit: You provide cover to the ally you protect with your Bodyguard feat. The total cover you provide depends on your size relative to the ally you protect.

Obviously, if you provide an ally with total cover he cannot be attacked and cannot be targeted by spells or damaged by effects that require a Reflex save. You automatically provide your ally with these benefits so long as both of you occupy the same space. While granting an ally the benefits of this feat, you may choose to grant him the AC bonus from your shield, thus losing it yourself as per the Bodyguard feat, or retain it for yourself. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.

Selfless Sacrifice [General]
Without a thought for your own safety, you leap forward to protect your ally from the effects of a spell or ranged attack.
Prerequisite: Absorb Blast, Lightning Reflexes.
Benefit: If an ally within the area you threaten with a non-reach weapon is targeted with any attack that causes a Reflex save, you may elect to grant your ally an automatic success on his save. In return, you suffer

the effects as if you failed a Reflex save against the attack. You may use this feat once per round. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.

Shield Other [General]

You have developed your awareness far beyond the mundane senses. You can feel the presence of magic and other arcane affects without the aid of magic.
Prerequisite: Bodyguard, Combat Reflexes, Draw Attack, base attack bonus +4.
Benefit: As a full-round action, you defend the ally who gains the benefits of your Bodyguard feat. You must grant your ally the AC bonus from your shield in order to gain the benefits of this feat. So long as your ally remains within the same space as you occupy, all attacks directed against him that require a to hit roll, including melee attacks, missile attacks, ranged touch attacks, and touch attacks, automatically target you. So long as you remain standing, you move to intercept all attacks. If the person you defend moves out of your area, he immediately loses your defence, allowing attacks to resolve against him as normal. You may not use this feat if you are prone, flatfooted, or have lost your Dexterity bonus to AC.

Prestige Class

The following prestige class is presented as an option for cohorts you gain via the Leadership feat. Its prerequisites are too lofty for mercenaries to reach and its members never work for money, instead choosing to defend their charge out of a sense of duty and loyalty. Any character may choose to take this prestige class. If a player character gains levels in it, he must choose a wizard or other arcane spellcaster as the person he chooses to defend. The only way in which a player character wizard or other spellcaster may gain the services of a bodyguard of the crimson shield is by choosing one as the cohort he gains from the Leadership feat.

Bodyguard of the Crimson Shield

From the dawn of history, many powerful wizards have fallen under a hail of arrows or a charging band of warriors. Despite their mystic prowess, a well-placed blade is still a serious threat to even the most accomplished archmage. Forced to scorn armour and poorly trained in the use of weapons and shields, wizards must rely on others to defend them in battle. Only a confident or foolish wizard, and the two are often one and the same, engages in battle without

the support of several heavily armed and armoured warriors.

The order of the crimson shield is an elite band of warriors whose talents and skills have been carefully cultivated by a powerful coven of wizards. These elite warriors swear an oath to defend a particular spellcaster, pledging their lives to defend their charge in battle regardless of the danger to their own lives. Combining a rigorous martial discipline with a near-fanatical dedication to their cause, the bodyguards are a force to be reckoned with when combined with a wizard's arcane might. While lacking the skill and ability at arms as a fighter or other warrior, they form one man defensive walls that allow the wizards they protect to blast their enemies with magic from a relatively safe and secure position. These elite defenders are known for their bright red shields, which are painted in that manner to deflect attention away from the spellcasters they protect. According to this order's lore, the crimson shield symbolises their willingness to shed their life's blood in order to protect their charges. Bodyguards endure tremendous shame if their charge dies while under their protection, and some go so far as to commit suicide rather than face the shame of failing in their sacred duty.

In Your Campaign

The order of the crimson shield represents a school of combat that could evolve in a land where wizards and other spellcasters form the elite of society. In a land where wizards or sorcerers make the laws and form the majority of the nobility, specialised warriors whose only duty is to protect a wizard in battle slowly develop into an important social institution. Perhaps members of the lower class can gain fame, fortune, and prestige by serving within the order, proving their worth in the ruling class's eyes by laying down their lives in defence of the realm. If your campaign world features a realm where magical ability is the key to power and prestige, that region could very well develop a school of martial training that offers this prestige class. Simply modify the name and other details to fit your game world.

Hit Die: d12.

Requirements

To qualify to become a bodyguard of the crimson shield, a character must fulfil all the following criteria.

Base Attack Bonus: +3.
Hit Points: 30 or more. You must have the capacity to absorb a fair amount of punishment to prove yourself worth of the crimson shield.
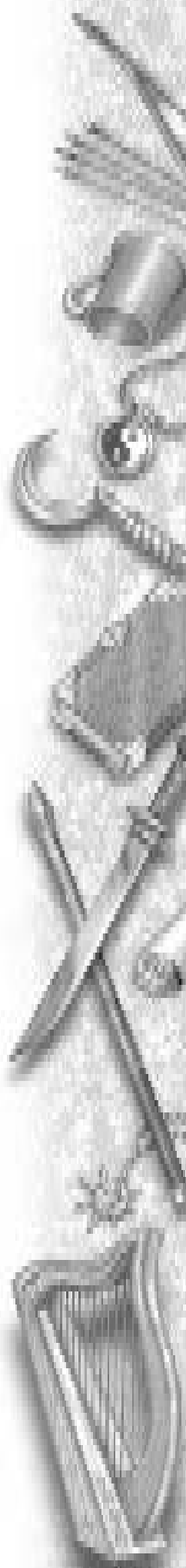
Feats: Absorb Blast, Bodyguard, Iron Will.
Skill: Heal 4 ranks.
Special: You must protect a wizard or sorcerer from harm for at least three consecutive months. During this time, the wizard may never drop below 1 hit point due to damage from any source. After proving your ability to protect an arcane spellcaster, you may apply for membership with the bodyguards of the crimson shield.

Class Skills

The bodyguard of the crimson shield's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (arcana), Listen (Wis), Ride (Dex), Spot (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the bodyguard of the crimson shield class.

Weapon and Armour Proficiency: The bodyguard of the crimson shield gains proficiency with all armour and shields.

Bodyguard's Toughness: The bodyguard of the crimson shield trains extensively to improve his capacity to absorb punishment. At 1st and 3rd level, he gains +6 hit points. These bonus hit points are treated as if they were gained via the Toughness feat, and the bodyguard is considered to have that feat for all purposes, such as determining if he has the prerequisites for a different feat. As with Toughness, the bodyguard's Constitution does not modify these bonus hit points.

Crimson Shield Conditioning: The stalwart warriors of the crimson shield value the life of their charge almost more than their own. The thought of intentionally harming the mages they defend is akin to considering suicide in the bodyguard's mind. Magical enchantments, such as *suggestion* or *charm person*, may never be used to cause a bodyguard to harm his the spellcaster he protects either through his actions or lack of intervention. This protection does not extend to the spellcaster's friends and allies.

Bonus Feat: Members of the order of the crimson shield study how to better defend their charges, ignoring their martial skills, magical talents, and other areas of training in favour of sharpening their ability to absorb punishment meant for others. At 2nd and 4th level, the bodyguard gains an additional feat from the ones listed in the following list: Alertness, Arrow Shield, Combat Reflexes, Deflect Arrows, Draw Attack, Leaping Defence, Lightning Reflexes, Provide Cover, Selfless Sacrifice, or Shield Other.

Master of the Crimson Shield: At 5th level, the bodyguard of the crimson shield becomes a master of his order. The bond he forges with the wizard he serves takes on a supernatural quality. Once per day, he may choose to force an enemy caster to target him with a spell that would normally affect his charge. Using this ability is a free action. The bodyguard may only use this ability if his charge currently gains the benefits of his Bodyguard feat. Only spells that target the protected wizard directly may be affected by this ability. Master of the crimson shield counts as a supernatural ability.

The Bodyguard of the Crimson Shield

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Bodyguard's toughness, crimosn shield conditioning
2	+1	+3	+3	+3	Bonus feat
3	+1	+3	+3	+3	Bodyguard's toughness
4	+2	+4	+4	+4	Bonus feat
5	+2	+4	+4	+4	Master of the crimson shield

Apprentices

It is common in fantasy worlds that a young wizard serves for a time under a more experienced master who guides him down the proper path of becoming a mage. In exchange for a steady payment of cash and unquestioning obedience, a neophyte gains invaluable instruction in the arts of spellcasting, magic item creation, and the tactical and social considerations that all arcane spellcasters must observe. For years, an apprentice toils in the musty tower of accomplished archmage, soaking up what little knowledge he can between days spent scrubbing floors and nights of tedious work copying scrolls, fetching material components, and washing out beakers and other lab tools. Normally, adventuring wizards make a poor choice as a master for a young student. After all, it is much harder to pay attention to the fine subtleties of *read magic* while an orc tribe rains arrows down upon him and his master. However, some enterprising young spellcasters intentionally seek out explorers, crusaders, and other adventuring wizards. After mastering the basics of the arcane arts at an academy or under the tutelage of a traditional master, these ambitious youngsters seek to further increase their talent and experience by serving under the watchful eye of a dedicated, powerful wizard on the rise. In exchange for help in researching magic spells and preparing magical items, the apprentice receives hands-on training in practical matters of magic and adventures such as how to best use spells to battle large numbers of weak enemies, the traps and tricks to expect in an ancient tomb, and other valuable advice for a would-be adventurer. After soaking up his master's teachings, the apprentice heads out on his own for a life of adventure.

An adventuring wizard who takes on the responsibility of training young mages gains several benefits at the cost of a few responsibilities. To start with, apprentices expect their master to spend time with them, instructing them in the ways of magic and helping them master new spells. In return, the apprentices pay their master a moderate tuition fee and help him handle some of the more mundane aspects of a wizard's life, such as the mundane portions of producing a magical item. Apprentices also share spells with their master, gaining spells from him in return for sharing the spells they gain as they progress in their studies. Apprentices also work with their master when he works to create magical items, allowing both parties to shoulder the burdens of item creation, such

as the experience point cost associated with completing magical items.

The system presented in this chapter details an alternative version of the leadership feat for wizard characters. It allows them to attract a small group of inexperienced wizards who provide income and physical labour in return for the opportunity to study magic at the feet of an experienced adventurer. While apprentices lack the skill and experience of the standard cohort and band of followers granted by Leadership, they offer several advantages that help broaden a wizard's arcane capabilities.

Arcane Tutor [General]

Your reputation as a powerful wizard and accomplished adventurer draws ambitious young mages who seek to learn the secrets of magic. These neophytes provide you with regular payments and assistance in the mundane portions of a wizard's life in return for regular instruction in the arcane arts.

Prerequisite: Arcane caster level 6th+, you must own a permanent base of operations that provides living quarters and workspace for your team of students.
Benefit: This feat attracts a steady stream of loyal apprentices to you. These wizards act as followers and subordinates, carrying out tasks at your command and aiding your research into arcane studies. Unlike followers gained with the standard Leadership, these apprentices expect to pay you for your assistance. However, they are less skilled than normal cohorts and followers and tend to leave you once they have learned enough to strike out on their own.

Arcane Tutor	Number of Apprentices by Level			
Score	1st	2nd	3rd	4th
1 or less	0	0	0	0
2	1	0	0	0
3	2	0	0	0
4	2	0	0	0
5	2	1	0	0
6	3	1	0	0
7	3	2	0	0
8	3	2	1	0
9	3	2	1	0
10	3	2	2	0
11	3	2	2	1
12	3	3	2	1
13	3	3	2	2
14	3	3	2	2
15	4	3	3	2
16	4	4	3	2
17	5	4	3	3
18	5	4	4	3
19	6	5	4	3
20	6	5	4	4
21	7	6	5	4
22	7	6	5	4
23	8	7	5	5
24	8	7	6	5
25+	9	8	6	5

Arcane Tutor Score: Your arcane tutor score is determined in much the same manner as the Leadership score. In short, your arcane tutor score equals your arcane caster level plus your Charisma modifier. In addition, apply the Leadership modifiers listed under the Leadership feat to this score.

Number of Apprentices by Level: This is the maximum number of apprentices you can attract by level. Unlike the Leadership feat, your followers are all wizards. Normally, Leadership only attracts warriors, experts, and commoners as followers. While Arcane Tutor does not grant you a cohort and gives you far fewer followers, the apprentices offer you more flexibility and capabilities than the followers offered by the standard Leadership feat.

Benefits of Apprentices

During a dangerous trek into a dungeon or an expedition to a distant wilderness, wizards-in-training offer fewer advantages compared to standard cohorts.

They are, after all, seeking training to improve their limited skills, thus they are both inexperienced and unprepared for the adventuring life. Apprentices do not accompany you on adventures unless your Games Master decides otherwise. As a rule of thumb, only the direst need or a direct threat to an apprentice's life will prompt him to join you on an adventure. You cannot simply order an apprentice to follow you into a dungeon. As with any non-player character, your Games Master has final say on whether your apprentices obey your orders. However, the unique relationship between a master and his apprentices grants you several advantages and options when dealing with your students.

Income: The most tangible benefit of taking on apprentices is the fees they pay to you in return for your instruction. It is common practice for well-to-do families to pay experienced wizards in return for instruction and aid for their magically-talented children. Other times, a young mage scraps together the cash to pay room, board, and the going rate for instruction from an experienced mage. The pay rate you receive

depends on the level of your apprentice. The more experienced the apprentice, the less he is willing to pay. Younger mages stand to learn much more, and thus are willing to pay more, than a wizard who has already mastered the basics of magic.

Apprentice's Level	Monthly Income
1st	90 gp
2nd	60 gp
3rd	40 gp
4th	30 gp

Bonus Spells: When an apprentice enters your service, you may add all his spells to your books. In return, the apprentice gains 2 spells per caster level from your books. Your Games Master determines which spells your apprentice selects. When an apprentice gains a level, you decide which spells he adds to his books. You gain these spells in your books, too. You must select spells that your apprentice is capable of casting. For example, you could not force a specialist wizard apprentice to choose spells from his prohibited schools or those from levels that he cannot cast due to an insufficient Intelligence score.

Produce and Sell Items: If your apprentice has any item creation feats, you may have him create items that you may sell. You must buy spell components and raw materials necessary to make the item from your own pocket. An apprentice must normally meet the prerequisites, such as minimum caster level, feats, and spells known, to craft an item. Furthermore, the apprentice automatically refuses to produce items whose experience point cost would cause him to lose a level. After all, the apprentice seeks your aid in expanding his skills, not working himself to death in a magic item sweatshop.

Assist Item Creation: An apprentice may help you create an item that you could normally complete on your own. Your apprentice does not need to meet any of the prerequisites necessary to craft the item, though the more experienced the apprentice the more help he can lend you. Only a single apprentice can help you create an item, as two or more apprentices simply get in your way and lengthen the process. An apprentice splits the experience point cost of creating an item with you, reducing the xp cost by 10% per level. However, an apprentice may never lose a level through the process of helping to create an item. If helping you would cause this to happen, the apprentice absorbs only enough of the total xp loss to bring him to the minimum needed to attain his current level, leaving you to pay the remaining portion of his normal share. Your apprentice can also work on portions of the item creation process concurrently with your efforts, allowing you to cut down on the total time needed to complete the project. Reduce the time needed to produce the item by 1 day for each two levels of experience your apprentice has attained. You may never reduce the time necessary to produce an item to less than 1 day. Note that the apprentice does not shoulder any of the xp loss caused by casting spells necessary to complete an item unless the apprentice is the one who actually uses the spell. When an apprentice assists in creating an item, there is a chance that he may inadvertently spoil your efforts owing to his inexperience. See research mishaps below.

Finish Items: An apprentice can shoulder the burden of creating items that you have designed. You sustain the full xp loss for completing the item, but your apprentice completes all the mundane work and helps manage the arcane portions of the item creation. You need only spend 1 day working on the item. Your apprentice handles the rest of the labour involved in finishing the item. However, in order to complete the item, the apprentice must have any item creation feats needed to create it. You may fulfil the minimum caster level and spells needed, but your apprentice must have the necessary creation feats. If casting the spells necessary to complete the item would require more than 1 day of work, you must spend the time necessary to complete those spells before your apprentice can complete the item. In addition, if an apprentice lacks any of the prerequisites necessary to create an item, such as spells

needed to produce it, or is below the required caster level, there is a chance the apprentice encounters a mishap in creating the item. Consult Mishaps, below, under Drawbacks to Apprentices.

Other Actions: An apprentice is capable of using the rest of his skills and abilities at your direction. For example, you could have your apprentices use spells such as *identify* to pick through a pile of magic items you uncovered on your last adventure. You could also order your apprentices to research a topic in a library using the rules presented in this book, allowing them to gain virtual skills and skill ranks that they subsequently use. The following guidelines cover actions not explicitly described here:

† Unless your Games Master rules otherwise, apprentices never willingly risk their lives to fulfil your wishes. They enter your service in order to expand their magical skills, not serve you as fanatical, suicide soldiers.

† You must pay all expenses your apprentices encounter while fulfilling missions you give them. For example, if the Grand Library of Tuegonz charges 50 gp per day for access to its archives, you must pay this fee if you want your apprentices to work there.

† Your apprentices refuse to undertake or complete any actions that would cause them to lose a level of ability. Again, your apprentices seek to expand their skills, not work themselves to death solely for your benefit.

Drawbacks to Apprentices

The greatest problem facing a wizard who wishes to maintain a stable of apprentices is drawing and keeping quality workers. Many apprentices enter the service of an archmage with dreams of swiftly expanding their skills, but quickly grow disillusioned at the prospect of working in what amounts to a magic item sweatshop punctuated with occasional bits of instruction from their master.

Recruiting Apprentices: Selecting the Arcane Tutor feat does not immediately result in the appearance of a host of eager young wizards ready to obey your commands. You must actively recruit spellcasters who could benefit from your instruction. You may gain apprentices in two ways. Your Games Master may rule that a non-player character wizard comes into your service based on your interactions with him over the course of an adventure. Otherwise, you must advertise for and recruit neophytes. Make a recruitment check by rolling a d20 and adding your Charisma modifier and your arcane caster level. The more engaging your personality and the more skilled you are with magic, the better your chances of attracting an apprentice. The size of the city in which you seek out recruits modifies your ability to successfully find a willing student.

Town/City Population	Recruitment Check Modifier
400 – 1,000	-2
1,001 – 2,000	0
2,001 – 5,000	+2
5,001 – 12,000	+4
12,001 – 25,000	+6
25,001+	+8

The base DC necessary to recruit a 1st-level apprentice is 5. For each 5 by which you beat this DC, you may opt to increase your new apprentice's level by 1 or recruit an additional apprentice. You may combine these effects to recruit multiple wizards whose level is above 1. For example, if the total of your recruitment check is 24 you have a few options, as this result beats the base DC by 3 full units of 5. You could recruit 4 1st-level wizards, 2 2nd-level ones, one 4th-level wizard, and so on. If your result is high enough to yield an apprentice but not good enough to attract one whose level is as high as you wish, you may always ignore the result of a recruitment check. You are under no obligation to accept potential apprentices.

You may make one recruitment check per day, spending 2d4 hours at libraries, the wizards' guild, and

other places where spellcasters normally congregate. Regardless of the results of a recruitment check, you may never recruit more apprentices than allowed by your Arcane Tutor score. Apprentices are acutely aware that a master can only spread himself amongst so many students and refuse to sign on with a tutor who already has an abundance of pupils.

Retaining Apprentices: When an apprentice signs on to work with you, he does not agree to a lifelong contract. Most apprentices stay with a master for a year at most before setting off on their own, either seeking out a new master to learn from or going it alone as an adventurer, researcher, or craftsman. A newly recruited apprentice remains within your service for 3d6 months, after which he leaves your service for greener pastures.

An apprenticeship is a two way street. While your apprentice works for you, you must also take time to instruct him in the mystic arts. You must spend 2 weeks every 2 months tutoring your apprentices. If you fail to meet this requirement, reduce each apprentice's period of service by 3d6 months. If this reduces any apprentice's term to 0 or less, he immediately leaves. Any projects he was working on remain unfinished. Your apprentices expect instruction and aid in return for the work they do and the cash they pay you.

Upkeep: A portion of the money an apprentice pays you goes toward room and board. You must own or provide a permanent structure where your apprentices may live and work. You must pay 5 gp per apprentice level per month to provide them with food, clothes, and other basic necessities. If you fail to meet this payment, reduce the fees from each apprentice by half. Stung by your skinflinted ways, your apprentices withhold their payments to you and instead use their money for food and shelter.

Work Rates: While apprentices agree to spend much of their time in your service, they also have their own personal projects and studies. Each apprentice allocates 2 weeks per month to working on magic items, research, and other projects you assign to them. They spend the rest of their time studying their spellbooks, practising their skills, and completing scrolls and other magic items for their own use. However, during this free time each apprentice gains 1d6 x 100 xp through adventures, work, and research.

Research Mishaps

The greatest danger in relying on apprentices lies in their imperfect understanding of magic, item creation, and other aspects of the wizard's arts. Trusting an

inexperienced mage to complete an item better left to a more skilled wizard is a potential recipe for disaster. When an apprentice helps finish creating an item you designed or helps you complete an item, there is a chance that your student's efforts end in an arcane mishap. If your apprentice is involved in making an item whose prerequisites he does not completely fill, he must make a mishap check. Roll a d20 and add your apprentice's arcane caster level and his Intelligence modifier. This check has a DC of 10 if your apprentice works to complete an item you initially designed or 8 if he helps you throughout the process of making an item. A roll of 1 always fails this check. Increase the DC by 2 for each prerequisite the apprentice does not meet. If your apprentice fails his check roll d100 and consult the arcane mishap table. During the course of producing the item, if your apprentice mixes the wrong ingredients, he may allow the magical energy needed to produce the item to run rampant, or causes a massive backlash of arcane energy. Minor mistakes may increase the cost or time needed to produce an item. Major ones can yield cursed items or threaten the lives of both you and your student.

If a mishap effect refers to a worker, there is a 50% chance that you or your apprentice are affected by the result if the two of you work together on making an item. Otherwise, if you left your apprentice to work alone the mishap affects only him.

Arcane Mishap Table
d100

result	Arcane Mishap

01 – 03 "I see. It needs steel, not lead." Slight errors in production waste some materials. Increase cost of producing item by 25%. Item remains unfinished until you pay this price and spend an additional day working on the item.

04 – 06 "Oh dear. Where'd I put that diamond dust?" Moderate errors in production waste some materials. Increase cost of producing item by 50%. Item remains unfinished until you pay this price and spend an additional day working on the item.

07 – 09 "It was cracked when I found it." Major errors in production waste some materials. Increase cost of producing item by 100%. Item remains unfinished until you pay this price and spend an additional day working on the item.

10 – 12 "So I misread pounds for ounces. How expensive can mithral be?" Traumatic errors in production waste some materials. Increase cost of producing item by 200%. Item remains unfinished until you pay this price and spend an additional day working on the item.

13 – 15 "Two for one beers don't happen every night." Apprentice wastes time and effort bungling your instructions. Increase time necessary to produce the item by 1 day.

16 – 18 "Well, allowing it to soak for 3 nights didn't hurt it." Apprentice wastes time and effort bungling your instructions. Increase time necessary to produce the item by 3 days.

19 – 21 "You wanted me to do what by when?" Apprentice wastes time and effort bungling your instructions. Increase time necessary to produce the item by 1 week.

22 – 24 "Should it be bubbling like that?" Energy backlash during item's creation causes a minor explosion. Treat this as a *fireball* cast by a 5th level wizard centred on the apprentice's work area.

25 – 27 "Should smoke be coming out of it?" Energy backlash during item's creation causes a moderate explosion. Treat this as a *fireball* cast by a 7th level wizard centred on the apprentice's work area.

28 – 30 "Don't worry, that's normal. Now, let's add that lamp oil to it." Energy backlash during item's creation causes a tremendous explosion. Treat this as a *fireball* cast by a 9th level wizard centred on the apprentice's work area.

31 – 33 "Will it ever stop growing? Please say yes." Worker's nose grows to one foot in length, causing them 1d6 points of permanent Charisma damage. If the damage heals, the victim's nose slowly returns to normal.

34 – 36 "Well, wizards don't need muscles anyway." Arcane backlash wracks worker's body, shrivelling his muscles and causing 1d6 points of permanent Strength damage.

37 – 39 "I-i-i-i-i-t c-c-c-c-c-could b-b-b-b-be w-w-w-w-worse." Bolts of electricity arc from the item, leaving a worker with a variety of nervous tics, shakes, and unsteady hands. Worker takes 1d6 points of permanent Dexterity damage.

40 – 42 "Wait a second. How do those cantrip things work again?" A temporary fold in space causes an astral parasite to take root in a worker's brain, causing 1d6 points of permanent Intelligence damage.

43 – 45 "I have seen the light!" A rogue bit of divine energy seeps into the creation process, causing a bizarre magical effect that forces the apprentice to become a fanatical adherent of a deity appropriate to his alignment. He leaves your service to become a cleric. Money and xp spent to produce the item are wasted. A *restoration* spell returns him to normal.

46 – 48 "..." A massive backlash of enchantment magic causes the apprentice to slip into a deep catatonic state. Money and xp spent to produce the item are wasted. A *restoration* spell returns him to normal.

49 – 51 "Back in my day, apprentices didn't screw up so badly!" A critical mistake in the item's creation causes a time warp, causing a worker to leap his next age category. Money and xp spent to produce the item are wasted.

52 – 56 "What is that thing?" A creature falls through an astral rift and attacks. Treat this as a creature called by *summon monster III* cast by a 17th level wizard. Money and xp spent to produce the item are wasted.

57 – 60 "I didn't summon that. Did you summon that?" A creature falls through an astral rift and attacks. Treat this as a creature called by *summon monster V* cast by a 17th level wizard. Money and xp spent to produce the item are wasted.

61 – 62 "What a fascinating creature. Let's try to communicate with it." A creature falls through an astral rift and attacks. Treat this as a creature called by *summon monster VII* cast by a 17th level wizard. Money and xp spent to produce the item are wasted.

63 "Oh, gods, run. RUN!" A creature falls through an astral rift and attacks. Treat this as a creature called by *summon monster IX* cast by a 17th level wizard. Money and xp spent to produce the item are wasted.

64 – 66 "Ribbit." A slight flaw in the process used to shape the magical energy imbued into the item causes transmutation magic to flood the area. Treat this as a *polymorph other* cast by a Sor8 that turns a worker into a frog. Money and xp spent to produce the item are wasted.

67 – 70 "I'm shrinking!" A magical disturbance causes a bizarre fluctuation in the properties of dimensional space. A worker begins to shrink rapidly. He immediately becomes two size categories smaller. *Greater restoration* removes this effect. Money and xp spent to produce the item are wasted.

71 – 72 "Everything's shrinking!" Material space stretches and bends in the immediate area of the experiment. A worker immediately grows two size categories larger. *Greater restoration* removes this effect. Money and xp spent to produce the item are wasted.

73 – 75 "Strange. That wasn't supposed to produce a sudden whiff of brimstone." A dimensional gate opens to the outer realms, allowing a horde of demons with a total EL of 10 to pour into the laboratory area. Money and xp spent to produce the item are wasted.

76 – 96 "There! Perfect." A critical mistake during the item's production permanently warps its magical properties, resulting in a cursed item. The exact nature of this curse depends on the type of item produced. Weapons, armour, shields, rings, rods, staffs, wands, and wondrous items gain 1d3 cursed item traits (see Cursed Items, core rulebook II.) Potions turn out as a randomly determined ingested poison, while scrolls either fail to function, cause the opposite of the intended spell, or target the caster in the case of damaging spells.

97 – 99 Apprentice forgets to inscribe proper protective runes. Energy matrix inscribed in item runs rampant. Worker subjected to *disintegrate* as cast by a 11th level wizard.

100 Roll twice on this table, re-rolling this result if it comes up again.

Apprentices and the Campaign: Advice for Games Masters

Allowing a player to select the Arcane Tutor feat should have one important effect on your campaign. Apprentices allow a wizard to produce much greater quantities of magic items and pile up low (1st and 2nd) level spells in his books. While the arcane mishap table may discourage players from abusing the ability to produce powerful magic items, the party now has much cheaper access to scrolls and potions. However, apprentices should not exist in a bubble. When a character decides to take on an apprentice, you must generate not only the neophyte's stats but create a personality and mindset. Do not allow apprentices to become a horde of faceless, indentured servants who crank out magic items in return for bread, water, and a straw pallet. This doesn't mean apprentices should become the centre of a campaign, but you should draw out their role as independent, ambitious young wizards.

When creating an apprentice's personality, consider the following questions as a sort of checklist of traits and tendencies to help you mould a fully realised non-player character.

Why become an apprentice?

Think of why this wizard willingly chooses to give up his freedom and independence to essentially become a cheap source of labour. Some wizards are merely too meek to strike out on their own. After years of work and study in a highly structured environment such as an academy, school, or in the service of a master wizard, the apprentice might have trouble adjusting to life on his own. On the other hand, an apprentice may see working with a powerful wizard as an excellent way to make a powerful friend, establish connections in the world of wizard politics, and gain insights into how an accomplished spellcasters manages success.

What is the apprentice's ambition?

An apprentice who seeks arcane mastery dives into his work. He considers the chance to create magic items without spending his own money to be an excellent chance to work on a wide range of magical topics. This type of apprentice speaks in arcane terms and is so absorbed in his work that he is little use outside the workroom. Think of the stereotyped computer geek and apply that to a spellcaster. Other young wizards have little ambition. Perhaps their parents or another benefactor pay their way through life, allowing them to slack off on their work and present a surly, antagonistic attitude. Not every apprentice is a wide-eyed youngster

looking to prove himself. Still other apprentices hope to win the favour of their master, working hard and taking extra steps to complete assignments. Ideally, such apprentices are earnest, hardworking overachievers, but some may simply seek to use flattery to gain favour. Worst of all, ambitious, cut throat apprentices sabotage the work of other neophytes, pass along their failings to others, and consistently try to place blame on their fellows. Worst of all, a wily apprentice may convince his master to blame disasters on the wrong pupil, fomenting anger and distrust with his students.

Do the apprentices get along?

Don't restrict yourself to examining the relationship between student and master, but consider the dynamics between apprentices. As noted above, rivalries and grudges may develop between apprentices, causing problems amongst a wizard's students.

Adjudicating Personalities

If in the course of roleplaying the interactions of an apprentice and a player character (or even between wizards) you may reduce an apprentice's period of service by 1d6 months if personality clashes run out of control. Furthermore, you may apply the penalties presented in the Leadership feat to a wizard's Arcane Tutor score, reducing his stable of apprentices.

Repercussions

An ex-apprentice of a player character wizard is kidnapped by thugs. The thieves want a large ransom paid in magic weapons. The apprentice's family is unable to meet their demands. Can the wizard help? Worse still, perhaps the party's nemesis is behind the kidnapping. He hopes to torture the young wizard in order to gain critical information on the party's abilities and weaknesses. Perhaps an ambitious apprentice rises to a position of power. If the player character treated him well, he gains some benefits. If not, he now has a powerful enemy. Remember, once an apprentice leaves a player character's service, his life continues, possibly creating a host of interesting complications for his one-time master. Apprentices, just like other wizards, have long memories.

TOWERS

The wizard's forbidding, mysterious, and inaccessible tower has long been a standard idea in fantasy gaming. Many adventures centre on a raid against an evil wizard's abode or an expedition to explore and loot the bizarre, highly magical ruins of an ancient archmage's home. This chapter is meant for both players and Games Masters. For players, this section includes comprehensive rules for designing and building a wondrous, arcane lair. Though of little use down a dungeon, a wizard's tower can be an enormously valuable asset during a long-term campaign. It is a safe haven in times of danger, a reliable place for a wizard to retreat to in the face of a determined enemy or great chaos. For wizards who commonly create new magic items, formulate spells, and commit other research, the tower is a laboratory stocked with a wide range of arcane tools. Any wizard with an extensive collection of spellbooks, magic items, and other treasures can rely on his tower as a safe keeping place for his accumulated wealth.

For Games Masters, this chapter provides ideas for designing the lairs of non-player character wizards, villains, and other spellcasters the characters may encounter. Adding a variety of weird magic, strange effects, and other unusual items to a wizard's lair helps maintain a sense of wonder in the game. A tower of carved jade situated atop a drifting cloud makes for a unique, entertaining dungeon crawl. Use the features presented in this chapter, such as reversed gravity rooms and summoned creatures bound into the tower, to inject some variety and danger into your encounters.

Wizards' towers are far more than simply a fortified structure occupied by a wizard. Through the use of arcane geometry, ley lines, the tides of magic, and other mystic forces, a wizard can build a structure that serves to amplify his arcane abilities and enhance his control over elemental, planar, and other forces. For example, a wizard who builds his tower on the slopes of an active volcano can design his home to serve as a mystic plinth that collects elemental fire energy. When he attempts to summon and bind fire creatures within his tower, the rich aura of such energy makes it easier to call powerful creatures and bind them to his service. The nature of a tower's materials and its location grant its denizen several bonuses, modifiers, and special abilities.

THE BASICS

A wizard's tower is his home, sanctuary, research station, and fortress rolled into one. As befits their mastery of the arcane arts, most wizards construct towers that are imbued with a variety of powerful spells, enchantments, and charms. From a distance an archmage's lonely tower may seem to be an exposed, vulnerable stronghold compared to the thick walls, soaring towers, and legions of men-at-arms of a fighter's castle. However, wizards commonly design their towers to serve as conduits and foci for arcane energy. An attacking army finds bolts of lightning arcing from a tower's walls to cleave through their ranks. Their catapults' stones rebound from its flimsy-looking walls, and when they finally send soldiers forward to storm the front door they find demons, elementals, and other terrifying creatures awaiting them within its halls.

A wizard is as closely connected with his tower as he is with his familiar or his magical focus. Using the

secrets of arcane geometry, the wizard or the tower's architect creates a structure that attunes to its owner, channelling magical energy into him by soaking up and focusing the ambient arcane potential in the region surrounding the tower. In many ways, a tower serves more as a conduit or trap for magical energy than a home for its owner. In essence, the tower is a building-sized magical item. The shape and dimension of a structure determine its capacity to channel energy. The tower-shape, a single tall, square or circular structure, offers the best potential to fulfil its purpose. Thus, this is why wizards most commonly prefer a single, solitary tower to a full-blown castle or other fortress.

The wondrous features offered by a tower come at a steep price. Another reason that most wizards build only a solitary tower rather than a full-blown keep or castle is the great expense involved in erecting a structure infused with a wide range of enchantments. While wizards prefer not to admit it, economic concerns are often as much a consideration in their decisions as arcane ones.

New Feat: Arcane Geometry
Your knowledge of engineering, magic, and the planes combined allows you to design buildings capable of drawing on ambient magical energies. Rooms, walls, and doorways designed to the exacting specifications of arcane geometry grant the individual to whom the structure is attuned several benefits while he stands within it.

Prerequisites: Profession (engineer) 8+ ranks, Knowledge (arcana) 8+ ranks, Knowledge (the planes) 8+ ranks, spellcaster level 9th+

Benefit: You may design and build arcane towers as per the rules detailed in this chapter. If you have this feat yourself and so are able to design your tower yourself, you will not need to pay a designer or architect and so may reduce the cost of building the tower by 20%. When designing a tower, the geometrist must declare one person the tower's owner or master and attune the place's affects to that individual. Throughout this chapter, references to the tower's owner or to the wizard attuned to the tower refer to this chosen person.

Normal: If you do not have this feat available (either by having it yourself, or by employing an architect who does have it) you may not build an arcane tower using the rules in this chapter, although you may still build a more mundane tower or other residence.

Designing a Tower
There are several steps to building your own mystic abode. Resolve them each in the presented order.

1. Choose a Location: Wizards are notorious for their love of privacy and isolation. When it comes time to build a tower, an accomplished archmage may opt for a wide range of places to begin construction, ranging from something mundane, like the merchant quarter of a bustling city, to something a bit more exotic, such as a desolate plain on a wholly different plane of existence.

2. Design a Floor Plan: While wizards' lairs incorporate a wide range of bizarre, magical features, they all begin with a simple, mundane structure built from wood or stone. Even a wizard needs a bedroom or a comfortable place to entertain visitors.

3. Add Exotic Features: After mapping out your tower, you may add magical effects to it, such as areas of folded space that allow you to fit a 20 ft. by 20 ft. room into a 100 square ft. area. When designing a tower, you have access to a wide range of bizarre magical effects that are not normally possible with prepared spells. In essence, you turn portions of your tower into magical items, using a unique blend of mystic architecture, runes of power, and arcane energy to produce a wondrous range of magical effects.

4. Calculate Total Cost and Time: After designing

selecting your tower's location, designing your floor plan, and selecting the magical effects you wish to add to it, determine the gold piece cost of its construction, the cost of any special components needed for magical effects or wondrous building materials, and the time necessary to complete the project. In addition, your Games Master may determine that your character must embark on a special adventure or quest in order to obtain materials necessary to complete your tower or win the services of elementals, archmages, and other powerful figures whose services you require.

1. Choose a Location

Your tower's general location dictates many expenses related to its construction, from raw materials to labour costs. The increased costs incurred by choosing an exotic location for your tower, such as an undersea trench or an island in the midst of a lava flow, can be compensated for with increased privacy and defensive capabilities. It is much more difficult to storm a tower that stands perched atop a drifting cloud than to besiege one that stands in the midst of a forest. The construction cost modifier applies only to the expenses determined in step 2, designing you basic floor plan. The magical and exotic features added in other steps cost the same, no matter where your tower stands.

Tower Location	Construction Cost Modifier
Standard	x1
Aerial	x4
Aquatic	x2
Glacier	x2
Fire Tower	x3
Planar	x3
Subterranean	x1
Undersea	x3
Underworld	x2
Urban	x0.75

Standard: Your tower stands in a forest, desert, or other mundane location. It may be near a prosperous city, in the centre of a tiny village, or hundreds of miles from the nearest settled lands. As a rule of thumb, your tower's location counts as a standard one if you could build a wooden or stone structure there without any magical assistance. The one exception to this rule is if you build your tower in a city. In that case, building materials and labour are significantly cheaper.

Towers located in an otherwise mundane setting offer a wide range of options to their inhabitants. While they do not excel in any one particular area, unlike other towers they do not offer any significant penalties or barriers to using the full selection of options possible in a tower. Depending on the exact nature of a tower's location, even a standard tower can offer a few benefits

and defences not available to its more exotic cousins.

Aerial: Using a variety of powerful elemental magics, it is possible to erect a tower that floats high in the sky. Commonly, the wizards who opt for such a tower harness the power of elemental air to forge a cloud of thick, substantial vapours capable of supporting the weight of a large, stone structure. This aerial home has the advantage of appearing as nothing more than a typical cloud from below, though a sharp-eyed observer can note that the cloud never seems to move in the sky (unless the tower can also fly – see below). Aerial fortresses have several advantages over the typical wizard's tower. They are inaccessible to anything that lacks the ability to fly, making it incredibly difficult for a wizard's enemies to mass an army or other large force to besiege his home. More importantly, a cloud tower enjoys that benefit no matter what stretch of land it hovers over. A wizard could thus construct a relatively isolated, safe haven within a few miles of civilisation.

Aerial towers serve as powerful magnets for the elemental force of air. A wizard who owns and maintains an aerial tower can use that excess energy to boost his abilities to summon and bind creatures from the plane of elemental air.

Aquatic: Standing atop the ocean's crashing waves, an aquatic tower is a fair compromise between the expense of the more exotic towers and the defensibility and isolation many wizards crave in a lair. Aquatic towers are built in a lake or ocean, usually within sight of the shoreline. The tower's lower levels are beneath the water, while its upper storeys stand above the waves. Visitors normally arrive by boat, dropping anchor at a set of docks built at the tower's base. Aquatic towers are susceptible to naval attacks, though the cost and logistics of raising a fleet discourage all but the most ardent attackers. Raids by wandering orc tribes, rampaging ogres, and other common threats are all but unheard of. In their place, such threats as marauding pirate ships, sahuagin, and other aquatic raiders threaten a tower. While more common in the deepest areas of the sea, these creatures still occasionally menace an aquatic lair. The primary advantage of an aquatic tower is that it offers isolation from land dwellers and poses a daunting target to enemies who lack the resources to take the seas.

Aquatic towers offer a mix of energy derived from elemental air and water. These towers stand at the point where those two forces meet, as the waves reach forth to the sky to scythe through the air, ushering in the great winds of hurricanes and cyclones that crash across the land. Both of these forces are opposed by elemental earth, which stands a steady, rigid sentinel before the continuous assault of waves and storms. Within the confines of an aquatic tower, those attuned to its arcane geometry gain skill in handling air and water elemental energies, but find their capacity for shaping earth magics sharply hampered.

Glacier: Nestled at the ends of the world, the great ice sheets of the tundra offer isolation for a wizard who feels at home in the frigid cold. Wizards raised in barbarian tribes and those who specialise in frost or ice magic prefer these homes, and many choose to carve the towers or fortresses from the very ice of the glacier, using their magic to strengthen such walls and render them as stout as the thickest stone barricades. A glacier tower offers isolation from the warmer civilised lands, but the creatures of the cold reaches of the world are amongst the most dangerous monsters encountered in the wild. Frost giants, remorhazes, and frost worms are natural predators in such environments, and all present daunting foes even for experienced, battle hardened wizards.

Glacial towers amplify and channel the forces of cold, ice, and elemental air. In the far reaches of the world, these towers boost their caretakers' ability to summon and bind creatures of ice, air elementals, and similar creatures. Water elementals and creatures are repelled by the energy collected by a glacial tower, as the deepest cold offers only imprisonment and structure to the fluid creatures of water. Thus, within the bounds of a glacial tower a wizard's ability to work with such forces is severely hampered.

Fire Tower: The ultimate in forbidding terrain, a nice, steady stream of molten rock presents an impassable obstacle to all but the most powerful enemies or creatures from the elemental plane of fire. While these locations are quite rare, a clear spot in the midst of an active volcano provides both isolation and an excellent defensive screen against would-be attackers. Wizards who choose such a location employ magical wards to keep their homes clear of rising tides of liquid rock. Towers built near volcanoes offer both isolation and excellent defensive cover. Wizards who work with flames and heat, particular those who specialise in fire magic, prefer this location for their abode.

The daring wizard who raises a tower so close to a deadly zone of fire and rock quickly becomes invigorated with the forces of elemental fire. Using the energy collected by his tower, the wizard can summon efreeti, azers, and fire elementals with relative ease,

calling and binding creatures whose powers dwarf those exhibited by creatures summoned by a wizard of similar ability who has yet to construct a tower. Fire spells burn hotter, brighter, and longer when the tower's master uses them within his domain. Of course, water creatures find such environments uncomfortable and are repulsed by the arcane energies of a fire tower, making it almost impossible to summon or contact such creatures from this domain.

Planar: The ultimate isolated fortress, a castle built on an entirely different plane of existence is completely inaccessible to all but the most powerful of a wizard's enemies. Even then, such foes must discover where in the multiverse such a tower stands. The planar options cover towers built on the astral or ethereal planes. Those constructed on planes with environments similar to the wizard's home world should use the other locations presented here. While on a different plane relative to the wizard's plane of origins, the guidelines presented here apply to that tower in the context of its location. Planar strongholds are proof against most attacks, yet like glacier towers they stand in environments populated by creatures normally far more powerful than those encountered in the typical wooded or mountainous wilderness. The strange, otherworldly creatures of the planes are powerful enough to threaten even the most experienced wizard.

Planar towers exist at the crossroads of the multiverse. From this position, these structures collect a wide range of elemental energies, sponging up whatever power happens to flow through the astral or ethereal at a given moment. Wizards who work with the elements find their spells waxing and waning with this flow. Those that traffic primarily with creatures of the outer planes, such as demons or celestials, find it much easier to contact and bind them from a planar tower. As this fortress stands a step closer to the outer planes, the wizard need not expend quite as much energy to obtain the same level of success as on the prime plane.

Subterranean: For the wizard looking for a cheap, defensible lair, a series of chambers carved from the earth offers a nice compromise between cost and utility. As an added bonus, many adventuring wizards have at one point in their careers cleared a dungeon of monsters, leaving behind a complex of halls and chambers ready to be converted into a secure lair at minimal cost. The primary hazard in using an empty dungeon as living space is the threat of monsters, adventurers, and other opportunists seeking to sack and loot the place. Once rumours of a dungeon circulate, the defeat of its inhabitants and the rise of a more respectable inhabitant do little to guarantee that greedy

adventurers stop seeking the place. An overeager band of explorers could easily mistake an otherwise harmless wizard for an enemy who must be destroyed and his treasures looted. In addition, most dungeons are connected to caverns deep beneath the earth by several lengthy tunnels.

Standing within the earth but lacking the perfect geometry of a traditional wizard's tower, subterranean lairs offer some enhanced abilities when casting spells related to the earth. However, these energies are poorly focused and not as great as those offered by an underworld tower. What the subterranean "tower" offers in cost and ease of use it makes up for with its rather limited mystic potential. The exception to this rule lies in necromantic magic. Subterranean lairs dug from the soil of a graveyard or other burial ground offer a few benefits to a wizard who uses the dreaded magic of death. Such lairs focus on and collect the sickly powers of rot, disease, and death and channel them into their master.

Undersea: While the idea of erecting a tower on the floor of the ocean may seem ludicrous, a powerful archmage can command the economic and arcane might necessary to erect such a wonder. Typically, towers built beneath the waves are erected on land,

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carried by ship to the construction site, and then assembled beneath the waves by work teams of locathah, sea elves, merfolk, or other friendly ocean-dwellers. Undersea towers are incredibly expensive, but for a wizard who demands isolation or is deeply connected to the sea, such an abode is the ultimate wizard's tower. Normally, these structures are designed to maintain airy environments within their walls, but some wizards who have adapted to life underwater flood their homes and dwell within them, content to allow their magic to sustain them. This option removes the threat of a collapse or other catastrophe from destroying the tower's contents, and also makes it more difficult for air breathers to storm the structure.

Undersea towers offer a variety of advantages to mages who dwell within them and attune themselves to their structure. Summoning creatures of elemental water is much easier from within the confines of an undersea tower, as the conduits that form between the structure and the elemental plane make travel between the two much easier. Of course, the watery environment of the sea repels fire elementals, making it difficult to summon fire creatures or otherwise contact their elemental plane.

Underworld: In the heart of the earth lie many gigantic, sprawling caverns. In some of these great vaults stand complete kingdoms of underdark races, with multiple cities, towns, and other settlements scattered across their bounds. Epic wars rage, kingdoms rise and fall, and an entire history is written without notice from the world above. The creatures of the deepest realms are amongst the most fearsome and dangerous in the world. Drow priestesses and derro warlords jealously guard their territory. Yet, despite these dangers, some wizards choose to build their lairs in this underworld environment. Many strange, magical radiations seethe in the underworld's depths, making it an ideal place for research, magic item creation, and summoning creatures.

Standing in the midst of the earth, underworld towers provide easier access to the elemental plane of earth. The mystic energies and arcane potential of the great caverns allows a wizard to attune his spells to elemental earth, granting him the ability to summon powerful earth creatures and bind them to his will. In addition, the earth magics make it much easier to enchant metal items, such as weapons and armour. Many underworld races, such as drow and derro, commonly used magic items because of this. Wizards who are drawn to earth magic or who seek to forge powerful enchanted items commonly establish their towers in the deep earth caverns.

Urban: A stretch of land in the midst of a city may seem the worst place for a mage to erect his tower. Privacy is largely impossible in a densely populated area, and thieves, bandits, and meddling government officials all stand as possible threats or inconveniences to a wizard's research and other work. However, wizards who choose to establish a base within a city gain several advantages compared to their brethren who lair in isolated regions. Cities offer a wide range of services and market goods, particular in those settlements that lie along critical trade routes, allowing wizards to simply buy, rather than seek and gather, spell components and rare materials necessary for rituals. A tower situated within a city collects and distils a unique flavour of magic, one rooted in social interactions and relationships between people. Thus, wizards who specialise in or prefer spells from the enchantment school erect towers within large towns and cities.

An urban tower serves as a focus for enchantment magic. The whirl of society around it produces a unique ambient energy that the tower collects and holds for the wizard attuned to its mystic geometry. Magic items fuelled by spells such as *charm person*

benefit from the influence of an urban tower. These structures provide no special benefits or hindrances for wizards who seek to deal with creatures and beings from other planes, though most cities have strict laws against summoning demons and elementals within the town walls. Of course, the city fathers must first catch a wizard in the act of summoning before they can prosecute him.

2. Design a Floor Plan

Once you have selected a location for your tower, you must now design the tower's layout. The following table summarises the architectural features available in a tower and their cost. The price listed on the construction costs table must be multiplied by your tower location's construction cost modifier. This represents the difficulty in transporting materials and hiring craftsmen willing and able to work in exotic locations. At your Games Master's option, you can eliminate or reduce this multiplier by recruiting creatures adapted to your tower's location and uncovering or creating materials specifically adapted to your tower's location.

The costs presented here represent the base price for building the standard brick, mortar, and wood dwelling. When a wizard decides to erect a wondrous tower, such as one that stands in the middle of a fiery lake of molten rock, the cost multiplier serves to represent the increased difficulty and expense of such an endeavour with an abstract rule. However, to add more flavour and challenge to the process of building a tower, your Games Master may require you to uncover some specific materials or allies.

Standard: Building a normal, stone or wooden tower requires only that you either own the plot of land on which you plan to build, gain the permission of the area's ruler, or simply risk the chance of settling, unwelcomed, on someone else's doorstep. The prices listed for the tower's feature cover the materials and labour necessary for construction. Optionally, your Games Master may charge more if you erect your tower in an isolated area or in one that lacks the manpower or materials you need. As a rule of thumb, if a region cannot supply 25 or more workers and lacks stone, wood, or other common building materials, increase all prices by 50%. This extra charge covers the costs of importing materials and attracting workers.

Aerial: Any flying creatures may help in the construction of an aerial tower, while air elementals can aid in the creation of the solid cloud or other floating construct that serves to carry the tower. A work team of 25 Medium-size flying creatures or 10 Large or greater-size creatures and 5 air elementals of any size are required to produce an aerial tower. Recruiting twice the number of workers reduces this tower's construction cost modifier by one. You must have command of these workers for at least one-third of the tower's total construction time. If the wizard or one of his allies is capable of using the spell *gate* or a similar effect on a daily basis to open a passage to the elemental plane of air, reduce the construction cost modifier by an additional one. Access to that aerial realm allows the easy recruitment of air elementals and the collection of the light but durable material necessary to construct the tower's floating foundation. This cloud-like foundation extends 20 ft. in all directions around the tower's base. Creatures of Huge size or smaller may walk on it without falling through. Others plummet to the surface.

Aquatic: Building an aquatic tower requires the aid of a ship and creatures capable of breathing water. You must have access to a dozen such creatures for four hours a day for half of the time necessary to complete

the tower. During this time, the workers lay the foundation and prepare the lower levels of your tower. These workers may either breathe water due to their natural abilities or from a spell or other magical effect. The construction cost modifier covers the ship and materials needed to build the underwater foundation, but you must either recruit your underwater workers or somehow acquire magic to sustain a work team beneath water. Aquatic towers may include an airlock for easy access to the sea or lake floor.

Fire Tower: Constructing a tower on the slopes of an active volcano is hazardous work, to say the least. This tower's construction cost modifier covers the expenses of buying materials and tools capable of withstanding the heat of this environment. However, human, dwarf, or other labourers are normally not capable of working in such an environment or are unwilling to do so. You must recruit a work crew of at least 20 intelligent creatures capable of performing manual labour whose creature type has the fire descriptor listed in its creature type. For example, fire elementals or azers would fulfil this requirement. You may also utilise workers who are either immune to fire damage or have fire resistance 5 or higher. Note that if you possess the magical means to grant workers immunity or resistance to fire damage, they may fulfil this requirement if you are capable of

granting them such protection for 8 hours a day, each day of construction.

Glacier: A tower perched atop or glacier (or one carved from ice, see Exotic Materials, below) requires the services of craftsmen and labourers who can function in the bitter cold. The tower's construction cost modifier takes into account the difficulty in recruiting workers and carrying materials to the far reaches of a glacial or tundra area. A portion of the work necessary to complete this tower involves tunnelling through ice to build the tower's foundation. If you gain the services of 3 or more fire elementals of any size each day, decrease the tower's total cost by 10%.

Planar: Obviously, you need to have easy access to an extra-planar location to build a tower there. You must be able to ferry your workers to and from the construction site each day. In addition, the price of the tower includes fees for soldiers and wizards hired to defend the workers. In the alien realms of the ethereal and astral planes, workers from the prime plane feel uncomfortable in this alien environment if they do not have proper protection. Planar towers have several critical factors that distinguish them from structures built on the prime plane. Traits such as gravity and building materials operate much differently on other planes than they do on the astral or ethereal. See Designing Planar Towers below for more details.

Subterranean: Consisting of little more than a dungeon or other underground rooms, subterranean lairs require no additional or special construction considerations.

Undersea: Constructing a tower beneath the sea requires workers who can function under water and either have access to building materials harvested from the sea or a ship that can transport bricks, stone, and metal from the coast. You must recruit at least 25 creatures either capable of breathing underwater or who have access to magic that allows them to operate beneath the waves for 8 hours each day. You recruit these creatures or provide them with spells and items that allow them to work on the seabed. The work and expenses required for these tasks are not included in the construction cost modifier for an undersea tower. In addition, you must decide if your tower is filled with air or water. If you chose the former option, you must use airlocks for all doors leading into the tower from the exterior. If you fill the tower with water, decrease the construction cost modifier by 1 before using it to multiply your expenses.

Underworld: The expenses necessary to build an underworld tower revolve primarily around recruiting and paying workers native to the area, such as deep dwarf craftsmen and svirfneblin labourers. If you attempt to import workers and materials from the surface world, increase your underworld tower's construction cost modifier by 1. Obviously, there is plenty of rock and similar building materials in the underworld, but if for some reason you chose to build a wooden tower, you must arrange for delivery of all such materials from the surface.

Urban: While building a tower within a city offers easy access to cheap raw materials and labour, you may encounter problems with the government. For each week of construction, you must make a Diplomacy check (DC 15) or incur additional taxes, bribes, and other fees totalling 1d6 x 100 gp. Furthermore, you must purchase or otherwise gain control of a plot of land before you may begin construction. As a rule of thumb, a 50-ft.-by-50-ft. plot of land costs at least 1000 gp within a city's walls. Your Games Master may increase or decrease this price, depending on the size of the city, its population, and the neighbourhood in which you wish to build.

The costs listed above are slightly higher than those normally charged for mundane construction. A wizard's tower must be built to perfection according to the tenets of arcane geometry. Only with a perfect melding of mystic angles, ley lines, and other factors can a tower channel the magical energies necessary to power its special qualities.

In most cases, rooms or chambers are assumed to be around 10' high, and costs should be altered accordingly if you wish to have unusually high or low ceilings.

Rooms: Both of these categories cover additions made to an existing structure or modifications made inside of one. They also cover the cost of building a wholly new dwelling. The costs listed assume your dwelling has ceilings 10 ft. tall. You may increase this height by 5 ft. for every 25% you increase the price. If you reduce the height to 5 ft., reduce the cost of construction by 25%.

Airlock, arcane: This is a simple doorway-shaped hole in the wall, with a magical barrier that allows passage of creatures and objects but keeps the water on one side and the air on the other. Passing from one medium to the other can be somewhat disconcerting, but the barrier presents no more of an obstacle than would diving into or climbing out of a pool. Unlike a mechanical airlock, there is no need to wait for an arcane airlock to cycle through one medium to the other – one can simply walk in or out. As with any other doorway, an arcane airlock can be fitted with any kind of door, portcullis or similar without affecting its magical properties.

Airlock, mechanical: This small, steel chamber allows you to move from one medium, such as water, to another, such as air. Using a mechanical airlock, you could install a door at the base of an aquatic tower without worrying about flooding the bottom-most levels. Note that the cost of a mechanical airlock is never affected by a tower's construction cost modifier. It takes 5 rounds for a mechanical airlock to cycle through a medium.

Construction Costs

Feature	Cost
Rooms/Corridors (wood)	160 gp/10 ft.-by-10 ft. area
Rooms/Corridors (stone)	275 gp/10 ft.-by-10 ft. area
Airlock, arcane	5000 gp/5 ft. wide doorway
Airlock, mechanical	1000 gp/5 ft.-by-5 ft. area (not multiplied)
Arrow Slit/Murder Hole	5 gp
Doorway (interior or exterior, wooden)	55 gp
Doorway (interior or exterior, stone)	80 gp
Gate/Portcullis	110 gp
Reinforced Walls (50% extra hit points)	55 gp/10 ft. length
Secret Door or Trap Door	Search DC times 20 gp
Soundproofing (increases Listen DC by 5 for those outside of the room)	40 gp per room
Spells	As per standard casting cost
Trap	CR x 100 gp
Tunnel	150 gp (per 5 ft. x 5 ft. x 10 ft. cube)
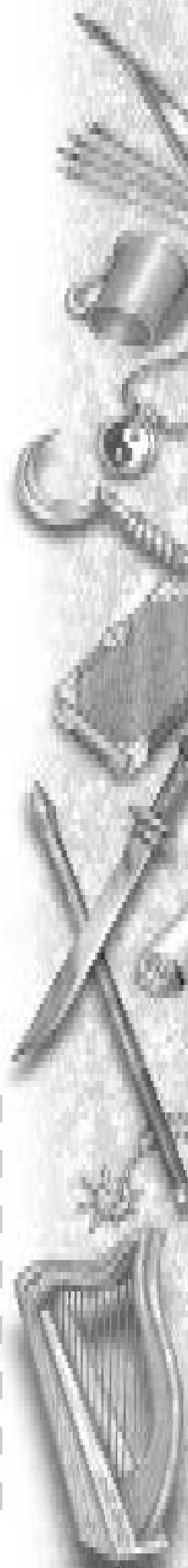
Arrow Slit/Murder Holes: These are small openings through which you may fire missile weapons or cast spells. They grant 90% cover to anyone standing behind them. Arrow slits are opened in a wall, while murder holes are installed in the floor.

Doorway: The price to open a doorway and install a door in the interior or exterior of tower.

Gate/Portcullis: An iron grill that may be installed within a door to improve its effectiveness.

Reinforced Walls: These walls are thicker than standard ones and can take more punishment.

Secret Door or Trap Door: The price for a hidden portal is determined by the Search DC needed to find it. As a rule of thumb, you cannot purchase a secret door with a Search DC above 25.

Soundproofing: You may install padding within or on the walls of single room, making it difficult for sound to enter or escape it. The Listen DC for any sound that passes through such a wall increases by 10.

Spells: Illusionists and other wizards can cast spells upon your lair to conceal its presence or improve its defences. Pay the standard cost for such services. Of course, you can always cast spells yourself, paying only the cost of components and xp as normal.

Trap: A few traps help deter would-be thieves and create obstacles for any attackers. Multiply the trap's CR by 100 to determine its gp cost.

Tunnel: You may expand a building's cellar or make additions to subterranean lair by tunnelling into the rock. If your hideout is below ground, you must dig out new rooms and corridors in order to expand it by purchasing this option to create larger, open areas.

Special Chambers

Wizard's towers are far more than simply a collection of bedrooms, kitchens, and other mundane chambers that happen to serve as a wizard's living quarters. Drawing on the magical potential of a wizard's tower, these rooms offer special abilities and enchantments. If a room has a price list "as per room" build a normal room then add the special features for the chamber at the listed price.

Special Chamber	Cost
Arcane Garden	400 gp/10 ft.-by-10 ft. area
Binding Chamber	10,000 gp for a 20 ft.-by-20 ft. room
Blast Chamber	15,000 gp/10 ft.-by-10 ft. area
Library	As per room, plus special effects below
Scrying Chamber	As per room, plus 1,000 gp
Sealed Chamber	15,000 gp/10 ft.-by-10 ft. area
Workshop	As per room, plus 8,000 gp

Arcane Garden: Many wizards dabble in alchemy, botany, and other areas of research that involve the study or use of herbs and plants. A garden is much more than a simple plot of earth. In towers carved from ice or perched atop a floating cloud, this chamber is a miniature ecosystem that allows a wizard to grow a wide range of plants despite his lair's otherwise inhospitable environment. Arcane gardens are very popular with alchemists, hedge mages, and other spellcasters who make their homes in otherwise lifeless regions, such as the polar north on in the midst of a lava field. The room's magical patterns and mystic arrangement allow plants to flourish here despite a lack of sunlight, thought the floor must be covered with at least 1 foot of thick, loamy soil. Any plant capable

Tower Location	Summoning Advantage	Minor Summoning Advantage	Summoning Weakness
Standard	None	None	None
Aerial	Air	None	Earth
Aquatic	None	Air, Water	Earth
Glacier	Air	None	Water
Fire Tower	Fire	None	Water
Planar	None	All elementals and outsiders	None
Subterranean	None	None	None
Subterranean, Graveyard	Undead	None	None
Undersea	Water	None	Fire
Underworld	Earth	None	None
Urban	None	None	None

of physically fitting into this room may grow here as normal.

Binding Chamber: Any wizard who wishes to dabble in summoning and controlling powerful creatures of the outer planes needs a binding chamber within his tower. This room is designed to safely imprison a demon, elemental, or other outsider. It includes a pentagram inlaid upon the floor in mithral. Any creature attempting to break this diagram must destroy a portion of the metal that forms it. The mithral is a quarter-inch thick and has hardness 15 and 7 hit points. Depending on the nature of the wizard's tower, the arcane caster attuned to the structure's arcane geometry gains bonuses and penalties to his efforts to call and bind creatures. If the summoned creature's type matches or includes the name or descriptor listed in the table, the caster gains benefits or penalties to his use of spells such as *greater planar binding*. A single binding chamber may only be used to hold one creature at a time.

Summoning Advantage: When using this tower's binding chamber, the wizard attuned to the tower increases his save DC by 4 and gains a +2 bonus to his caster level check to defeat his target's spell resistance when casting the following spells: *binding*, *greater planar binding, lesser planar binding,* and *magic circle*. The Charisma check DC to break free of the trap used in conjunction with *lesser planar binding* or *greater planar binding* increases by 5, as per using a diagram to capture a summoned creature with a combination of *magic circle* and *dimensional anchor*. The mystic energy trapped by the tower's arcane geometry enhances its master's ability to trap and bind summoned creatures whose types match the energy collected by the tower.

Minor Summoning Advantage: As per summoning advantage, above, except the save DC increase by 2 and

the wizard gains a +1 bonus to his caster level check to beat a creature's spell resistance. The modifier to the Charisma check to break free of a *lesser* or *greater planar binding* trap increases by 5, as that feature is a function of the mithral diagram inscribed in the binding chamber. Some towers collect energy that is somewhat useful in summoning and commanding creatures of the elemental or outer planes.

Summoning Weakness: When using this tower's binding chamber, the wizard attuned to the tower decreases his save DC by 4 and suffers a -2 penalty to his caster

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level check to defeat his target's spell resistance when casting the following spells: *binding*, *greater planar binding, lesser planar binding,* and *magic circle*. The Charisma check DC to break free of the trap used in conjunction with *lesser planar binding* or *greater planar binding* increases by 5, as per using a diagram to capture a summoned creature with a combination of *magic circle* and *dimensional anchor*. Summoned creatures of the listed type find the energy collected and amplified by the tower to be repellent. They seek to avoid it at all cost. This energy disrupts the caster's ability to establish a link to some elemental planes and interferes with the spells normally used to call and command powerful creatures.

Blast Chamber: Constructed of thick stone, iron, and other durable materials, the blast chamber is a safe haven wherein a wizard can test powerful, destructive magics such as *delayed blast fireball* in a safe, controlled environment. Blast chambers absorb all damage from area of effect spells, even if such a spell would normally extend its area of effect outside of the room's area. These chambers are particularly popular with evokers and other wizards who prefer destructive spells to more subtle magic such as enchantments. The blast chamber's walls are soaked with magical

energy directed and channelled by this room's arcane geometry. The room's inner walls are protected from a variety of elemental effects. They gain the benefits of a *protection from elements* spell cast by a 5th-level wizard against 2 energy types of your choice. Note that the chamber provides no special protection for creatures within its area, nor does it repel damage inflicted from outside the room. The magical field that strengthens the walls faces inward.

Library: A secure location to store tomes of spells, books of lore, and librams detailing a variety of subjects is a common feature of wizardly abodes. At its most basic level, a library is merely storage space for books. Shelves and cases line its walls, while a desk or table may sit in the middle of the room for use during research or as simply a comfortable place to sit while reading. The accomplished mage adds a few special, useful features to his library.

Pest Control: Moths, mice, and other tiny creatures are a bibliophile's bane. These tiny, annoying creatures have a frustrating tendency to feast upon paper, tear it into shreds for bedding, and otherwise mindlessly spoil valuable tomes. With the proper runes carved into a library's walls, a library may be protected by a variety of charms and wards that drive off scavengers, vermin, and other pests. These wards take on a wide variety of forms. Some summon tiny air elementals that scatter bugs and mice, while others create illusory predators that scare off anything interested in feasting on a mage's hard-earned literary collection. A library with this feature does not suffer any risk of vermin mishaps. Animals or vermin with 1/2 HD or fewer must make a Will save (DC 15) to enter the place unless the library's owner specifically allows the creature entrance. Adding *pest control* to a library costs 500 gp.

Water Blessing: Second only to bookworms and other horrors, fire can quickly reduce decades' worth of research and accumulated knowledge to a pile of ash. By tapping into the power of elemental water, a wizard can produce an ambient field of moisture that snuff out flames before they can do any real damage. A library that includes a *water blessing* provides fire resistance 10 to all books and furniture kept with the room. Only tomes kept within bookcases or chests installed in the room at the time of the *water blessing's* creation enjoy this protection. Features and furniture added at a later date must have the appropriate runes carved and magic imbued into them. Scribing the runes and planning out the arcane geometry needed to create a *water blessing* costs 1000 gp.

Scrying Chamber: This room includes a mundane

crystal ball, tarot cards, and other tools used for divination. The chamber's walls are honeycombed with mystic patterns and sigils that channel the tower's ambient energy in such a manner as to boost its owner's abilities to communicate with other planes. Furthermore, the room functions as a focus for divination magic. The tower's owner gains a +10 circumstance bonus to all Scry checks made within this chamber.

Scrying Advantage: The wizard's tower is closely aligned with the planar energies needed to contact the listed realm. The DC necessary to avoid ability score damage is reduced by 5 when communicating with that plane.

Minor Scrying Advantage: The tower's ambient energy improves its owner's ability to communicate with creatures on alien planes of existence. When casting *contact other plane* within this chamber, subtract 2 from the Intelligence check DC necessary to avoid Intelligence and Charisma damage.

Scrying Weakness: When using the spell *contact other plane* to speak with a creature from the listed elemental plane, the caster suffers a mystic backlash as his tower's magical aura comes into conflict with that of the plane he seeks to contact. Increase the Intelligence check DC to avoid ability score damage by 5.

Sealed Chamber: Lined with lead, guarded with wards, and inscribed with a series of protective runes, the sealed chamber provides a safe haven for wizards concerned by the potential for enemies to use divination magic to spy upon their research, meetings, and other activities. The sealed chamber offers several layer of protection, depending on the price of the protections used to seal it from outside observers. Using the fundamentals of arcane geometry, the sealed chamber is designed to ward off divination magics and similar effects used to spy on areas from a distance. Anyone attempting to use a spell or magic item to peer into this

Tower Location	Scrying Advantage	Minor Scrying Advantage	Scrying Weakness
Standard	None	None	None
Aerial	Air	None	Earth
Aquatic	None	Air, Water	Earth
Glacier	Air	None	Water
Fire Tower	Fire	None	Water
Planar	None	All elemental and outer planes	None
Subterranean	None	None	None
Subterranean, Graveyard	Negative plane	None	None
Undersea	Water	None	Fire
Underworld	Earth	None	None
Urban	None	None	None

chamber must make a caster level check for his spell to function, as per the spell *nondetection*. If this check succeeds, the caster must then make any Scry checks as normal.

Caster Level Check DC	Cost
15	10,000 gp
20	20,000 gp
25	30,000 gp
30	40,000 gp

Workshop: This chamber includes a forge, bellows, masterwork artisan's tools, alchemist's equipment, workbenches, and other items normally used in the production of magic items and alchemical mixtures. Anyone using this workshop gains a +2 competence bonus to all Alchemy and Craft checks. In addition, when creating magic items the master of the tower gains a 10% discount on the gp and xp cost of producing the item if one or more of the prerequisite spells are from the school or have a descriptor listed with the tower type in the table below.

Tower Location	Item Advantage
Standard	None
Aerial	Air
Aquatic	None
Glacier	Air
Fire Tower	Fire
Planar	Force
Subterranean	None
Subterranean, Graveyard	Necromancy, evil
Undersea	Water
Underworld	Earth
Urban	Enchantment

3. Special Effects

The arcane power that ebbs and flows through a tower's structure enables a clever mystic architect to create several powerful, magical effects that grant the tower wondrous features. Flying towers, structures that move on long, stone legs, reverse gravity areas, and permanent portals to other planes are all possible with enough cash and the services of a master of the of arcane geometry. The following special effects either apply to the entire tower or to a single room.

Tower Special Effects

Effect	Cost
Alarm	1,000 gp
Attuned areas	500 gp/5 ft.-by-5 ft. area
Bound guardians	See description
Flying tower	250,000 gp
Folded space	1,000 gp/5 ft.-by-5 ft. area
Magic portal	See description
Password door	Cost of door + 2,000 gp
Pools	See description
Reverse gravity field	500 gp/5 ft.-by-5 ft. area
Sentient tower	250,000 gp
Walking tower	125,000 gp
Watchful eyes	10,000 gp

Alarm: A brick, wooden slat, or other piece of the tower's structure may be enchanted as per a *stone of alarm*. This mystic beacon may be placed anywhere in the tower, and there is no limit to the total number of alarms that may be installed in a tower.

Attuned Areas: Using the principles of arcane geometry, a tower's designer can make it easier to use certain types of magic spells in certain rooms, one or more floors, or the entire structure's interior. When designing an attuned area, choose a descriptor or school of magic from the following list: necromancy, acid, cold, electricity, fire, and sonic. Spells of the type or school selected gain the benefits of the Empower Spell metamagic feat. The caster need not memorise a modified version of the spell. He gains the feat's

benefits for free. The caster must be standing within the attuned area to gain this effect. The spell may target an object or person outside of the attuned area.

Bound Guardians: A bound guardian is essentially a *summon monster* spell set to activate when a particular condition is met. This condition must involve the movement or modification of the tower's physical structure, such as a door opening, a creature moving past a certain point, or an alarm activating. This guardian may appear once per day and it immediately appears in the tower once the triggering condition is met. The creature always arrives in the same spot, chosen by the tower's designer. The creature immediately moves to attack intruders, though if it cannot see or otherwise sense an opponent it stays in place, waiting for an opponent to present itself. A creature may be given default orders, such as "move through this door and stand guard at the top of the stairs" which it performs if no target presents itself. This order may be no more than 15 words long. Select which version of *summon monster* to which the bound guardian feature corresponds. Choose the specific creatures summoned and the caster level of the spell. The cost of this feature equals 500 gp x the *summon monster* spell's level x its caster level. Treat the guardian as a creature summoned by the appropriate spell for purposes of the duration it remains within the tower and all other effects.

Flying Tower: Using powerful elemental magics, a wizard can grant his tower the ability to fly. The tower is by no means a sprightly vehicle, but a mobile base offers far more flexibility and utility to a wizard. Only a tower built with a standard or aerial location may gain this special effect. The tower moves at a speed of 30 ft. per round and counts as a clumsy flyer. Aerial towers may remain aloft continuously, while standard ones may spend a maximum of 8 hours a day aloft. Standard and aerial towers may land on any flat, stable surface large enough to accommodate the tower's bulk. Both kinds of tower are controlled from golden thrones, altars, or similar features mounted somewhere within their rooms. Normally, wizards prefer to mount this pilot's seat in a chamber with plenty of windows looking outward. If for whatever reason a tower crashes or falls over, its pilot must make a Dexterity check (DC 20) to right it and return to the air. Of course, this may prove tricky if the control seat is now on the ceiling, relative to the tower's position post-crash. A flying tower left without a pilot hovers in place or continues at its current course and speed.

Folded Space: While from the outside a tower with this special effect may appear to be merely a 10 ft.-by-10

ft. structure, within it contains great halls over 50 ft. in length. A tower's mystic architecture allows it to fold space within some of its rooms, creating rooms that should be too large to fit within the structure's confines. Any cubic areas of folded space may be inserted into the tower rooms, allowing them to grow larger without modifying the tower's physical layout. From the outside, a room appears to be little more than a closet, but those walking into it find the room from the inside is a ballroom, a sprawling workshop, or other large area. Wizards forced to build small towers due to limited space commonly use this effect.

Magic Portal: One of the more expensive but useful tower features, powerful or rich wizards create

permanent *gates* between their abodes and places across the world they frequently visit. Creating a passage in this manner is a time-consuming and expensive proposition. The portal must be forged from gold, mithral, adamantine, or another expensive material. The portal can either work one-way or allow for round trips. One-way portals are much easier to construct, as they require only a mystic focus and enchanted door built within the tower. Two-way portals require such items to be constructed at both the tower and the destination spot. A creature on the working end of a portal may look through it to observe its destination area. A portal costs 1,000 gp for every mile it transports its users. Double the cost for a two-way portal.

Password Door: Using a combination of the spells *arcane lock* and *magic mouth*, a password door speaks a short riddle of up to 25 words to anyone who attempts to open it. Those who reply with the correct answer may open the door normally, and it remains unlocked for 10 minutes. Otherwise, treat the door as if it were under the effect of an *arcane lock* spell. Optionally, the door may have its riddle inscribed on its face or may have not hint at all to its password.

Pools: A small vortex to the elemental and para-elemental planes can keep a basin or pool full of an otherwise expensive or exotic fluid. Pools of acid, alchemist's fire, lantern oil, liquor, and other materials are all possible with this tower feature. The pools yield 6 flasks of usable liquid per day and replenish themselves at dawn. The price of a pool depends on its contents.

Liquid	Price
Acid	2,000 gp
Alchemist's Fire	1,500 gp
Green Slime	3,500 gp
Holy Water	1,000 gp
Lantern Oil	1,000 gp
Water	500 gp
Wine	700 gp

Reverse Gravity Field: A reverse gravity field works on similar principles to the effects used to produce folded space. The gravity field in the room is altered, causing items to fall in a direction other than down. A guest walking into a reverse gravity room may fall up to the ceiling or across a room towards the far wall. Wizards primarily use these areas to befuddle intruders, particularly in conjunction with pit traps positioned in the ceiling of dead-end corridors and false closets. A small group of mages has developed an entire form of performance art that revolves around throwing an item through several areas of altered gravity, giving the object a graceful, twirling path of flight as it "falls" up, sideways, down, and around.

Sentient Tower: The most powerful enchantments available to arcane geometrists grant a structure a modicum of human intelligence. A structure built with this special effect gains an Intelligence of 14, Wisdom of 10, and Charisma of 11. It gains 10 ranks in the following skills: Knowledge (arcana), Listen, Spot, and Spellcraft. The tower may now automatically open, close, and lock or bar doors, windows, and gates, affecting one such opening with a standard action. Its senses allow it to peer into and listen in on the tower. Treat this ability as if the tower were a normal human standing on a single 5 ft.-by-5 ft. space of its choice in the tower. The tower may shift its observation position with a standard action. If the tower has flight or mobility, the tower may control its own speed and direction. Tower personalities run towards the matronly or paternal, depending on their gender. Thus far, arcane geometrists have not yet developed methods to craft the tower's persona. These sentient spirits have a strong connection to elemental forces, and most mirror the environment surrounding the tower. For example, a sentient urban tower is chatty, gossipy, and interested in

the doings of visitors. One built on the shores of a lake of fiery is energetic, aggressive, and easily angered. Despite their seeming independence, a tower's personality obeys the commands of the tower's master without question.

Walking Tower: A walking tower features giant wheels, mechanical legs, or some other form of locomotion that allows it to walk, roll, or otherwise travel across land. This ability may be purchased for standard, fire, glacier, undersea, underworld, and urban towers. Note that if the tower leaves the environment that grants it special abilities, such as a fire tower moving away from the volcano or lava flow from which it draws fire energy, it loses those characteristics until it returns to its home environment. Walking towers are ponderous, clumsy walkers. They have a speed of 15 ft. and may run, take double moves, and

so on as normal. A walking tower is piloted from a central throne or control panel, usually situated near several windows to give the pilot a clear view of the surrounding terrain. If a tower loses its pilot while in motion, it continues at its current speed and direction until it either crashes or another pilot takes control. If a walking tower somehow falls over or otherwise loses its footing, the pilot must make a Dexterity check (DC 20) to successfully guide the structure back to its feet or on to its wheels.

Watchful Eyes: A series of small, glass globes set throughout the tower allows the structure's owner to use his Scry skill to peek into any room so long as he stands within the tower's walls. The DC to view a room is 15. Treat this skill check as a use of the spell *scrying* focused against a particular room rather than a specific individual. In addition, the wizard does not need a focus in order to use this *scrying* ability. He merely concentrates on his tower and mentally peers into the room. Note that the wizard looks into the room with his own sight, though the spells normally usable with *scrying* work with this tower feature.

4. Compute Total Cost and Time

Before adding together the cost of your tower's features, multiply the cost of the mundane layout designed in step 2 by the tower's construction cost modifier. Then, add in the price of the special features and other items added to the tower. Finally, subtract the discount you receive, if any, for the Arcane Geometry feat.

It takes one week of work for every 2000 gp your tower costs. This time frame assumes that you wish to abstract such factors as Craft checks, how many craftsmen work on the job, their skill, and so on. This system assumes 80 works with 5 ranks in an appropriate Craft skill take 20 on their check. You may wish to roll individually for the works, as a group, adjust the rate for the number of craftsmen, and so forth. Consult with your Games Master as to which method you should use. Note that going with a more detailed system may bog down the process and turn it from a background event into one that takes up significant time. If the central event in the campaign is the tower's construction then a detailed accounting of the construction process makes sense. Otherwise, go with the abstract method.

The tower shook, shuddering, and moved upward with a great tearing sound.

Derris drew a single, deep breath. So far, so good.

'We're clearing the ground, master Derris,' his apprentice Dylek reported, leaning out of the window.

'Excellent. Mind the roof, and make sure Tervik keeps a sharp eye out for anything approaching from above.'

The apprentice nodded slowly as he made his way up the stairs. A single roc or young dragon could send the entire tower toppling over with one pass. As he ascended to the roof, he saw how far away was the cloud for which they were bound.

'The old goat is in control of the place, but keep your eyes out for anything flying about here.'

'How much longer?'

'That's for the master to know and us to find out. Just pray that geometrist Harkyn crafted that cloud with the proper matrices. For all we know, we could drop right through it when the master tries to set us down.'

'I have my spell of the feather's flight prepared. I'm not worried.'

'It's not the fall I'm worried about. It's what the master will do if we lose the tower...'

Designer's Notes

Wizards RULE!

There, I said it. I have to admit that when it comes to fantasy games, I always want to play the wizard. Oh sure, they have puny hit points, low Armour Class, and nothing more than a crossbow to turn to when the spells run dry. Hey, I remember when they were called magic-users and didn't even get to load a crossbow, never mind actually use one. The arcane spellcaster has always been the most challenging character to play. Sure, the fighters need to plan tactics, the rogue has to sneak around and look for just the right opportunity to attack, but the wizard needs to carefully shepherd his spells for just the right moment. And if, curses of curses you don't have exactly the right spell prepared, it's time to figure out exactly how to twist your prepared spells into useful weapons. To me, that's always been the appeal of wizards. Over the course of a day, a fighter can deal out more damage, but for that one round you cast a *fireball* you are truly king of the gaming table.

The problem I always had with wizards was that the non-player characters spellcasters always seemed to have the most fun. The Games Master could always create a demon haunted wizard's tower for the party to explore, but a player character wizard? Nope, no rules for it. Be content with thine *guards* and *wards*, my Games Master would say. Same with gaining apprentices, or toting around a mysterious, powerful staff like every wizard who ever walked the pages of a Tolkienesque fantasy novel.

Well, no more I say. It is with great pleasure that I designed rules that allow me to finally give my wizard the tools and abilities I always wanted him to have. As with *The Quintessential Rogue*, this book seeks to expand your options outside the adventuring realm. Sure, it has spells, feats, and all that good stuff that can save your character's ass in a dungeon, but now you can build a tower, craft a personal spell focus, accumulate a library, and all sorts of good stuff the non-player characters used to get to do.

That brings me back to the first paragraph. Wizards used to have very limited stage time. In most battles, they stand back and pepper the enemy with crossbow fire or thrown daggers. If you have the gold, you can craft plenty of scrolls to boost your daily allotment of spells, but you still must hold back your incantations until just the right moment. Wizards are all about potential. Sure, the spellcaster isn't doing anything impressive right now, but any moment he could drop a *cone of cold*.

Or could he?

You see, wizards thrive on mystery. If the rest of the party knows your spells, understands the mechanics behind them, and has learned your tactics, your wizard isn't all that mysterious. On the other hand, non-player character spellcasters are always a big question mark. Until an enemy mage starts slinging spells, there's always tension about his abilities. If you've never felt a sigh of relief on seeing an enemy mage fire one *magic missile*, as opposed to five, then you haven't been gaming for long. In *The Quintessential Wizard*, I hope to extend that sense of tension and mystery to player character wizards. The rules here allow you to modify and personalise your character, making it a bit more difficult for the other players to guess your abilities. The spell focus rules let you build not only a unique item, but modify it over time to enhance your abilities and surprise friend and foe alike. Your tower is now truly a wondrous abode filled with arcane secrets, not just another lonely fortress. Just when the party thinks they finally have you figured out, throw them a curveball and remind them who really wields the power.

More options are almost always a good thing. My personal goal with this book was to bring mechanics to a lot of the wizardly things I read about all the time, but never saw in gaming. It pained me to see that magic staffs were so expensive in d20. Why can't my lowly apprentice tote around an enchanted staff? In most fantasy books, magic is a mysterious, daunting force that inspires fear and dread. Too often in fantasy games, it inspires nothing more than a quick flip through the magic spells chapter to figure out exactly what's going in. It is my hope that with *The Quintessential Wizard* your spellcasters will gain a bit greater air of mystery and fear in your games.

So, with that in mind, have fun with this book. While writing it, I couldn't help but think of all the wizards I've played and will play in the future. I hope this book helps spawn some memorable and powerful wizards at game tables around the world.

Mike Mearls

Index

The Quintessential Wizard

CHARACTER _____ PLAYER _____
CLASS _____ LEVEL _____
CHARACTER CONCEPT _____
RACE _____ ALIGNMENT _____
PATRON DIETY / RELIGION _____
PLACE OF ORIGIN_____ FIGHTING STYLE_____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITU-TION				
INTELLIGENCE				
WISDOM				

HIT POINTS

SUB DMG

HIT DIE

DAMAGE REDUCTION

ARMOUR CLASS

◯ = 10 +

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

ARMOUR WORN

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
			------------- MODIFIERS -----------			
INITIATIVE (DEX)						
MELEE (STR)						
RANGED (DEX)						

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

Skills

MAX RANKS = LVL +3 (/2)

	CROSS CLASS	KEY ABILITY	TOTAL	ABILITY	RANKS	MISC
				MODIFIERS		
ALCHEMY	Y / N	INT				
ANIMAL EMPATHY	Y / N	CHA				
APPRAISE	Y / N	INT				
BALANCE	Y / N	DEX *				
BLUFF	Y / N	CHA				
CLIMB	Y / N	STR *				
CONCENTRATION	Y / N	CON				
CRAFT (POISONS)	Y / N	INT				
CRAFT (TRAPMAKING)	Y / N	INT				
CRAFT ( )	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DIPLOMACY	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE	Y / N	CHA				
ESCAPE ARTIST	Y / N	DEX *				
FORGERY	Y / N	INT				
GATHER INFORMATION	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HEAL	Y / N	WIS				
HIDE	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE	Y / N	CHA				
INTUIT DIRECTION	Y / N	WIS				
JUMP	Y / N	STR*				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
KNOWLEDGE ( )	Y / N	INT				
LISTEN	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX*				
OPEN LOCK	Y / N	DEX				
PERFORM ( )	Y / N	CHA				
PICK POCKET	Y / N	DEX*				
PROFESSION ( )	Y / N	WIS				
READ LIPS	Y / N	INT				
RIDE	Y / N	DEX				
SCRY	Y / N	INT				
SEARCH	Y / N	INT				
SENSE MOTIVE	Y / N	WIS				
SPELLCRAFT	Y / N	INT				
SPOT	Y / N	WIS				
SWIM	Y / N	STR				
TUMBLE	Y / N	DEX*				
USE MAGIC DEVICE	Y / N	CHA				
USE ROPE	Y / N	DEX				
WILDERNESS LORE	Y / N	WIS				
	Y / N					

◻ CAN BE USED WITH 0 RANKS, * ARMOUR CHECK PENALTY APPLIES, ◻ -1 PER 5 LBS OF EQUIPMENT

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

LIFT OVER HEAD = MAX LOAD

LIFT OFF GROUND = 2 X MAX LOAD

PUSH OR DRAG = 5 X MAX LOAD

LANGUAGES

MONEY & GEMS

CP -

SP -

GP -

PP -

GEMS -

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HEAL RATE PER DAY [ ]

SPECIALIST SCHOOL:

PROHIBITED SCHOOL(S):

SPELL BOOK

SPELL	LEVEL	EFFECT

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0			
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

[ ] SPELL SAVE DC MOD

MAGIC ITEMS

PHYSICAL APPEARANCE		AGE	SEX
		HEIGHT	SIZE
		WEIGHT	HAIR
		EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING	ENEMIES, ALLIES, PAST AQUAINTENCES
PERSONALITY AND CHARACTER	

BACKGROUND & FURTHER NOTES	**SPELLBOOK** TYPE: FEATURES:

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME		RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES															
NAME		RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES															
NAME		RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES															

APPRENTICES **INCOME**	**STAFF / ARCANE NEXUS** **SPELLS**
1st Level	**SIZE:**
2nd Level	**ABILITIES:**
3rd Level	
4th Level	**SPELL ENHANCEMENTS** **WONDROUS FEATURES**

LICENCES