

MONTE COOK'S
ARCANA UNEARTHED

WAY OF THE STAFF



BY MONTE COOK



MONTE COOK'S ARCANA UNEARTHED

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A sourcebook for spellcasters

BY MONTE COOK

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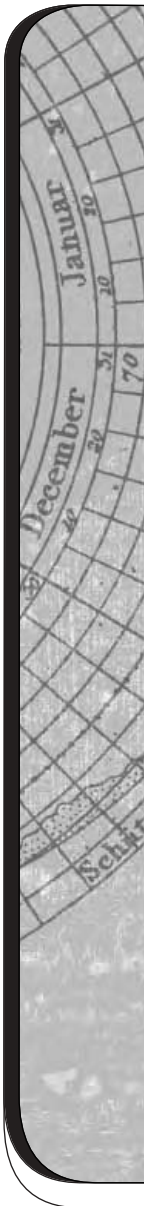
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The Way Reborn

The Brightborn School in Thayn is one of the finest magical academies in the lands of the Diamond Throne. Historically, on this site a human magister named Terrona Fass slew the dragon Edorani the Cold in an epic battle amid the rolling hills.



In those days, Thayn was just a collection of tents and small shacks—a place where litorians and humans would congregate with the faen from time to time. It was a place of peace and coming together, but Edorani did not want the locals to unite and sought to destroy the settlement with spells and her deadly breath.

Terrona used the legendary staff of Tormetheon (a runethane who claimed to have been given runes directly from the god Vekik himself) to battle the dragon single-handedly, even as the warriors and champions fled before Edorani's terrible might. The two clashed, and the magical discharge from their blows created a terrible pit.

In the end, only Terrona left the pit.

Almost 2,000 years later, a group of faen and humans excavated the site of the battle and found the area still saturated with residual magic. The Council of Magisters came to what was then known as Terrona's Pit and built a small fortress there, on the outskirts of Thayn. The fortress became a school in the year 1570. The first headmaster, a human named Burad Nomis, resurrected a very old teaching method known as the Way of the Staff.

The Way of the Staff refers to a devotion to magic and the study of spellcraft over all else. It focuses on the idea that magic—rather than physical force, skill at arms, or even nonmagical academic pursuits (like history or engineering)—is the most powerful and efficient way to accomplish any task. Far more than simple a “brains over brawn” approach, the Way of the Staff teaches that the purest means of doing anything, whether it be travel, communication, warfare, construction, destruction, investigation, or something else, is through the manipulation of magical energies.

To be sure, Burad's methods did not neglect standard fields of study. The superior mage, after all, cannot wield magic to manipulate forces he does not understand. So the school taught (and still teaches) all the sciences, a vast number of languages, history, geography, and more. The program even teaches rudimentary fighting and self-defense techniques, mostly with a staff—all this to further the students' spellcraft.

In earlier days, the Way of the Staff was only a human endeavor. All young humans training for a profession—any profession—had to choose either the Way of the Staff or the Way of the Sword. There were the only two pursuits available in those days, and the Way of the Staff referred to anyone who practiced the art of spellcasting or mystical lore.

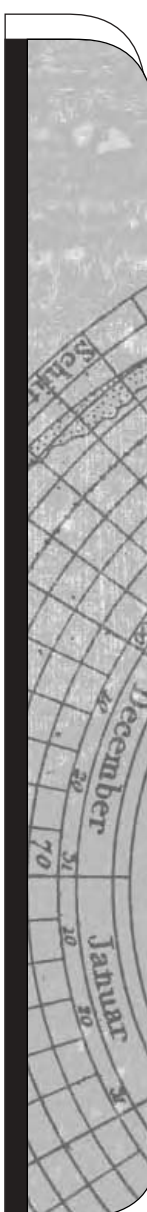
At the Brightborn School, however, the Way of the Staff was only offered to magisters, at least at first. In 1593, the school began offering more and more classes dealing with runes and magical symbols. A year later, a number of the students were studying to become runethanes rather than magisters. Soon, the Way of the Staff at the school began to apply generally to all mages—even witches and akashics came there to study from time to time.

In 1609, the year of the great blight, the Council of Magisters and the staff of the school met with a gathering of greenbonds and akashics to formulate a plan to cope with the drought and famine afflicting the northern lands. The verrik Gaux Tlasslil, leader of the akashic guild of Thayn, delved into the akashic memory and learned a secret about the power unleashed by Terrona and Edorani thousands of years before. Thanks to this lore, the magisters and runethanes were able to help the greenbonds use the residual magic to tap further into the power of the land than any had ever attempted. Even the sometimes sinister iron witch known only as Scythe aided them all by casting a spell to restore them when they grew tired. The combined might and skill of all these followers of the Way of the Staff drew lifegiving power from the land's hidden reserves and ended the terrible blight and drought plaguing the region.

In 1668, the Council of Magisters disbanded. Brightborn School, however, remained. Its instructors continued to teach the Way of the Staff to all talented students that came. Even without the shepherding of the Council, the school flourished. Today, Thayn is known as a haven for mages of all kinds. Even the giantish steward, Ei-Kestrin, is herself a magister of great power. The great Faevor Grayportal, a faen currently attempting to reform the Council of Magisters, lives and works at Brightborn.

These are the followers of the Way of the Staff: Races like the diminutive and magical loresong faen, tiny sprytes, draconic mojh, and cryptic verrik. Classes like the skillful akashics, animistic greenbonds, powerful magisters, arcane runethanes, and mysterious witches. As they advance in level, the members of these races and classes can gain powerful feats as well, offered in Chapter Three.

If you're interested in playing a human, use the version that appears in the *Player's Handbook*. You can also mix and match the class, race, and feat offerings from that book with the ones presented here.



WHAT IS THIS BOOK?

Monte Cook's Arcana Unearthed is a variant player's handbook containing new character classes, races, spells, feats, plus alternate rule systems for spellcasting and other game functions. This volume, *Way of the Staff*, collects all the spellcasting races, classes, and feats from that book. Use these options to enhance your own d20 System games. You can use everything in this book alongside the 3rd Edition or revised 3rd Edition *Player's Handbook*.

This book will expand your available roleplaying choices dramatically. Here's what you'll find in each chapter of *Way of the Staff*:

Chapter One: Races: Four all-new races. Some of them have special racial level progressions you can take like classes to gain unique racial abilities. Most of them start out as viable 1st-level characters, either with traditional classes or racial levels.

Chapter Two: Classes: Five brand-new core classes. They are balanced to work together, covering all the traditional spellcaster "roles" you enjoy in a fantasy game, but in a very different way.

Chapter Three: Feats and Talents: In addition to traditional types of magic-related feats, this chapter offers two new types: the talent, a special ability you can choose only at the start of the game, and the ceremonial feat, which you can choose only after performing certain rituals.

Bonus source material and ideas to augment the information in *Monte Cook's Arcana Unearthed: Way of the Staff* appear on my website. Find the links to these free web enhancements at the book's product page online at <www.montecook.com/mpress__MHB1.html>.

This rulebook is protected content except for items specifically called out as Open Game Content on the title page. For full details, please turn to page 50. Open content is not otherwise marked in the text of this book.

NEW CONCEPTS

Although this book obviously offers new material, those of you familiar with the existing d20 System core rules will notice that I've introduced a lot of new concepts even among rules that are, in general, already established.

Racial Levels. With the concept of racial levels, a character can focus on advancing within the nature of her race and racial abilities, rather than taking levels in a class.

Ceremonial Feats. New ceremony feats grant supernatural abilities bequeathed through the performance of certain rituals. The rituals require expensive components and the help of others.

Talents. Talents are feats that one can take only at 1st level. Some things you are simply born with.



WHAT OTHER BOOKS DO I NEED?

In order to use these new races, classes, and feats fully as written, you will need the spells and magic rules in *Monte Cook's Arcana Unearthed* or the *Monte Cook's Arcana Unearthed Grimoire*. Both these books offer the complete spell list and explain new magic concepts such as complex spells. (With a bit of work, you can also use appropriate spells from the *Player's Handbook*.) In addition, the text of *Way of the Staff* makes reference to various other character classes and races found in *Monte Cook's Arcana Unearthed*. You will need that book if you'd like to learn more about these references, though it's not essential that you do so.

Arcana Unearthed is available only in a print edition.

However, if you'd just like the new spells and the magic rules from that book, the *Arcana Unearthed Grimoire* is available now in electronic (PDF) form. Nonspellcasting classes, races, and feats are collected in *Monte Cook's Arcana Unearthed: The Way of the Sword* PDF. Both of these books are d20 System titles from Malhavoc Press that, like this one, excerpt portions of the larger volume.

Throughout this book, you will find mentions of some basic game concepts (such as certain conditions or specific magic items) explained more fully in the DMG. You will also read some references to monsters found in the MM.

The setting that serves as a backdrop for the new rules in *Arcana Unearthed* is called Dor-Erthenos, the Lands of the Diamond Throne. If you'd like more setting details, look for *The Diamond Throne* from Malhavoc Press. This sourcebook contains prestige classes, magic items, and monsters intended to be used with the rules in this book. It also contains more background material regarding the setting where all these giant warmains, sibeccai oathsworn, and verrik witches live. Of course, the book is written so that you can design your own campaign world with it, creating your own setting filled with unfettered, akashics, sprytes, litorians, and so on.

The rules in this book are entirely compatible with other fantasy roleplaying supplements you might already own. In fact, *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide* offers conversions to help you translate your existing campaign material, as well as character sheets and an extra-wide horizontal screen. *Plague of Dreams* from Fiery Dragon Productions and *Siege on Ebonring Keep* from Mystic Eye Games offer introductory adventures, but you can also use fantasy adventures meant to go along with the core rules. Monster books like the *Creature Collection* series and *Tome of Horrors* from Sword & Sorcery can add a nice variety, and *Counter Collection IV: The World of the Diamond Throne* from Fiery Dragon Productions adds to the gaming experience with full-color counters. If miniatures are more your style, check out the *Arcana Unearthed* line from Iron Wind Metals.

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat.

A graduate of the *Clarion West* writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

Malhavoc Press

Malhavoc Press is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press titles in the *Arcana Unearthed* line include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more, and *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide*, which includes a three-panel horizontal screen, character sheets, and rules to convert your 3rd Edition and Revised 3rd Edition material into these rules. Most current titles are available to purchase in either print or electronic (PDF) format at www.montecook.com.

About the Illustrators

Cover artist **Mark Zug** early discovered the power of pencil and paper to bring to life things not available to the senses—dinosaurs, super heroes, starships, and races of ancient astronauts. After working as a machinist and flirting with a musical career, he put himself through art school. His first big break came illustrating Harlan Ellison's *Robot* screenplay, for which he also did 160 pages of fully painted comics. To date, his work has appeared on the covers of numerous magazines, fantasy novels, and game products. He has been nominated for a Chesley Award and received the Jack Gaughan Award for Best Emerging Artist in 2001. Visit www.markzug.com to see more of his work.

Toren "MacBin" Atkinson is known by night as the lead singer of the Cthulhu rock band, *The Darkest of the Hillside Thickets*, but by day he collects Saturday morning cartoons and draws monsters for money. You've seen his work in the award-winning books *Delta Green* and *Death in Freeport*. His illustrations also appear in *If Thoughts Could Kill*, *Book of Eldritch Might II: Songs and Souls of Power*, *Skreyn's Register: The Bonds of Magic*, and *Mindscapes*. You can see more of his art as well as his game design in the *Spaceship Zero* roleplaying game.

David Hendee is a California artist with a degree in Architecture from UC Berkeley. He worked as a drafter for a year before branching out as a level designer and modeler for video games. In 1994 he joined some friends in the Web industry and rode the wave of the dot-com boom and bust. Not wanting to sink with the ship, he left the industry in 2000 to pursue a career as a freelance illustrator. You can find his illustrations in products from such publishers as *Natural 20 Press*, *Backara d20*, and *Gilded Moose Games*. See more of his work at his website www.davidhendee.com.

Jennifer Meyer, sometimes considered a wanderer, currently resides in the mountains of Utah. This is her first product with Malhavoc Press. You can also see her work in books from *Green Ronin*, *Sovereign Press*, and *Goodman Games*. Check out her online portfolio <http://home.earthlink.net/~tabykat/main.html>.

Seattle-based illustrator **Sam Wood** works primarily in the roleplaying and electronic game industries. While a staff artist at *Wizards of the Coast*, Sam illustrated *Dungeons & Dragons*, *Magic: The Gathering*, and many other games. In addition, he conceived the vast majority of the company's Chainmail miniatures. In addition to Malhavoc Press he's worked for a wide range of companies, from *Green Ronin* to *Microsoft*.

Races

The races in this book use the lands of the Diamond Throne as a default setting. This is a place of great magic—mystical mountains, dark and forbidden forests, and otherworldly, sweeping fields of crystal. These lands' turbulent history is filled with great deeds and savage conflicts. From the coming of the giants to the defeat of the diabolical dramojh, epic events have shaped the races of the lands of the Diamond Throne. However, you can transplant these races into any fantasy setting very easily.

The descriptions of the player character races in this chapter include information on background, personality, and outlook. Remember that these notes are generalities, not necessarily true of every specimen of that race living in the lands of the Diamond Throne today. Use them as guidelines, but feel free to depart from them as needed to make your characters unique and interesting.

These races are genetically incompatible with each other. Mating between members of different races will not produce any offspring.

FAEN

Faen (pronounced *FAY-in*, singular and plural) is a catch-all term for various kinds of diminutive people. In many ways, it's useful to discuss the three of them together, for they do have a great many similarities—and some marked differences. Two of them have marked natural ability in spellcasting. They are the spellcasting *loresongs* and the winged *sprytes*. (One other type, quickling faen, is discussed in *Monte Cook's Arcana Unearthed*.) Characters cannot start the campaign as 1st-level sprytes, only as loresongs. See the “Metamorphosis” section in this entry for more information.

Personality: All faen demonstrate a love for physical pleasure and frivolous fun. They love food, games, puzzles, song, dance, and drink. They don't pay a lot of attention to social standing or popularity, but they do enjoy praise.

Security is of great concern to faen. They want to know that they have someplace to run to if endangered—it's not uncommon for faen to note the exits of a building as soon as they enter.

Physical Description: Loresong faen stand about 3 and a half feet tall. Males often sport beards or thick sideburns and tend to wear their thick hair long. Their large eyes sparkle with life and a hint of magic. Their ears are pointed.

Sprytes are only between 16 and 18 inches tall. Their gossamer wings resemble those of an insect and beat extremely fast to keep them aloft. Their wingspan is about 20 inches. Their bodies are thin and lithe (all the better for flying). Their faces are long and comely, and they have large but slenderly pointed ears.

Relations: Faen are not quick to judge a creature based on race, so it is safe to say that they get along with all races equally. Despite the staggering difference in size, faen enjoy the company of giants to most others'. This most likely stems from the giants' warm and relaxed demeanor.

The different kinds of faen get along very well, intermix freely, and live in the same communities. They frequently intermarry, though their offspring are always either pure pure loresong or pure quickling; there are no half-and-half faen. Sprytes cannot reproduce.

Outlook: While few faen are outright sadistic or cruel, an equally small number of them are truly benevolent or altruistic. Most remain fairly self-interested or focused solely on the well-being of a small chosen group of family members and friends. Faen believe that people should be able to do what they want, as long as it does not unduly harm or endanger others—or impinge on their desires. They're not interested in law or government and resent someone attempting to give them orders.

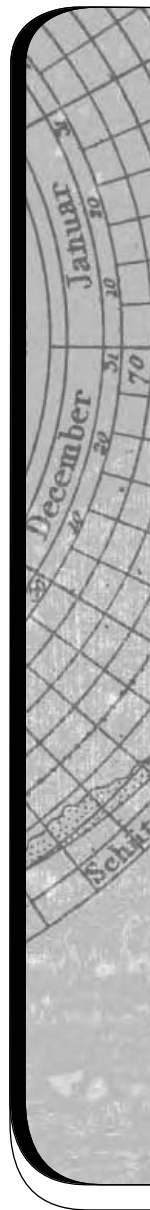
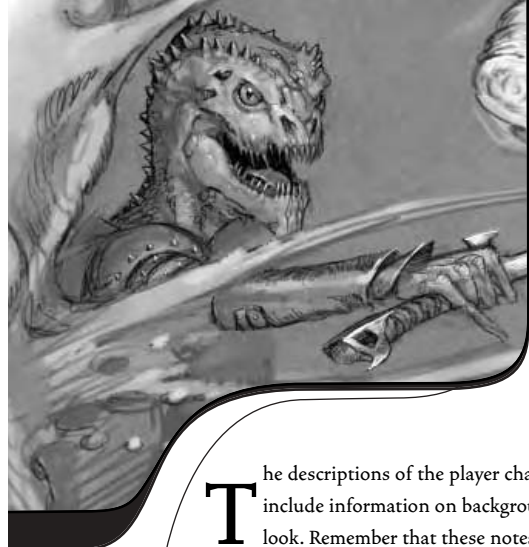
Loresong faen possess an innate attunement for magic. They prize magic above all else—it is not just a fascination, but an actual compulsion.

Sprytes are usually quite cautious, due to their very small size. Still, they like to have fun and value kindness and generosity very highly.

Faen Lands: Faen live mainly in mountainous, rugged woodlands. They congregate in secluded villages that often sprout up near natural shelter where they can hide and gain safety (a cave, a valley or ravine, and so on). Many have come to take up residence in the cosmopolitan giantish cities, living alongside humans and others.

Religion: Faen worship all sorts of gods—hundreds, if not thousands of them. In fact, other races accuse faen of just making up new gods whenever they feel like it. That's not entirely true, however—at least not from the point of view of the faen. What is true is that faen are continually “becoming aware” of the presence of new gods. They believe that each faen remains in touch with the spiritual and celestial realms, and experiences revelations about the existence of a new divine being from time to time. Thus, one commonly sees faen suddenly whisper a prayer, an oath, or an invocation to a god no one else has ever heard of. A faen experiencing such an epiphany usually does so at a moment appropriate to the nature of the god. A faen forced to swing on a rope across a chasm might suddenly discover knowledge of Derrah, goddess of rope, or Nevick, god of chasms, or even Juasthon, god of moving through the air without wings.

Since all faen have these divine revelations—or at least in theory they could—the faen have no priesthood. They are all equally close to the divine. Most also feel duty bound to record the name and nature of the new god they have discovered and share it quietly with other faen.



Language: All three types of faen share a language (Faen). They also speak Common.

Names: Faen normally have short first names with longer, descriptive surnames (translated into Common because they are proud of the meanings). Their own language uses very long, complex vowel sounds, so faen names transliterated into Common make heavy use of diphthongs. Here are some sample names:

Faen Male Names: Phain, Soern, Vaeth.

Faen Female Names: Nauva, Raechi.

Faen surnames: Goldenhammer, Lorewriter, Kingmade, Morrowson, Newtongue.

Adventurers: Faen adventurers hunt for great treasure or seek new types of magic. They also enjoy uncovering secrets and, in general, just learning new things and exploring new places.

FAEN (LORESONG) RACIAL TRAITS

- Loresong faen receive a +2 racial bonus to Intelligence and a –2 racial penalty to Strength.
- **Small:** Because they are Small creatures, all faen gain a +1 size bonus to Armor Class and attack rolls, and a +4 size bonus to all Sneak checks. They must use smaller-sized weapons and equipment, and can lift and carry only three-quarters as much as a Medium character.
- Faen are light-footed and quiet when they wish to be, earning them a +2 racial bonus on Sneak checks.
- Faen base speed is 20 feet.
- Loresong faen have an affinity for magic, which grants them a +2 racial bonus to Spellcraft.
- **Innate Spell-Like Abilities:** 1/day— *detect magic*, *ghost sound*, and *lesser glowglobe*. Use the loresong faen's character level as the caster level.



- **Low-Light Vision:** Faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Metamorphosis:** Once a faen has achieved at least 3rd character level (in any class[es]), she may choose to undergo a metamorphosis. This can occur only at a time when she would normally gain a new or bonus feat—the metamorphosis is in lieu of the feat. The faen secretes a sticky substance that she wraps around herself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which she emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry her aloft. She has become a spryte. A faen's gear taken into the magical chrysalis emerges sized appropriately for the character's new stature.
- **Automatic Languages:** Common and Faen.
- **Bonus Languages:** Any.

Faen Gods

The idea that faen are having continual revelations about new gods provides players with opportunities for fun—they can create gods as they need them on the fly. The more specific the god and his portfolio, the better. The players probably will want to make note of gods they create, in case they need to call upon Yeochir, god of dancing without shoes, again. It is important to remember, though, that faen really believe in these gods. And who's to say they're not real?

FAEN (SPRYTE) RACIAL TRAITS

Sprytes, being the result of a transformation from one of the other kinds of faen, lose all racial abilities not mentioned below, such as the loresong's spell-like abilities.

- Sprytes receive a +2 racial bonus to Dexterity and a –2 racial penalty to Strength (these modifications stack with either loresong or quickling modifiers).
- **Fey:** Sprytes are no longer humanoid in type, but Fey.
- **Tiny:** Because they are Tiny creatures, sprytes gain a +2 size bonus to Armor Class and attack rolls (instead of the +1 bonus they had while Small), and a +8 size bonus to all Sneak checks (instead of the +4 bonus they had while Small). They must use Tiny-sized weapons and equipment, and can lift and carry only half as much as Medium characters. Despite being Tiny, sprytes still occupy a 5-foot by 5-foot area, threaten the areas around them, and do not need to enter another's area to make a melee attack.
- Spryte base speed is 10 feet.
- **Flight:** Sprytes have thin, transparent wings that allow them to fly with a speed of 30, with average maneuverability.

- **Low-Light Vision:** All faen can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Racial Levels:** Unlike loresongs, sprites can take a few levels in “sprite” as a class to further master the aspects of their new form.

SPRYTE LEVELS

Sprites can take up to three levels in “sprite” at any time. Each level represents the sprite mastering more facets of the new form. Not all sprites take racial levels (or all three of them). Sprite levels stack with a spellcasting class level for purposes of determining caster level for spells. If the sprite has two spellcasting classes, the sprite levels add to the higher of the two class levels. Innate spell-like abilities gained through sprite levels use the character level as the caster level. The sprite can use the normal and diminished versions of these spells, but not the heightened versions, except for *charm*.

Hit Die: 1d6

Skill Points at Each Level: 2 + Intelligence bonus

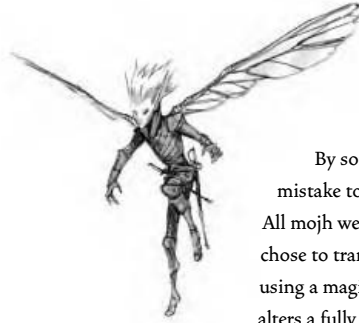
“Class” Skills: Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Knowledge (magic) (Int), and Sneak (Dex). For more information on these skills, see *Monte Cook’s Arcana Unearthed*.

MOJH

The results of magical modifications, *mojh* (pronounced MOEZH, both singular and plural) appear to be as much dragon as the humans they once were. They pattern themselves after the creatures known as the dramojh, or “dragon scions” that held mastery over the realm long ago.

In the lands now ruled by the Diamond Throne, the dramojh once enslaved humanity and the faen, having conquered them with magical might and brute force. These ancient, winged quadrupeds, whom some say were equal parts demon and dragon, fielded vast armies of powerful spellcasting warriors. Only the power of the giantish armies of old, in full Chi-Julud mode, could overcome them—and they did. The giants hunted the despicably evil dramojh to extinction.

Thus, centuries later, the giants are none too happy at the appearance of the mojhs.



By some definitions, it is a mistake to call the mojhs a race. All mojhs were once humans who chose to transform themselves using a magical process that alters a fully developed human into a draconic mojhs. Magical

transformation is the only way to create a mojhs: The process makes the creatures genderless. They gain a tough, scaly hide and a predilection for magic and other intellectual pursuits. As a result of the transformation, the mojhs also become extraordinarily long lived. Only humans can become mojhs.

While mojhs cannot reproduce in any conventional way, any single mojhs, two or three times during its long life, can “give birth” in an asexual budding process to a small reptilian creature called a kobold, or “mojhs-born.” The mojhs-born normally become the slaves and servants of their progenitors. Mojhs-born cannot reproduce at all.

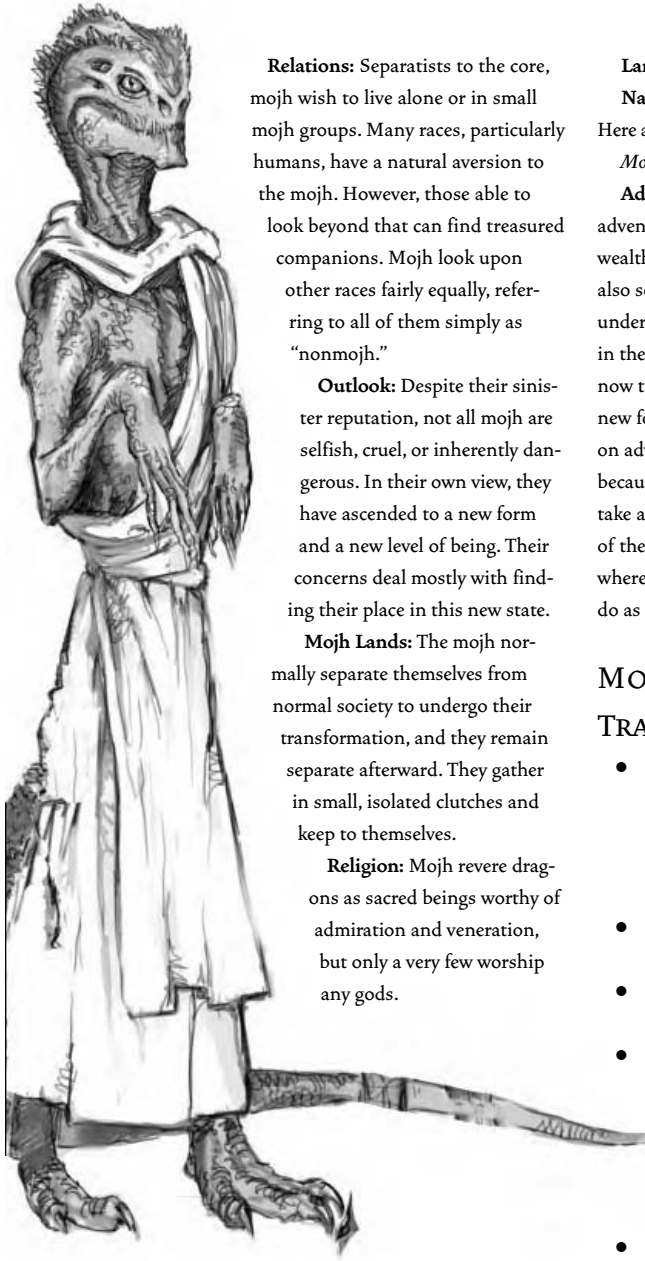
Personality: Mojhs intentionally give up being human to transform themselves, physically and mentally, into all-new creatures. Clearly, they are fanatic, driven individuals. However, they do not all wish to see a return to the ways of the evil dramojhs and do not necessarily want to see the other races enslaved again.

Mojhs adore magic, craving and hoarding its power. They have a particular affinity for writing, including runes, symbols, and similar pictographs. Mojhs can always automatically identify familiar handwriting, and they pride themselves on developing their own distinctive and artistic script. They would rather communicate through writing than speech if given the choice.

Physical Description: Most mojhs are tall and thin, with a long and narrow head like that of a reptile. Small greenish-brown scales cover mojhs flesh. Their fingers grow long, and their limbs tend toward the spindly. They have a snakelike tail that serves only as an aid to balance

THE SPRYTE

Spryte Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	+1 Dexterity; innate spell-like abilities: 1/day: <i>charm</i> (heightened), <i>ghost sound</i> , <i>lesser glowglobe</i> ; at will: <i>detect magic</i>
2	+1	+0	+3	+1	+1 Dexterity; innate spell-like abilities: 1/day: <i>invisibility</i> (self only)
3	+2	+1	+3	+1	Innate spell-like abilities: 1/day: <i>dispel magic</i> , <i>greater telekinesis</i> , <i>suggestion</i> , <i>unknown</i> (self only); flight maneuverability becomes perfect



Relations: Separatists to the core, mojh wish to live alone or in small mojh groups. Many races, particularly humans, have a natural aversion to the mojh. However, those able to look beyond that can find treasured companions. Mojh look upon other races fairly equally, referring to all of them simply as “nonmojh.”

Outlook: Despite their sinister reputation, not all mojh are selfish, cruel, or inherently dangerous. In their own view, they have ascended to a new form and a new level of being. Their concerns deal mostly with finding their place in this new state.

Mojh Lands: The mojh normally separate themselves from normal society to undergo their transformation, and they remain separate afterward. They gather in small, isolated clutches and keep to themselves.

Religion: Mojh revere dragons as sacred beings worthy of admiration and veneration, but only a very few worship any gods.

Language: Mojh speak Draconic and Common.

Names: Humans adopt a new name when they become mojh.

Here are some sample names:

Mojh Names: Daragoth, Scinathar, Yetheran.

Adventurers: Mojh adventurers search for wealth and power. Many also seek to better understand their place in the scheme of things, now that they have a new form. Mojh may go on adventures simply because they want to take and retain control of their own lives, go where they please, and do as they like.

Mojh Transformation

The process of transformation from human to mojh requires a monthlong set of rituals and applications of magical and alchemical mixtures worth about 500 gp. If a character begins play as a mojh, this cost does not affect its starting gold. The transformation is irreversible.

It is possible for a human character to become a mojh even after a campaign has begun. Humans that make this choice must take a level in mojh immediately following the transformation. The transformation is not complete until the character gains that level. The character gains all mojh racial abilities and keeps the human racial abilities already he already has (the bonus feat and the skills bought with the bonus skill points), although he does not continue to receive the additional skill point each level.

MOJH RACIAL TRAITS

- Mojh are very intelligent—their intellect is, in fact, magically enhanced during their transformation, giving them a +2 racial bonus to Intelligence. However, they are thinner and less sturdy than the humans they once were, imposing a –2 racial penalty to Constitution.
- **Medium:** As Medium creatures, mojh have no special bonuses or penalties due to their size.
- Because they use their tails to help them keep their balance, mojh enjoy a +2 racial bonus to Balance checks.
- Mojh have a natural affinity for runes, symbols, and so on, granting them a +2 to Knowledge (runes) and Forgery checks.
 - **Darkvision:** Mojh can see in the dark up to 60 feet. Darkvision is black and white only, but otherwise resembles normal sight. Mojh can function just fine with no light at all.
- Mojh base speed is 30 feet.

THE MOJH

Mojh Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Innate magical ability: at will— <i>detect magic</i> , Sense the Unseen feat for free
2	+1	+0	+1	+3	Breath weapon: cone of fire 30 feet long that inflicts 1d6 points of damage/character level (maximum 2d6/mojh racial level). Reflex save (DC 10 + mojh racial levels + Con modifier) halves. Usable 1/day per mojh racial level.
3	+2	+1	+1	+3	+2 natural armor bonus to AC (stacks with previous bonus)

- **Natural Armor:** Their scaly hides provide mojh with a +1 natural armor bonus to Armor Class.
- **Automatic Languages:** Common and Draconic.
- **Bonus Languages:** Any.
- **Racial Levels:** Unlike humans, mojh can take a few levels in “mojh” as a class to develop their racial qualities more fully.

MOJH LEVELS

Mojh can take up to three levels in “mojh” at any time. Not all mojh, by any means, take racial levels (or all three of them). Mojh levels stack with a spellcasting class level for purposes of determining caster level for spells. If the mojh has two spellcasting classes, add the racial levels to the higher of the two. Innate magical abilities gained through mojh levels use the character’s total level as the caster level. The mojh can use the diminished versions of these spell-like abilities, but not the heightened versions.

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

“Class” Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Knowledge (magic) (Int), Knowledge (runes) (Int), Search (Int), Spellcraft (Int). For more information on these skills, see *Monte Cook’s Arcana Unearthed*.

Weapon and Armor Proficiency: Mojh with levels only in mojh (no actual class levels) are proficient in the use of simple weapons but no armors or shields.

VERRIK

Verrick (singular and plural) are incredibly wise and intelligent beings with special innate mental abilities.

At first blush, verrik appear human. The only physical difference is that verrik have wine-red skin and either white or blue-black hair. Verrick are not human, however. They neither think nor feel as humans. In fact, members of the two races often have difficulty relating to one another.

Verrick pride themselves on “contextual thinking.” They believe they see the world from a large perspective, which leads them to make decisions based on ramifications that others may not see. They value intelligence and wisdom and despise rash or impulsive actions.

All verrik possess innate mental abilities that allow them rudimentary telepathy and telekinesis. Some verrik can learn more powerful psionic abilities.

Verrick invented witchcraft and discovered the akashic memory. (See “Akashic” and “Witch” in Chapter Two: Classes.)

Personality: Verrick seem aloof to most people. In truth, they are merely introspective and contemplative. They have little need for frivolous pursuits like music or humor, and partake in rituals and ceremonies only when it seems practical to do so.

Physical Description: Verrick have a similar height and build to humans, which means their size can vary considerably. All verrik have vinaceous skin and dark eyes. Their straight hair is either white or dark black (almost dark blue). They often wear their hair long, but they never have facial hair.

Relations: Something about verrik makes them difficult to like—humans, faen, and even giants have described a certain quality about them that is unnerving or “not quite right.” Verrick consider all other races more or less the same, although the loresong faen and mojh affinity with magic garners them a bit more respect. Deep down, most verrik enjoy their enigmatic reputation among other races.

Outlook: Pragmatic even in their approach to the esoteric, verrik see themselves as sensible and practical, even when those of other races cannot truly understand their motivations. They appreciate innovation and respect genius and talent. They have little patience for stupidity or foolishness.

Verrick Lands: The verrik dwell in hot, dry areas that were never entirely conquered by the dramojh so long ago. They build large cities, favoring long, flat buildings. Verrick spellcasters isolate themselves in monasterylike communes for study in the fields of witchery, akashic memory, and magic in general. Verrick warriors gain satisfaction from training and sparring, and they also build secluded compounds of their own.

Religion: Verrick do not worship gods, although they recognize that they exist. When introduced to the giantish concept of ancestor worship, the verrik could relate, for they saw their own immortal souls going on to continue achieving greater knowledge and power even after death. Recognizing these ancestor spirit-gods and the possibility that they may still influence events in the world of the living is the closest thing the verrik have to religion.

THE VERRIK

Verrick Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Innate spell-like abilities: 1/day— <i>compelling command</i> , <i>detect magic</i> , <i>disorient</i> , 3/day— <i>object loresight</i>
2	+1	+0	+0	+3	Innate spell-like abilities: 1/day— <i>levitate</i> , <i>mind stab</i> , <i>read mind</i>
3	+2	+1	+1	+3	Innate spell-like ability: 2/day— <i>telepathy</i> ; +2 Intelligence or +2 Wisdom (player’s choice)

Language: Verrik speak Common. Verrik also have their own language, but they keep it secret from other races as best they can, and almost never use it around nonverrik.

Names: Verrik names often sound strange to human ears. There are no linguistic rules for determining whether a name is male or female. Here are some sample names:

Verrik Male Names: Dajsan, Qiddedr, Xerzed.

Verrik Female Names: Ayanc, Nlaada, Sfiri.

Adventurers: Verrik adventurers seek power and treasure because it makes sense. They appreciate discovering new things and, thus, like to explore. They do not believe in “forbidden knowledge” and would not hesitate to explore even the dreaded ruins of a dramojh citadel.

VERRIK RACIAL TRAITS

- Verrik gain a +2 racial bonus to Wisdom and a –2 racial penalty to Charisma.
- **Medium:** As Medium creatures, verrik have no special bonuses or penalties due to their size.
- Verrik base speed is 30 feet.
- **Sensory Control:** Verrik can selectively shut off their senses. This means they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language-based or similar effects. They can shut off their sense of touch and become immune to pain effects but suffer a –2 circumstance penalty to attack rolls, Open Lock or Disable Device attempts, or any other action the DM rules to be touch-dependent. Shutting off or reactivating a sense is a standard action.
- **Innate Spell-Like Abilities:** 1/day—*contact*, *sense thoughts*, *lesser telekinesis*. Use the verrik’s character level as the caster level. The verrik cannot use the heightened versions of these spells.
- **Spell Access:** Verrik spellcasters always have access to complex psionic spells, even when they normally would have access only to simple spells.
- **Automatic Languages:** Common and Verrik.
- **Bonus Languages:** Any.
- **Racial Levels:** Unlike humans and some other races, verrik can take a few levels in “verrik” as a class to develop their racial qualities more fully.



VERRIK LEVELS

Verrik can take up to three levels in “verrik” at any time. Not all verrik, by any means, take racial levels (or all three of them). These levels represent the verrik focusing on mental disciplines and introspection. Verrik levels stack with a spellcasting class level for purposes of determining caster level for spells. If the verrik has two spellcasting classes, he adds the racial levels to the higher of the two. Innate spell-like abilities gained through verrik levels use the character’s total level as the caster level. The verrik can use the diminished versions of these spell-like abilities, but not the heightened versions.

Hit Die: 1d8

Skill Points at 1st Character Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

“Class” Skills: Concentration (Con), Craft (Int), Knowledge (magic) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see *Monte Cook’s Arcana Unearthed*.

Weapon and Armor Proficiency: Verrik with levels only in verrik (no actual class levels) are proficient in the use of all simple weapons and no armors or shields.

AGING EFFECTS

Race	Middle Age*	Old**	Venerable†	Maximum Age
Faen	100 years	140 years	180 years	+2d% years
Mojh	175 years	257 years	340 years	+3d% years
Verrik	40 years	70 years	100 years	+2d20 years

* -1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

** -2 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

† -3 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Faen, loresong, man	3' 2"	+2d4	40 lbs.	× (2d6) lbs.
Faen, loresong, woman	3' 4"	+2d4	45 lbs.	× (2d6) lbs.
Faen, spryte, man	12"	+1d3	10 lbs.	× 1 lb.
Faen, spryte, woman	12"	+1d3	10 lbs.	× 1 lb.
Mojh	5' 8"	+2d8	100 lbs.	× (2d4) lbs.
Verrik, man	4' 10"	+2d10	120 lbs.	× (2d4) lbs.
Verrik, woman	4' 5"	+2d10	85 lbs.	× (2d4) lbs.

AGE

Characters age, and with age comes change. Characters become more feeble and yet grow wise from their experiences. Refer to the "Aging Effects" table above to get an idea of average ages for the various races. A player can choose any starting age she wishes for her character but, when in doubt, assume a character starts adventuring at 1st level about halfway to middle age.

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative.

HEIGHT AND WEIGHT

Each player should choose an appropriate height and weight for his character and record it. To determine height and weight randomly, use the "Random Height and Weight" table above.

Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier result. Add that many pounds to the base weight to get the character's weight.

Classes

Character class represents a character's main focus in life. It is a general description of what characters can do. It can help define their vocation, their talents, their training, and their predilections.

However, character class is only a framework. Not all magisters, for example, are the same. Race, skills, feats, spells, and equipment, not to mention background, outlook, personality, allies, and enemies all serve to distinguish two different magisters from each other. And some characters have more than one class. Those characters are generally more flexible and self-sufficient, but less focused.

CLASSES AND LEVELS

Way of the Staff offers five different character classes:

Akashic: Masters of memory, these expert, skill-focused characters can draw upon the collective knowledge of all beings to gain information, improve their skills, or perform tasks for which they were never actually trained.

Greenbond: Masters of animism, greenbonds are spellcasters that can call upon the power of life itself. As such, they have an affinity for nature and nature spirits.

Magister: Consummate spellcasters, magisters focus their power through their magical staves. No one has mastery over more spells than the magister.

Runethane: Although runethanes cast spells, their real focus lies in the study and creation of magical runes. Their runes store magical effects, create potent wards, and grant powerful abilities to items and people.

Witch: As casters who focus on the magical nature within themselves as well as in spells, witches possess power that manifests itself in varied ways, making every individual unique and mysterious.

CLASS DESCRIPTIONS

As you review the classes that follow, you will find references to other races or classes found in *Monte Cook's Arcana Unearthed*.

The descriptions of the classes in this chapter include the following sections:

Adventurers: Why do members of this class seek out quests?

Background: How does one become a member of this class?

Races: Which races are most appropriate for the class?

View of Magic: If the class confers spellcasting powers, this section describes how characters would describe their magical abilities to others.

Other Classes: How do members of this class relate to others?

NPCs: What examples of this class might you see as nonplayer characters (NPCs) in the campaign?

Hit Die: The type of Hit Die used by characters of the class determines the number of hit points gained per level. Upon gaining each new level, roll this die and add the number (along with any Constitution modifier) to the character's hit point total.

Class Table: This table details how a character improves while gaining experience levels. Class tables typically include the following:

- **Level:** The character's level in that class.
- **Base Attack Bonus:** The character's base attack bonus and number of attacks.
- **Fortitude Save:** The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.
- **Reflex Save:** The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.
- **Will Save:** The base save bonus on Will saving throws. The character's Wisdom modifier also applies.
- **Special:** Level-dependent class abilities, each explained in the "Class Features" sections that follow the table.

Skill Points at 1st Level: The number of skill points the character starts with to buy skills if this class is the character's first level.

Skill Points at Higher Levels: The number of skill points gained each level after the first.

Class Skills: The list of skills considered class skills for the class (see *Monte Cook's Arcana Unearthed* for more on skills).

Class Features: Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following items:

- **Weapon and Armor Proficiency:** Which weapons and armor types is the character proficient with?
- **Other Features:** What unique capabilities does the class enjoy?
- **Spells per Day:** How many spells of each spell level can the character cast each day? If the entry is "—" for a given level of spells, the character may not cast any spells of that level. If the entry is "o," the character may cast spells of that level only if he or she has bonus spells due to high ability scores. If the entry is a number, the character may cast that many spells plus any bonus spells. This bonus applies to both readied spells and spell slots. Bonus spells for magisters and runethanes are based on Intelligence. Bonus spells for greenbonds and witches are based on Wisdom. Bonus spells for mage blades are based on Charisma.

AKASHIC

"The memory of all our forebears flows through me."

The akashic memory is a collective mental storehouse of all thoughts, feelings, and experiences ever held by a living being. Akashics can tap into this collective memory to gain knowledge, skills, or information. They are not spellcasters, nor are they warriors. Nevertheless, they prove themselves very capable, with unique gifts and abilities. Their powers are mystical—more mental than magical—and come from intense training and discipline. Despite their regimen, however, akashics can seem quite free spirited and even roguish.

Adventurers: Akashics explore and adventure to practice their abilities and to discover new aspects to the akashic memory. They seek akashic nodes (see page 17) and bits of lost knowledge or lore to enhance their abilities and skills. Akashics also gain insight into both collective and personal memories by spending time with people in stressful and dangerous situations (adventurers). As important as the akashic memory is, each individual akashic knows that his own personal memory is just as important. They don't want to sit back and learn about things passively—they want to be there when important things happen.

Background: While some claim to be natural akashics, even they require special training. Akashics usually learn their special skills as apprentices to more accomplished akashics, or in institutions developed for the unique training they require.

Akashics often belong to guilds, usually tied to the organizations that trained them. These guilds hire out their members as experts in any needed area. Need a master smith? An expert on ancient geography? A thief able to infiltrate an enemy stronghold and memorize battle plans? A messenger who can carry the words of a 10-page missive memorized in his brain? An expert impersonator to work as a spy or as a stand-in for an endangered noble? The guild can provide you what you need.

Those who do not belong to guilds often wander about, seeking new experiences and earning their fortune by practicing their skills. They often have interestingly contradictory personalities, being both focused on their mental disciplines and yet free-wheeling and highly adaptive. Because of their powers and ability to master so many skills, an akashic can work as a shipwright in one city, move on and get work as a physician in the next, and an animal trainer in the next.

Races: Akashics are so flexible that they fill many roles. In human societies they work as rogues, agents, and spies or as advisors and sages. Verrick akashics consider themselves artists who work in the medium of memory. Giant akashics are often called singers of songs, for they access their abilities through softly singing simple ancient giantish tunes. Faen believe akashics have the ability to speak with the gods on some level and thus usually give them great respect. Mojh akashics strive to learn more about dragons and the ancient mysteries of the world. Litorian akashics are rare, and those who do exist consider their abilities and knowledge gifts from their ancestors. Sibeccai akashics, also rare, usually use their abilities to work as artisans.

Other Classes: Akashics work well with anyone. Their powers make them extremely adaptable and always useful. Likewise, they usually respect the skills of others, and feel as at home telling war stories and discussing swordfighting techniques with a warman as they do debating esoterica with a magister.

NPCs: The jewel thief skilled at impersonation and infiltration might be an akashic. The duchess' mysterious advisor, who looks at you knowingly, could be an akashic. The prodigy with the wisdom and knowledge of a wizened sage is an akashic.

Hit Die: d6

SKILLS

Skill Points at 1st Level: (8 + Intelligence bonus) × 4

Skill Points at Higher Levels: 8 + Intelligence bonus

Class Skills: All skills are class skills for the akashic. For a list of skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

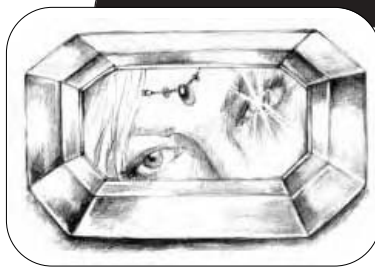
Weapon and Armor Proficiency: The akashic is proficient in the use of all simple and martial weapons and Heavy, Medium, and Light armors and shields.

Skill Memory (Su): Akashics can reach into the collective memory and gain insight into a needed skill—even one in which the character has no ranks and cannot use untrained (but not a language). After a full round of concentration, the akashic gains a +2 bonus to a single skill check attempt made the next round. The akashic can use skill memory once per day per two akashic levels (once per day at 1st through 3rd levels, twice per day at 4th and 5th levels, three times per day at 6th and 7th levels, and so on).

At 9th level, this bonus becomes +4. At 17th level, it is +6.

Perfect Recall (Ex): By 2nd level, akashics have honed their own memory. To any Knowledge skill check that they make without using skill memory (thus relying on their own memory), they add their Intelligence bonus, if any, to the skill bonus again. Thus, an akashic with 5 ranks of Knowledge (history) and a +2 Intelligence bonus has a skill bonus of +9 (5 + 2 + 2) using perfect recall. Akashics without an Intelligence bonus gain nothing from this ability. The akashic also can add double his Intelligence bonus if the DM calls for an Intelligence check to remember something. Intelligent akashics can use this ability to memorize vast amounts of information, which they can recall at a moment's notice.

Delve Into Collective Memory (Su): An akashic may make a special check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about notable people, legendary items, or noteworthy places. This takes 10 minutes and can be attempted once per day per class level. (For some reason, akashics have trouble obtaining information about runechildren. No one knows why.) This check will not reveal the powers of a magic item but may give a hint as to its general function. The akashic may not take 10 or take 20 on this check; this sort



THE AKASHIC

Level	Base	Fortitude	Reflex	Will	Special
	Attack Bonus	Save	Save	Save	
1	+0	+0	+0	+2	Skill memory (+2)
2	+1	+0	+0	+3	Perfect recall
3	+2	+1	+1	+3	Delve into collective memory
4	+3	+1	+1	+4	Minor akashic ability
5	+3	+1	+1	+4	Minor akashic ability
6	+4	+2	+2	+5	Minor akashic ability
7	+5	+2	+2	+5	Minor akashic ability
8	+6/+1	+2	+2	+6	Lesser akashic ability
9	+6/+1	+3	+3	+6	Skill memory (+4)
10	+7/+2	+3	+3	+7	Lesser akashic ability
11	+8/+3	+3	+3	+7	Lesser akashic ability
12	+9/+4	+4	+4	+8	Feat memory
13	+9/+4	+4	+4	+8	Lesser akashic ability
14	+10/+5	+4	+4	+9	Lesser akashic ability
15	+11/+6/+1	+5	+5	+9	Greater akashic ability
16	+12/+7/+2	+5	+5	+10	Greater akashic ability
17	+12/+7/+2	+5	+5	+10	Skill memory (+6)
18	+13/+8/+3	+6	+6	+11	Greater akashic ability
19	+14/+9/+4	+6	+6	+11	Greater akashic ability
20	+15/+10/+5	+6	+6	+12	Spell memory

of knowledge is essentially random. The DM determines the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge/Other Modifiers
10	Common, known by at least a substantial minority of people.
20	Uncommon but available, known by a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
+1	Based on knowledge possessed more than 100 years ago.
+5	Based on knowledge possessed more than 500 years ago.
+10	Based on knowledge possessed more than 1,000 years ago.
+10	Knowledge directly involves a runechild or the actions of a runechild.

Minor Akashic Ability: At 4th, 5th, 6th, and 7th level, the akashic can choose one of the following abilities. No minor ability may be selected more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremony feats this way. However, one must still meet all bonus feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Creature Loresight (Sp): An akashic can use the spell *creature loresight* a number of times per day equal to his Intelligence bonus as a spell-like ability. If he does not have an Intelligence bonus, he can use this ability once per week.

Kinesthetic Memory (Su): An akashic's sensory memory is so precise that he can easily get around with no penalty when he has a single damaged or deprived sense and is in familiar surroundings. For example, a blind akashic can operate in his home, a clothing shop he frequents, or inside a castle he has viewed extensively with magic, operating with no penalties.

Lesser Learn Secret (Sp): An akashic can use this spell once per day.

Minor Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +3 competence bonus to attack and damage rolls, as well as a +3 dodge bonus to Armor Class. An akashic can use minor battle memory once per day.

Akashic Memory Stones

By tapping into the memories of others and using special materials and training, akashics of 6th level and higher can create magic items called akashic memory stones. These devices—usually crystals or gems, but sometimes plain stones—store specific memories that anyone can access simply by concentrating on them. These stones do not convey any bonuses, spells, or abilities, but they can store valuable, interesting, or emotional information. Commonly, these stones sell for 500 gp. They are magical and typically have a caster level of 10th.

Object Loresight (Sp): An akashic can use this spell a number of times per day equal to his Intelligence bonus as a spell-like ability. If he has no Intelligence bonus, he can use this ability once per week.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

Tongues (Sp): An akashic can use this spell once per day.

Lesser Akashic Ability: At 8th, 10th, 11th, 13th, and 14th level, the akashic can choose one of the following abilities. No lesser ability may be selected more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremony feats this way. However, one must still meet all bonus feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Defensive Focus (Ex): The akashic trains, using his knowledge of famous battles and the memories of expert fighters, to defend himself well. He gains a permanent +1 dodge bonus to Armor Class and +1 competence bonus to all saving throws.

Lesser Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 25 feet. The akashic mentally forms a question the creature can answer with a single word. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action.

Impersonate (Su): Using his ability to delve into the memories of others, the akashic can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, adding a +5 bonus to Disguise checks. The akashic can use this ability at will, although he must have been within 25 feet of the creature to be impersonated at some point before he can use the ability. The creature gains no sense that the akashic is impersonating him.

Greater Learn Secret (Sp): An akashic can use this spell once per day.

Lesser Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +4 competence bonus to attack and damage rolls, as well as a +4 dodge bonus to Armor Class. An akashic can use lesser battle memory twice per day.

Location Loresight (Sp): The akashic can use this spell a number of times per day equal to his Intelligence bonus as a spell-like ability. If he has no Intelligence bonus, he can use this ability once per week.

Modify Memory (Sp): An akashic can use this spell once per day.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in that skill.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack

deals +1d6 extra points of damage.

Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.



If the akashic took sneak attack as a minor akashic ability, or gained the ability to make sneak attacks elsewhere (such as through unfettered class levels), the extra damage stacks.

Feat Memory (Su): At 12th level and beyond, an akashic can reach into the collective memory and produce an ability normally gained as a general feat. The akashic must meet the prerequisites of the feat. After a full round of concentration, the akashic can use the feat ability as though he possessed it for 1 round per class level. The akashic can use this ability once per day.

Greater Akashic Ability: At 15th, 16th, 18th, and 19th level, the akashic can choose one of the following abilities. No greater ability may be chosen more than once.

Bonus Feat (Ex): The akashic gains an additional general, ceremonial, or item creation feat of his choosing. If he selects a ceremonial feat, he need not go through the ceremony (or pay for it); even Unbound characters can gain ceremonial feats in this way. However, he must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums and prerequisite feats (but not truenames).

Greater Battle Memory (Su): Calling upon the knowledge of the greatest warriors who have ever lived, the akashic can concentrate for 1 round. Afterward, for 1 round per class level, he gains a +5 competence bonus to attack and damage rolls, as well as a +5 dodge bonus to Armor Class. An akashic can use greater battle memory three times per day.

Greater Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 25 feet. The akashic mentally forms a question the creature can answer with up to one word per akashic level in length. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action.

Memory Possession (Su): The akashic can absorb the memories of any intelligent creature who is alive or who has ever lived for 1 round per level. During this time, the creature's personality takes control of the akashic's body. Akashics use this ability to allow their allies to speak with and ask questions of the possessing memory (often that of an ancestor, absent friend, or other well-known figure). If the possessing memory seeks to say or do something against the akashic's will, the akashic may attempt a Will saving throw (DC 20) to prevent it. This ability can be used once per day.

Skill Focus (Ex): The akashic focuses on one particular skill and gains a permanent, inherent +4 bonus in it.

Sneak Attack (Ex): Using the akashic memory to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity

bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +1d6 extra points of damage. Should the character score a critical hit with a sneak attack, do not multiply this extra damage.

The akashic can make sneak attacks with ranged weapons, but only up to a range of 30 feet.

If the akashic took sneak attack as a minor and/or lesser akashic ability, or gained the ability to make sneak attacks elsewhere (such as through unfettered class levels), the extra damage stacks.

Steal Identity (Su): The akashic can impersonate any intelligent creature who is alive or has ever lived without ever having been near that creature. Steal identity functions like the impersonate ability, except with a +10 bonus to Disguise checks. It can be used once per day.

Spell Memory (Su): Starting at 20th level, an akashic can delve into the collective memory once per day to learn how to cast one simple spell of 7th level or lower once. He must have an Intelligence score equal to 10 + the spell's level in order to cast it. The akashic uses his class level as the caster level and Intelligence as the key ability. This ability can be used once per day.

GREENBOND

"I sing through the land, and the land sings through me."

The greenbond is a mage who deals with nature. He speaks the language of the leaves, of a babbling brook, or the stony heartrock of a mountain. He remains in tune with the health of the land around him. The greenbond is an animist who deals with the spirits animate within all things—trees, rocks, rivers, ponds, and even the air around him.

To understand the greenbond, one must first understand the Green. The Green is the source of life, of fertility, and of health. Those learned in the ways of magic often refer to its power as "positive energy," but greenbonds know it as much more. The Green infuses the world, connecting all living things. It ebbs and

Akashic Nodes

Imbued with the psychic resonance of days long past, some sites become focal points of the akashic memory. Akashics call these places "nodes." A node is where a large number of intelligent beings lived over a long period of time—and usually where no one currently lives (the hustle and bustle of a living city often counteracts the power of the node). These former residents, both individually and as a group, left a sort of "psychic imprint" on the area that an akashic can tap into. Thus, nodes usually occur where a city, a citadel, or some other type of community or large structure once stood, or in the ruins of the community or structure.

Akashics within a node gain an additional +1 bonus when they use their skill memory and battle memory abilities, and a +2 bonus on checks to use their delve into collective memory ability.

Sometimes, a group of akashics build a monastic guildhall at the site of a node.

flows with the coming and going of life. Terrible plagues, fires, or sorcery can destroy a place's link with the Green. No plants can grow in such a barren wasteland, and most living things know not to linger there.

Although greenbonds rarely speak of it, the Green has an opposite called the Dark. The Dark is not death, for death is a part of the natural cycle of things. Creatures and plants die so that others can live. No, the Dark is the force of anti-life that some call negative energy. This force does not pervade the world the way the Green does. It lingers in shadow, growing in places of pain and slaughter, or where the harbingers of the Dark roam: the undead.

Adventurers: Greenbonds go on adventures to help friends, to learn more about nature and the spirits that inhabit it, and to gain power to help defend and promote the Green. If possible, they attempt to teach others the truth and importance of the Green, and demonstrate its power.

Background: Greenbonds normally apprentice with other greenbonds to acquire their training. Sometimes, however, nature spirits guide and train an individual to take the path of the greenbond.

Races: Human greenbonds find the ability to interact with the spirit world empowering and enlightening. Faen as a race embrace the importance of the Green, and refer to "the calling of the Green" as something that beckons an individual to become a greenbond. Giant greenbonds likewise are common, using their power to protect the land and its inhabitants. Litorians, conversely, see the path

of the greenbond as one to personal power, not necessarily a mantle of responsibility. Sibeccai and verrik greenbonds are rare, as they usually do not like the idea of working with a power so far outside of—and so much larger than—themselves.

View of Magic: The greenbond sees all the magic he has access to, whether it be spells or special abilities, as extensions of the living Green into this world. They see these extensions hanging about them like tangible leaves and vines. Their gestures make the leaves and vines swirl about them and form the effect they wish. The verbal components of their spells are invocations to spirits to aid them: "Spirits of fire, I call upon your dangerous breath to smite my foe."

Other Classes: Greenbonds call totem warriors their brothers, for both see the truth in animism. Despite their spellcasting ability, greenbonds are more comfortable around nonspellcasters. Magisters, runethanes, and other spellcasters who look upon magic as a more scientific pursuit often find the greenbond's relationship with spirits difficult to understand or explain and often feel unsure of the actual nature of the Green.

NPCs: The terrifying and vengeful defender of the forest is a greenbond. The spiritual advisor to the lord mayor may be a greenbond. The village healer who protects the local crops from blight and the people from illness is a greenbond. The wild and dangerous shaman of the tribe is a greenbond.

Hit Die: d6

THE GREENBOND



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	0	+0	+0	+2	Nature sense, infuse with life (1d8+level)
2	+1	+1	+0	+3	Nature's gift (lesser)
3	+1	+1	+1	+3	Trackless step
4	+2	+2	+1	+4	Infuse with life (2d8+level)
5	+2	+2	+1	+4	Bond with the Green
6	+3	+3	+2	+5	Percipience
7	+3	+3	+2	+5	Infuse with life (3d8+level)
8	+4	+3	+2	+6	Speak with spirits (lesser)
9	+4	+4	+3	+6	—
10	+5	+4	+3	+7	Infuse with life (4d8+level)
11	+5	+5	+3	+7	—
12	+6/+1	+5	+4	+8	Nature's gift (greater)
13	+6/+1	+6	+4	+8	Infuse with life (6d8+level)
14	+7/+2	+6	+4	+9	Speak with spirits (greater)
15	+7/+2	+6	+5	+9	Bond with the Green
16	+8/+3	+7	+5	+10	Infuse with life (8d8+level)
17	+8/+3	+7	+5	+10	Spiritform
18	+9/+4	+8	+6	+11	—
19	+9/+4	+8	+6	+11	Infuse with life (10d8+level)
20	+10/+5	+9	+6	+12	Bond with the Green

SKILLS

Skill Points at 1st Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The greenbond's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (ceremony) (Int), Knowledge (geography) (Int), Knowledge (magic) (Int), Knowledge (nature) (Int), Listen (Wis), Speak Language (none), Spellcraft (Int), Swim (Str), and Wilderness Survival (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: Greenbonds are proficient with all simple weapons and light armor.

Spells: Greenbonds have access to simple spells and all spells with the plant or positive energy descriptors. A greenbond may choose to ready any simple spell provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a greenbond must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a greenbond's spell is 10 + the spell's level + the greenbond's Wisdom modifier. A greenbond's spells have only verbal and mental components, which imposes no spell failure chance due to armor. Bonus spells for greenbonds are based on Wisdom.

Nature Sense (Ex): A greenbond can identify plants and animals (their species and special traits) with perfect accuracy. The greenbond can determine whether water is safe to drink or dangerous.

Infuse With Life (Sp): A greenbond can call upon the positive energy of life and bestow that energy upon himself or another creature. With a touch, he can heal 1d8 hit points + his level a number of times per day equal to his Wisdom bonus; greenbonds with no bonus can use this ability once per week.

At 4th level, the amount of healing increases to 2d8 points + the greenbond's level and continues to increase every three levels thereafter: 7th level: 3d8 + level, 10th level: 4d8 + level, 13th level: 6d8 + level, 16th level: 8d8 + level, 19th level: 10d8 + level. These changes increase the amount of healing, not the number of times used. For example, if a greenbond has a Wisdom bonus of +3, when he is 1st level, he can infuse someone with life three times per day, each time healing 1d8+1 points. At 4th level, he can still heal only three times per day, but each time now heals 2d8+4 points of damage.

Nature's Gift (Su): Once per day, a 2nd-level or higher greenbond can use his connection with the Green to draw on the power of nature and infuse it within himself. He must be touching something solid and natural (the ground, a bit of unworked stone, a plant, an animal, or a beast) to activate this ability. He gains a divine bonus

SPELL SLOTS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	2	1	—	—	—	—	—	—	—	—
2	3	2	—	—	—	—	—	—	—	—
3	3	2	1	—	—	—	—	—	—	—
4	3	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	5	4	4	3	2	1	—	—	—	—
10	5	4	4	3	3	2	—	—	—	—
11	5	5	4	4	3	2	1	—	—	—
12	5	5	4	4	3	3	2	—	—	—
13	5	5	5	4	4	3	2	1	—	—
14	6	5	5	4	4	3	3	2	—	—
15	6	5	5	5	4	4	3	2	1	—
16	6	6	5	5	4	4	3	3	2	—
17	6	6	5	5	5	4	4	3	2	1
18	6	6	6	5	5	4	4	3	3	2
19	6	6	6	5	5	5	4	4	3	2
20	6	6	6	6	5	5	4	4	4	3

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—
12	9	8	7	6	5	4	3	—	—	—
13	9	9	7	6	5	4	3	2	—	—
14	9	9	8	7	6	5	4	3	—	—
15	9	9	8	7	6	5	4	3	2	—
16	9	9	9	8	7	6	5	4	3	—
17	9	9	9	8	7	6	5	4	3	2
18	9	9	9	9	8	7	6	5	4	3
19	9	9	9	9	8	7	6	5	4	3
20	9	9	9	9	9	8	7	6	5	4

equal to half his level. The greenbond can add this bonus to any d20 roll he makes in the following round. He can impart this gift to an ally he touches during the following round (the ally must use the



bonus in that round). He can even divide the bonus among up to five allies that he can reach in the round, each getting a portion of the bonus as the greenbond decides. Thus, a 10th-level greenbond could grant a +2 bonus to two allies and a +1 bonus to another.

Starting at 12th level, the gift's divine bonus lasts 1 round per four greenbond levels (maximum 5 rounds). Thus, an 18th-level greenbond could grant a 4-round divine bonus of +9 to one ally (or himself), or +3 to three allies, or +5 to one ally and +1 to four others. Each round, those granted the gift can use the bonus on any one d20 roll of their choosing.

Trackless Step (Ex): Starting at 3rd level, a greenbond leaves no trail in natural surroundings and cannot be tracked.

Bond With the Green (Su): At 5th level the greenbond gains the ability that gives his class its name. In a four-hour ritual that he conducts in private, the greenbond gains an intuitive sense of the condition of the land—a literal bond with the Green. This means that if the land is harmed in any way (a forest fire, a famine, a disease) within one mile per greenbond level, he becomes aware of it and gains a general

understanding of what is happening. If he makes a caster power check (DC 25), he gains more details, such as distance and direction.

For example, say a bestial cyclops band is hacking down trees to burn in a huge pyre. A 7th-level greenbond four miles away becomes alerted once they chop down about 25 trees. All the greenbond knows is that numerous trees are dying rapidly. If he makes his caster power check, he knows that it occurs four miles away and the direction. He still does not know specifically that cyclopes are the culprits.

In order for an event to trigger the bond, it must affect an area at least 100 yards across or involving at least 25 creatures or large plants (such as trees). Natural, daily events, such as predators hunting, do not alert the greenbond.

At 15th level, the greenbond undergoes a three-day solitary trek into the wilderness, eating and drinking nothing other than special herbs and water. This experience increases his bond with the Green so that plants surrounding him infuse into his body. From that point on, he is no longer considered a humanoid (or whatever type he is), but a plant. Anything that specifically does not harm plants

will not harm the greenbond. However, he remains a living, thinking creature, so mind-affecting spells affect him, and he still has a discernable anatomy, so sneak attacks and critical hits affect him.

At 20th level, the greenbond undertakes a spiritwalk, communing with nature spirits for nine days, during which he is simply absent from the world. After this period of communion, he no longer need make Diplomacy checks when speaking with nature spirits—they will always speak with him willingly (see below).

Percipience (Su): Starting at 6th level, greenbonds can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time—although only rarely do they pay attention to the actions of mortals. Greenbonds sometimes become alerted to danger when the nature spirits of an area are upset or absent.

Speak With Spirits (Su): The 8th-level and higher greenbond can speak with the spirit of a tree, a brook, the air, or any other part of nature that he touches. Once per day he can ask a spirit a question with a one-word answer. Generally, only natural things have spirits—wood made into a door or water in a fountain usually has lost its spirit. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. For example, if a greenbond asked the spirit of a river if any people on horseback had crossed it in the last three days, it would be able to answer the question. A spirit's surroundings are never more than a 100-yard radius, however—a river miles long has many spirits. A spirit has a 75 percent chance, plus 1 percent per level of the greenbond, to know the answer to a question about things farther afield, such as, "Is the dragon still over the next hill?" It never knows the answer to a question pertaining to the future or to the thoughts of another: "Can I defeat the dragon in battle?" or "Does the dragon know I'm here?"

To convince the spirit to give an answer, the greenbond must make a Diplomacy check. A failed check might result in no answer, or it might result in a lie (DM's discretion). The check's Difficulty Class depends on the type of spirit:

Spirit	DC
Water spirit	10
Wood spirit	15
Air spirit	18
Animal spirit	20
Stone spirit	30

At 14th level, a greenbond can ask a question that requires an answer of up to one word per greenbond level or a series of yes/no questions—one per greenbond level.

Spiritform (Sp): Once per day starting at 17th level, the greenbond can make his body into a spiritform for up to one minute per level. Spiritform makes him incorporeal for the ability's duration.

MAGISTER

"Magic is my meat and drink. I travel through higher, more esoteric realms than you can imagine."

The magister is a spellcaster who devotes all his time and attention to the study of magic and spells. Magisters have greater access to spells than any other type of mage. Their powers are diverse, and there is little that a high-level magister cannot accomplish. All magisters begin the game with a staff, through which they focus their impressive might.

Magisters approach magic from a logical and technical standpoint. Magic is a part of the way the world works, and they are its self-styled masters. To maintain their understanding—through which comes their power—they not only study ancient lore but also continually experiment with new techniques of spellcasting and unique applications of spells.

Adventurers: Magisters seek lore and power. Magic can be addictive, and most magisters crave more and more. They undertake adventures to find magical treasure, monetary treasure (funds to put toward magic items or their studies), or magical knowledge. Many seek to show that magic is a tool capable of anything.

Background: Magisters train almost exclusively in schools, where students all learn rote methods of mastering the basics of magic. Only later does each individual break off to pursue his own specialization or unique talents and methods. Magisters come from all walks of life, from the wealthiest noble to the lowliest of the poor (schoolmasters admit worthy underprivileged students on scholarships). Once one masters the art of magic, social class becomes meaningless—for, in fact, one joins an all-new class.

Races: Human magisters are often elemental mages, while faen (particularly loresong faen and sprytes) enjoy all types of magic.



When a greenbond uses his speak with spirits ability, it generally takes him at least a minute to coax a spirit to appear. These spirits usually take on a translucent humanoid form, although sometimes they simply make a face appear in the water, wood, or other substance they inhabit. Spirits do not like to speak with mortals, but a greenbond is special and thus more tolerable.

The nature of a spirit sometimes dictates its answer, particularly when a longer answer is requested. Water spirits are quick witted but easily distracted. Wood spirits are quiet and demure. Air spirits are impatient and easily flustered. Creature spirits vary considerably—these are the totem spirits that totem warriors bond with. Stone spirits are the least friendly, the slowest to respond, and the hardest to fathom—yet, as some of the oldest and most stable, they may have the best and most reliable information.

Spirits have no standard stats—hit points, Armor Class, etc. They are beyond mortal interactions. However, diverting a river spirit's flow (or a severe drought) can destroy that spirit, as can cutting apart or breaking the stone of a stone spirit. A wood spirit chopped down is destroyed, and, while air spirits are difficult to destroy, they rarely spend much time in one place—wind and weather may send them far away at a moment's notice.

Litorian magisters are less common, and verrik magisters employ either psionic or energy-related spells. Giant magisters like to use magic to create things, while mojh enjoy summoning and enchantments. Sibeccai magisters enjoy the power of their role and use it to improve their station.

View of Magic: Magisters mentally store their readied spells in their staves, relying on those key items as a focus and a tool for shaping magic. Magisters see magic as a seething tide of unformed energy and indistinct shapes. Their spells give this energy definition and purpose. Magic is not an art to them, but a science. It is measurable and quantifiable. Just because others have no concept of its parameters does not deny its logic.

Other Classes: Magisters follow the “way of the staff” rather than the “way of the sword,” and thus often keep warmains, totem warriors, unfettered, champions, and even mage blades at arm’s length—although they are well aware of the value a warrior ally provides. They get along with runethanes well, and marvel at the abilities of the akashic, the witch, and the greenbond. Many magisters would sacrifice much to get an oathsworn bodyguard/companion.

NPCs: The foul necromancer raising a legion of undead is a magister, as are the crazed cultists wielding strange powers and planning to sacrifice the duke’s kidnapped son. The wise council of elderly sages leaning heavily on their staves are magisters. The trickster performing feats of illusion and wonder in the city theatre also just might be a magister.

Hit Die: d6

SKILLS

Skill Points at 1st Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The magister’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language (none), and Spellcraft (Int). For more information on these skills, see *Monte Cook’s Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: Magisters are skilled with no weapons except staves; at 5th level, magisters acquire proficiency in sword staves as well. Magisters are not proficient with any type of armor, nor with shields.

Spells: A magister’s primary focus is casting spells. They have access to simple and complex spells. A magister is limited to a certain number of spells of each spell level per day, according to his class level. A magister may choose to ready any simple or complex spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast according to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a magister must have an Intelligence score of at least 10 + the spell’s level. The Difficulty Class for a saving throw against a magister’s spell is 10 + the spell’s level + the magister’s Intelligence modifier. Bonus spells for magisters rely on Intelligence.

THE MAGISTER



Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	The magister’s staff
2	+1	+0	+0	+3	—
3	+1	+1	+1	+3	—
4	+2	+1	+1	+4	—
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	Familiarity with magic
7	+3	+2	+2	+5	—
8	+4	+2	+2	+6	—
9	+4	+3	+3	+6	—
10	+5	+3	+3	+7	Bonus feat
11	+5	+3	+3	+7	—
12	+6/+1	+4	+4	+8	Aspect of power (lesser)
13	+6/+1	+4	+4	+8	—
14	+7/+2	+4	+4	+9	Mind over matter
15	+7/+2	+5	+5	+9	Bonus feat
16	+8/+3	+5	+5	+10	—
17	+8/+3	+5	+5	+10	—
18	+9/+4	+6	+6	+11	Aspect of power (greater)
19	+9/+4	+6	+6	+11	—
20	+10/+5	+6	+6	+12	Bonus feat

Magister spells always have both somatic and verbal components. Thus, magisters face spell failure chances when wearing armor.

A magister needs his staff (see below) as a focus to cast spells. Without it, treat his caster level as one level lower and double casting times for all spells (standard-action spells become full-round spells, full-round spells take 2 rounds to cast, and so on).

The Magister's Staff: The magister crafts a staff specifically attuned to him. Regardless of its construction or composition, it has a hardness of 12, 50 hit points, and a break DC of 30. The staff's hit points increase at a rate of 2 per magister level, and the hardness and break Difficulty Class increase at a rate of 1 point per three magister levels.

If a magister's staff breaks, he is stunned for 1d4 rounds. It takes a month and 1,000 gp in materials to create a new one. A magister can only have one staff attuned to him at a time. If the magister finds a new staff he would rather become attuned to, switching requires no money, just a week of meditation.

Should the magister die or take on a new staff, the old staff becomes normal (unless it had been given other magical properties, in which case they remain). A slain magister who comes back from the dead can immediately and automatically re-attune to his old staff as a free action.

Bonus Feats: Every five levels, a magister gains a bonus feat. This feat must be one of the following: Aid Spellcasting, Attune to Magic Item, Battle Mage, Blessed Mage, Blood as Power, Brandish Magical Might, Conjure Mastery, Corrupt Mage, Craft Charged Item, Craft Constant Item, Craft Magic Arms and Armor, Craft Single-Use Item, Craft Spell-Completion Item, Creator Mage, Eldritch Training, Elemental Mage*, Energy Mage*, Exotic Spell*, Hunter Mage, Infuse Weapon, Iron Will, Modify Spell, Peaceful Mage, Psion, Quicken Spell, Resistant Spell, Sanctum, Tattooed Spell, Unraveling Mage, and Wild Mage.

Some of these feats are ceremonial feats. The character need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can choose a ceremonial bonus feat in this way. A magister can select feats marked with an asterisk (*) more than once, but it must be for a different spell descriptor or spell level (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability score and prerequisite feats (but not truenames).

Familiarity With Magic (Ex): The 6th-level and higher magister gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Lesser Aspect of Power (Su): Beginning at 12th level, the magister becomes so steeped in magic that it comes through as an everpresent side-effect. The magister can choose one of the following abilities to call upon at will, as a free action (once he makes his selection, he cannot choose another):

Distinct Voice (Su): If he wishes, anyone within 100 feet can hear the magister, regardless of noise around him, even when whispering.

SPELL SLOTS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1	3	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	5	3	2	1	—	—	—	—	—	—
6	5	3	3	2	—	—	—	—	—	—
7	5	4	3	2	1	—	—	—	—	—
8	6	4	3	3	2	—	—	—	—	—
9	6	4	4	3	2	1	—	—	—	—
10	6	5	4	3	3	2	—	—	—	—
11	6	5	4	4	3	2	1	—	—	—
12	6	5	5	4	3	3	2	—	—	—
13	6	6	5	4	4	3	2	1	—	—
14	6	6	5	5	4	3	3	2	—	—
15	6	6	6	5	4	4	3	2	1	—
16	6	6	6	5	5	4	3	3	2	—
17	6	6	6	6	5	4	4	3	2	1
18	6	6	6	6	5	5	4	3	3	2
19	6	6	6	6	6	5	4	4	3	2
20	6	6	6	6	6	5	5	4	4	3

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—
12	9	8	7	6	5	4	3	—	—	—
13	9	9	7	6	5	4	3	2	—	—
14	9	9	8	7	6	5	4	3	—	—
15	9	9	8	7	6	5	4	3	2	—
16	9	9	9	8	7	6	5	4	3	—
17	9	9	9	8	7	6	5	4	3	2
18	9	9	9	9	8	7	6	5	4	3
19	9	9	9	9	8	7	6	5	4	3
20	9	9	9	9	9	8	7	6	5	4

Glowing Footsteps (Su): When he wishes, a magister can make his footsteps glow with a magical aura for 1 round, wherever he goes.

Innate Spell (Su): The magister chooses a 0-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Sparkles (Su): The magister creates a flash of sparkles at any time.

Special Eyes (Su): The magister can make his eyes glow a chosen color whenever he wishes. Alternatively, his eyes might have tiny symbols (skulls, crosses, etc.) in the pupils all the time. Or they might permanently be an unnatural color.

Mind Over Matter (Ex): At 14th level and beyond, a magister can use his uncanny intellect, coupled with secrets learned while studying magic, to gain an advantage in situations that usually demand brute force. In situations requiring a Strength check, he can make an Intelligence check instead. For example, when he must force open a stuck door, the magister can make an Intelligence check to best position himself for leverage and recall some secret knowledge about the magic stored within the wood of the door to get it open. This ability never affects attack or damage rolls, except that, when making an opposed grapple check to avoid being grappled, the magister can use his Intelligence modifier rather than his Strength modifier.

Greater Aspect of Power (Su): At 18th level, the magister becomes further steeped in magic that comes through as an ever-present side-effect. The magister can choose another ability defined under

lesser aspect of power, or one of the following abilities that he can call upon at will, as a free action:

Discard Staff (Su): The magister no longer needs his staff as a focus to cast spells.

Disdain Need (Su): The magister no longer needs to eat or drink. He gets all his nourishment from magic.

Display Power (Su): The magister can cause himself to grow more powerful and impressive at will, gaining a +4 circumstance bonus to Intimidate checks.

Innate Spell (Su): The magister can choose one 0- or 1st-level spell to cast once per day as a spell-like ability with no components or focus as a free action.

Magic Touch (Su): The magister can sense if an object touched has a magical aura (but he gains no further information).

Name of Power (Su): The magister becomes aware when anyone speaks his name (referring specifically to him). He knows when it happens, and learns the name of the speaker.

Touch Not the Earth (Su): The magister's feet no longer touch the ground. Instead, when he walks he floats 2 inches above any surface. While he cannot use this ability to float higher, and it does not save him from falls, it does allow him to leave no tracks and avoid traps triggered by weight placed upon a floor. This spell does not affect the magister's weight.



RUNETHANE

"All the secrets of the world begin and end as intelligent words—words that can be stored as symbols I create."

Runethanes are masters of magic, but unlike magisters they do not focus solely on spells. While they do cast spells, they also learn to create runes, which are visual symbols that represent—and thus hold—magical might. Runethanes inscribe runes on their equipment, on themselves and their allies, or in the air. Each one has a different effect. They spend their private time researching new runes and studying their applications.

Runethanes frequently put nonmagical runes on their gear and on themselves (as tattoos) because even without direct magical power, the runes carry meaning important to them. They also, in their minds, make them appear more powerful.

As they train to create physical manifestations of magic, runethanes gain an affinity for mechanical devices of all sorts—traps, locks, wheels, clocks, and so on.

Adventurers: Runethanes often travel about, brandishing their usually very visual power to impress others. They always seek new runes and ways to better themselves. They are not afraid of risks, knowing their knowledge and magic can protect them, but they are still cautious and quick to create a protective or warding rune to keep themselves safe. Runethanes like to be prepared.

Background: Unlike magisters, there are few academies for runethanes. Instead, each student is taught by a single individual. The runethane's art is very personalized, with each character learning and mastering different runes. Runethanes are typically bookish and extremely intelligent. When recognized as such, a young child might be brought in to work with a tutor to learn runes and their applications. The close bond between the runethane and his tutor often remains throughout their lives—usually, a given runethane only ever tutors one child.

Races: Human runethanes normally come from rural backgrounds. Faen runethanes are usually loresongs and sprytes. Sibeccai and litorian runethanes enjoy covering themselves with tattoos and body art, and are often artists themselves. Giant runethanes are rare, as giants seem more prone to verbal rather than written language. Mojh are perfectly suited to be runethanes, with their talents for writing and symbology. Verrick runethanes, less showy than those of other races, also exist.

View of Magic: A runethane sees his readied spells as magical symbols that float intangibly around him, visible only to his trained sight. With a thought, he concentrates on seeing the rune in his mind's eye, mentally tracing each line. Then, he reaches out to quickly trace the floating rune around him that matches what he sees in his mind. To a runethane, all magic breaks down into symbols (both pictures and words), the way a grammarian might diagram a sentence or a poet might craft a sonnet. The fact that a symbol simultaneously encodes a verbal sound, a visual image, and a mental concept is how runethanes attempt to explain their power to others.

Other Classes: Runethanes prefer the company of magisters, witches, akashics, and greenbonds, as they enjoy long conversations regarding magical theory and lore. They recognize that more physical characters—warmains, unfettered, oathsworn, mage blades, and totem warriors—have abilities that make up for their own shortcomings, however. And warrior types do appreciate having useful runes placed on their weapons and armor by a generous runethane.

NPCs: The wandering mage with strange tattoos and a mysterious agenda might be a runethane. The young prodigy taught by the old woman in his village who only knew a few simple runes is a runethane. The evil master of magic seeking the formula for creating an evil artifact is a runethane.

Hit Die: d6

SKILLS

Skill Points at 1st Level: $(4 + \text{Intelligence bonus}) \times 4$

Skill Points at Higher Levels: 4 + Intelligence bonus

Class Skills: The runethane's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Speak Language (none), Spellcraft (Int), and Spot (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*.

CLASS FEATURES

Weapon and Armor Proficiency: Runethanes are proficient with all simple weapons but no armor.

Runes (Sp): Runes resemble arcane symbols. They are usually meaningless to anyone without the Knowledge (runes) skill. Runethanes apply a rune by magically drawing a symbol on an object, surface, or creature. It is a full-round action to create a rune, and no rune can be used more than once per hour.

A runethane can have a total value of runes in existence at any given time equal to his level. Lesser runes each have a value of 1, which counts against this total. Advanced runes each have a value of 2, greater runes a value of 3, and runes of power a value of 4.

There are three kinds of runes: touch-trigger runes, applied runes, and enchanted object runes.

A *touch-trigger rune* is placed upon an object or a surface, but not a creature. Basically, the rune can cover a surface as small as 1 inch square and as large as 10 feet square; multiple runes can cover a much larger area. The first creature that touches the object or surface bearing the rune triggers the effect immediately. Touch-trigger runes last until triggered, dispelled, or erased by the runethane. If circumstances result in a creature triggering more than one touch-trigger rune at once, only the most powerful one takes effect. The others are triggered but have no effect. A runethane can choose to create a touch-trigger rune as a visible rune or as invisible.

An *applied rune* requires the runethane to apply it to activate its effects immediately—usually related to the object, surface, or creature it is placed upon. Applied runes last only as long as their effects. They are always visible.

Enchanted object runes require the runethane to apply the rune to an object no larger than himself. These imbue the item bearing the rune with a magical ability. Enchanted object runes last for one day per runethane level. They are visible except where stated otherwise.

Anyone looking upon a visible rune can determine what it does by making a Knowledge (runes) check. The DC is 15 for lesser runes, 18 for advanced runes, 21 for greater runes, 25 for runes of power, and 30 to identify the ultimate rune and what it does.

No more than one of a specific type of rune can affect an area, person, or object. Thus, a door cannot be given two runes of blasting.

If a spell level requirement is ever needed, treat lesser runes as 2nd-level spells, advanced as 4th-level, greater as 8th, and the ultimate rune as 9th level. Use the runethane's class level as his caster level.

Spells: Runethanes have access to simple spells. A runethane may choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast according to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a runethane must have an Intelligence score of at least 10 plus the spell's level. The Difficulty Class for a saving throw against a runethane's spell is 10

plus the spell's level, plus the runethane's Intelligence modifier. Bonus spells for runethanes rely on Intelligence.

Runethanes never gain access to 8th- or 9th-level spells.

Runethane spells always have both somatic and verbal components. Thus, they face spell failure chances when wearing armor.

Lesser Runes: Each time the runethane gains this ability (at 1st through 5th levels), he learns a new lesser rune from the list below. At 1st level, the runethane starts with two runes. Each lesser rune he creates counts as one rune toward his total (which is equal to his level). It is a full-round action to create a lesser rune.

- *Rune of Affliction:* This touch-trigger rune blasts the target for 1d6 points + 1 point per runethane level of elemental damage (type chosen by the runethane at creation). A Reflex saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) reduces the damage by half.
- *Rune of Armor:* This is an applied rune. Anyone affected by it gains a +4 armor bonus to Armor Class. This effect lasts for one hour per runethane level.
- *Rune of Conjuring:* When touched, this touch-trigger rune summons a monster from the *conjure energy creature II* list (see *Monte Cook's Arcana Unearthed*), chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the

THE RUNETHANE



Level	Base				Special	Spell Slots per Day							
	Attack Bonus	Fortitude Save	Reflex Save	Will Save		0	1	2	3	4	5	6	7
1	+0	+0	+0	+2	Two lesser runes, erase rune	2	0	—	—	—	—	—	—
2	+1	+0	+0	+3	Lesser rune	2	1	—	—	—	—	—	—
3	+1	+1	+1	+3	Lesser rune, sense rune	2	2	—	—	—	—	—	—
4	+2	+1	+1	+4	Lesser rune	3	2	0	—	—	—	—	—
5	+2	+1	+1	+4	Lesser rune, invested rune	3	2	1	—	—	—	—	—
6	+3	+2	+2	+5	Advanced rune	3	2	2	—	—	—	—	—
7	+3	+2	+2	+5	Advanced rune	3	3	2	0	—	—	—	—
8	+4	+2	+2	+6	Advanced rune	4	3	2	1	—	—	—	—
9	+4	+3	+3	+6	Advanced rune	4	3	2	2	—	—	—	—
10	+5	+3	+3	+7	Advanced rune, password	4	3	3	2	0	—	—	—
11	+5	+3	+3	+7	Greater rune	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8	Greater rune, familiarity with magic	4	4	3	2	2	—	—	—
13	+6/+1	+4	+4	+8	Greater rune	4	4	3	3	2	0	—	—
14	+7/+2	+4	+4	+9	Greater rune	4	4	4	3	2	1	—	—
15	+7/+2	+5	+5	+9	Greater rune, inscribe rune	4	4	4	3	2	2	—	—
16	+8/+3	+5	+5	+10	Rune of power	4	4	4	3	3	2	0	—
17	+8/+3	+5	+5	+10	Rune of power	4	4	4	4	3	2	1	—
18	+9/+4	+6	+6	+11	Rune of power	4	4	4	4	3	2	2	—
19	+9/+4	+6	+6	+11	Rune of power	4	4	4	4	3	3	2	0
20	+10/+5	+6	+6	+12	Ultimate rune	4	4	4	4	4	3	2	1

runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability (see below), he can choose the monster from the *conjure energy creature III* list instead of doubling the duration.

- **Rune of Knowledge:** This is an applied rune. The runethane places this rune on an object or creature and learns something about it. This rune works exactly like *object foresight*. It can be used a number of times per day equal to the runethane's level.
- **Rune of Rest:** This is an applied rune. Anyone affected by it heals at double the rate he normally would. This effect lasts for 24 hours while the subject rests.
- **Rune of Sleep:** This touch-trigger rune causes a target that touches it to make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or fall asleep for 1d4 rounds. The victim must have equal or fewer Hit Dice than the runethane, otherwise the victim merely becomes dazed for 1d4 rounds. This is an enchantment (compulsion) effect.
- **Rune of Warding:** This touch-trigger rune has two different powers. If placed upon an object, it is a trap that forces the victim to drop the object and not touch it again for one day per runethane level, unless the victim succeeds at a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus). If the rune is placed upon a surface, the victim instead refuses to cross over or come within 10 feet of the surface for one day per runethane level, unless successful in the saving throw. This is an enchantment (compulsion) effect as well as a fear effect.

Erase Rune (Sp): Runethanes can attempt to erase runes they encounter. They can always erase their own runes without fail. If the rune was created by another runethane, the character can make a caster power check (DC 10 + creator's level) to erase it. An advanced rune adds +4 to the Difficulty Class, a greater rune adds +6, a rune of power adds +8, and the ultimate rune adds +10. A runethane must know a rune's location to erase it. Erasing a rune you created is a standard action; otherwise, it takes a full minute.

Sense Rune (Su): A 3rd-level and higher runethane can use a caster power check (d20 + level + Intelligence modifier) to sense whether an invisible or otherwise hidden rune lies within 10 feet of him. The Difficulty Class for the check is 11 + the creator's level. It takes a standard action to sense a rune. After a round of sensing, the runethane can tell the direction of the closest unknown rune.

Invested Rune (Su): The 5th-level and higher runethane can create a rune that doubles the duration, damage, or healing of a rune he already knows. Some runes, such as a *rune of communication* or a *rune of knowledge*, gain no benefit from being invested. An invested rune counts double toward the runethane's total number of runes allowable.

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7
1	2	0	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—
5	4	3	1	—	—	—	—	—
6	4	3	2	—	—	—	—	—
7	4	4	3	0	—	—	—	—
8	5	4	3	1	—	—	—	—
9	5	4	3	2	—	—	—	—
10	5	5	4	3	0	—	—	—
11	6	5	4	3	1	—	—	—
12	6	5	4	3	2	—	—	—
13	6	6	5	4	3	0	—	—
14	6	6	5	4	3	1	—	—
15	6	6	5	4	3	2	—	—
16	6	6	6	5	4	3	0	—
17	6	6	6	5	4	3	1	—
18	6	6	6	5	4	3	2	—
19	6	6	6	6	5	4	3	0
20	6	6	6	6	5	4	3	1

Advanced Runes: Each time the runethane gains this ability (at 6th through 10th level), he learns a new advanced rune from the list below. Each advanced rune he creates counts as two runes toward his total (which is equal to his level). It is a full-round action to create an advanced rune.

- **Hand Rune:** This is an enchanted object rune. With this rune the runethane can summon an object from any distance as a standard action. The object teleports to the runethane. The object must weigh no more than the runethane can lift over his head. This is a teleportation effect.
- **Rune of Advanced Conjuring:** When touched, this touch-trigger rune summons a monster from the *conjure energy creature IV* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability, he can choose the monster from the *conjure energy creature V* list instead of doubling the duration.
- **Rune of Augmentation:** This applied rune grants a creature a +2 enhancement bonus on an ability score of the runethane's choosing. The bonus lasts for 10 minutes per runethane level.
- **Rune of Blasting:** If touched, this touch-trigger rune explodes with elemental force (the runethane chooses the

elemental type when placing the rune), inflicting 1d6 points of damage per runethane level (10d6 maximum) to all within 10 feet. A successful Reflex saving throw (DC 10 + half

Creating New Runes

If a DM or player wishes to create a new rune for runethanes, the first step is to decide its type: touch-trigger, applied, or enchanted object. Touch-trigger runes are meant to be set up for use later—a trap or a resource. Applied runes take effect right away, and can affect creatures as well as objects. These are pretty much never offensive, because it takes so long to create a rune it wouldn't be practical, except perhaps against a helpless foe. Applied runes need a set duration, almost always based on the runethane's level. Enchanted object runes give an item an extra power and have a duration of one day per runethane level. All saving throw Difficulty Classes to avoid the effects of a rune are 10 + half the runethane's level + the runethane's Intelligence modifier.

The next step is to decide the rune's level: lesser, advanced, greater, or rune of power. Use the following broad guidelines:

Lesser Runes: Inflict 1d6+1 points of damage per level or duplicate spell effects of 1st or 2nd level. No healing runes.

Advanced Runes: Inflict 1d6 points of damage per level (max. 10d6) or duplicate spell effects of 3rd or 4th level.

Greater Runes: Inflict 1d6 points of damage per level (max. 15d6) or duplicate spell effects of 4th or 5th level.

Runes of Power: Inflict 1d6 points of damage per level (max. 20d6) or duplicate spell effects of 6th or 7th level.

anyone else with one of these runes (created by the same runethane) within one mile.

- **Rune of Enrichment:** This enchanted object rune grants a +1 luck bonus to a weapon, ammunition for a ranged weapon, harness of armor, or a shield. This luck bonus works like an enhancement bonus except that it stacks with enhancement bonuses.
- **Rune of Fear:** This is a touch-trigger rune. Anyone touching it must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or drop what he is holding and flee for 1 round per runethane level. He then acts as though affected by a *rune of warding* for one day per runethane level. This is an enchantment (compulsion) effect as well as a mind-affecting fear effect.
- **Rune of Healing:** This is a touch-trigger rune. Anyone touching it is filled with positive energy that heals 1d6 points of damage + 1 point per runethane level. Undead that touch the

runethane's level + runethane's Intelligence bonus) reduces the damage by half.

- **Rune of Charming:** This is a touch-trigger rune. Anyone touching it must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus). If unsuccessful, the target reacts to the runethane as if his Charisma score had a +10 bonus for one minute per runethane level. If the runethane is not within sight of the creature touching it, there is no effect. This is an enchantment (charm) effect.

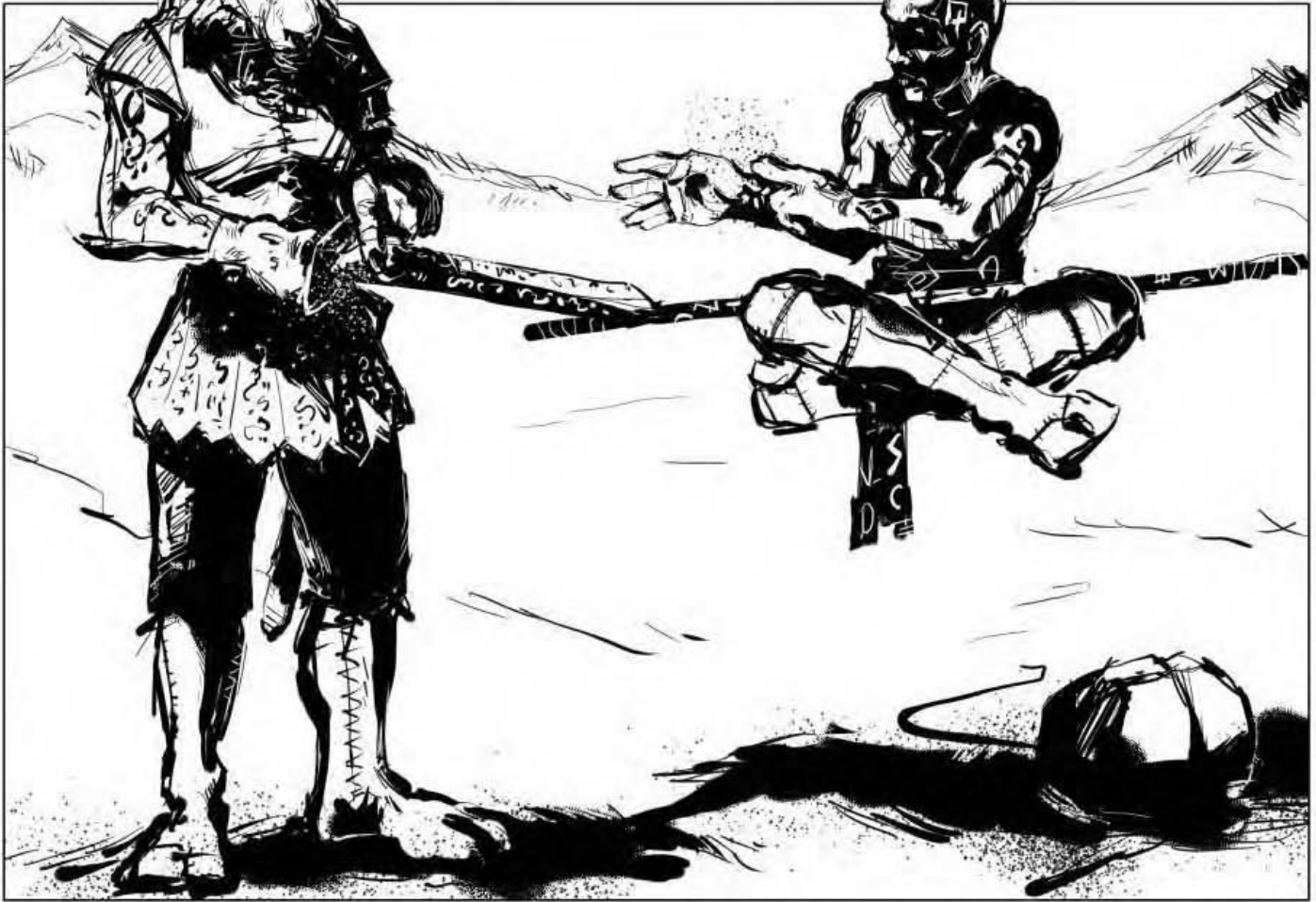
- **Rune of Communication:** This is an enchanted object rune. Two or more of these runes must exist to function. Anyone holding an object with this rune can telepathically communicate with

rune suffer the same amount as damage. A single creature cannot be healed more than once per day by a *rune of healing*.

Password (Su): The 10th-level runethane and beyond develops a special password for his runes. Now, he can touch a touch-trigger rune without triggering it. This means, for example, that a runethane could create a *rune of affliction* on a mace, pick it up safely, then strike a foe and affect the foe with the *rune of affliction* as well as the mace attack. The runethane may choose to have a different password for different runes or allow them all to use the same one. He can give the passwords to others.

Greater Runes: Each time the runethane gains this ability (at 11th through 15th level) he learns a new greater rune from the list below. Each greater rune counts as three runes toward his total (which is equal to his level). It takes one minute to create a greater rune.

- **Elemental Rune:** This enchanted object rune can be placed on either a weapon or armor. An enruned weapon inflicts an additional 1d6 points of elemental damage (of a type determined by the runethane when the rune is placed) each time it strikes. Enruned armor (and the wearer) gains 10 points of elemental resistance (of a type the runethane determines when placing the rune).
- **Rune of Confusion:** This touch-trigger rune affects not only the person touching it but all within 10 feet of that person. Everyone must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or stand dazed, unable to act except to defend themselves, for 1d10 rounds.
- **Rune of Dominion:** This applied rune is placed upon a living humanoid creature. When finished, the creature must make a Will saving throw (DC 10 + half runethane's level + runethane's Intelligence bonus) or become *dominated* (as the spell *lesser dominate*, but you need not know the target's truenname) for one hour per runethane level. This is an enchantment (compulsion) and mind-affecting effect.
- **Rune of Durability:** This enchanted object rune can be made invisible and adds 10 to the hardness of an object.
- **Rune of Greater Conjuring:** When touched, this touch-trigger rune summons a monster from the *conjure energy creature VI* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane's language. If the runethane uses the invested rune ability, he can choose the monster from the *conjure energy creature VII* list instead of doubling the duration.
- **Rune of Resistance:** This is an applied rune. The creature or object it is placed upon gains DR 20/+2 for one minute per runethane level.



- *Rune of Spellcasting:* This applied rune works only on spell-casting creatures. After receiving the rune, the creature casts spells as a caster two levels higher than normal. The effect lasts for 10 minutes per runethane level.
- *Rune of Understanding:* This enchanted object rune allows anyone hearing the words of the object's wielder to understand them as if they were spoken in their native tongue.

Familiarity With Magic (Ex): The 12th-level and higher runethane gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells with attack rolls.

Inscribe Rune (Su): A 15th-level or higher runethane can create a permanent rune. This requires 100 times the normal amount of time to create the rune. In addition, it calls for 1,000 gp worth of valuable inks or materials for a lesser rune, 4,000 gp worth for an

advanced rune, 10,000 gp for a greater rune, 22,000 gp for a rune of power, and 50,000 gp for the ultimate rune. The rune can still be erased, but otherwise it never fades. Thus, a touch-trigger rune triggers every time someone touches it (no more than once per round), and an enchanted object rune never loses its enchantment. Applied runes cannot be inscribed. Inscribed runes still count toward the runethane's rune total.

Runes of Power: Each time the runethane gains this ability (at 16th through 19th level), he learns a new rune of power from the list below. Each rune of power counts as four runes toward his total (which is equal to his level). It takes one minute to create a rune of power.

- *Rune of Cheating Death:* This applied rune, placed upon any living creature, lasts until triggered. When that creature is affected by something (a spell or an attack) that normally would kill it, the rune has a chance of storing the creature's soul. This effect keeps the body in a coma rather than dying,

allowing it to “come back to life” (with no level loss) when it receives magical healing. The chance of success equals double the runethane’s level on a roll of percentile dice.

- *Rune of Devastation:* If touched, this touch-trigger rune explodes with elemental force (the runethane chooses the elemental type when placing the rune), inflicting 1d6 points of damage per runethane level (20d6 maximum) to all within 20 feet. A successful Reflex saving throw (DC 10 + half runethane’s level + runethane’s Intelligence bonus) reduces the damage by half.
- *Rune of Slaying:* This touch-trigger rune inflicts 100 points of damage + 5 points per runethane level on the creature triggering the rune, unless it makes a successful Fortitude saving throw (DC 10 + half runethane’s level + runethane’s Intelligence bonus). Even those who make the save suffer 5d6 points of damage. A *rune of slaying* cannot be made permanent.
- *Rune of Transformation:* This applied rune must be placed upon a willing creature. The creature transforms into a creature found on any *conjure energy creature* list below VII and remains in that form for 1 round per runethane level.
- *Rune of Transport:* When completed this applied rune causes the creature or object it is created upon to vanish instantly (and safely), teleporting to a location the runethane knows (one he has physically visited himself) within 10 miles per runethane level. Unwilling creatures can make a Will saving throw (DC 10 + half runethane’s level + runethane’s Intelligence bonus) to resist the teleport. This is a teleportation effect.
- *Rune of True Conjuring:* When touched, this touch-trigger rune summons a monster from the *conjure energy creature VIII* list, chosen by the runethane. The monster (the actual monster, not an energy construct) attacks the creature that triggered the rune for 1 round per runethane level (or until destroyed). If the runethane triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the runethane’s language. If the runethane uses the invested rune ability, he can choose a monster from the *conjure energy creature IX* list instead of doubling the duration.

Ultimate Rune: The ultimate rune, available to characters of 20th level and above, does not count against the runethane’s total. It takes 10 minutes to create the ultimate rune. This touch-trigger rune, once triggered, can replicate the effects of any spell of 7th level or below, with the same duration, area, range, and so forth. It can also duplicate any rune. The runethane can have only one ultimate rune in existence at a time. The ultimate rune cannot be invested, but it can be inscribed and given a password.

WITCH

“My power lies within me. My soul sings with its own eldritch fire.”

“Witchery” is a term the verrik coined to describe innate magical power that flows within many people—perhaps all people.

Witchery manifests itself in many ways, and it usually takes a great deal of training to learn to utilize it. Those who do are called witchers. They focus not only on witchery, but on spellcasting as well.

One might say the witch is actually six different classes, not a single class. That is because each witch needs to choose the type of witchery he focuses on. The six types are:

- *Iron Witch:* The iron witch calls upon the strength of iron as well as the keen threat of an iron blade. Iron witches often have a gray pallor and glistening hair and eyes.
- *Mind Witch:* One of the most mysterious types of witch, the mind witch uses mental powers to affect the minds of others. Mind witches do not even call the spells they know “spells”—they call them “psionic powers.” And one does not argue semantics with a witch who can change your mind for you.
- *Sea Witch:* The sea witch represents both the lifegiving power of water and the fury of the sea. Sea witches usually have long, flowing hair and wear diaphanous green-blue clothing.
- *Wind Witch:* Like the breath of life, wind carries this witch’s power far and wide. The wind witch can affect speech, sound, and the air around him. Like the sea witch, the wind witch wears billowy clothing and keeps his hair long. However, he usually favors light blue or white clothing.
- *Winter Witch:* With the frigid, numbing powers of ice at his command, the winter witch often acts as aloof as a cold winter day. He is usually pale with white hair.
- *Wood Witch:* Nature, as embodied by the enduring reliability of wood, is the purview of the wood witch. The wood witch usually wears dark green and brown clothing and sometimes even weaves leaves and sprigs carefully into his hair.

Further, a witch may manifest his powers in five different ways:

- *Blade:* The witchery within a character manifests as a weapon—a physical extension of a metaphysical power the witch can use to strike down his enemies.
- *Fire:* Emotion burns deep within the witch and fuels his witchery with destructive energy.
- *Song:* Music holds power, and the witch using this manifestation knows it. He uses song to alter or create: Witchsongs are peaceful, never destructive.
- *Storm:* The witch who can manifest his powers through storm can use them to affect large areas in sweeping, powerful ways. Witchstorms are dangerous and damaging.
- *Word:* Using words of power, the witch commands mighty forces that often affect the mind and will of others.

Adventurers: Witches see every action as a journey of self-discovery. They adventure to prove their own worth and test their mettle. Because witchery is an extension of one's inner self, the witch's need to show his talents and demonstrate his value remains important until he is well-established with a formidable reputation. A witch's need for material components sometimes sends him foraging in dangerous territory, which can lead to confrontations and challenges.

Background: Witches usually grow up in small communities, taught by a single mentor with one-on-one instruction. The life of an apprentice is often grueling, in part to compel the witch to tap into his inner power. The mentor takes on the role of parent and guardian for the apprentice. However, once they have completed the training, the master traditionally sends the witch away, breaking all ties. New witches must spend some time wandering before they find their own homes far from their former communities.

Races: Humans take to witchery almost as readily as the verrik who discovered it. Faen are commonly winter witches or wood witches. Giants rarely look for their inner power, and so only rarely become witches. When they do, they usually choose the winter or wind witch variety. Mojh become sea witches or iron witches. Sibeccai are usually iron or wind witches, while litorians usually favor wood or wind witches. Verrick like all the types of witchery but most often find themselves with mind witch abilities.

View of Magic: A witch's magic is an inner power, as much an innate mental discipline as a technique of drawing upon energy from beyond them. Mind witches, in fact, see all their power as coming

from within, shaped in their powerful, psionic minds. This inner power requires catalysts—gestures, words, and even material ingredients all help them reach into themselves to find the power they need.

Other Classes: Witches find that the discipline needed to be an akashic gives them a special bond with members of that class. They are somewhat distrusting of magisters and runethanes, for their uses of magic are beyond the witch's, but they like mage blades and greenbonds. Some witches look down on those who have no access to magic, such as champions, warmains, and unfettered, but even they recognize the supernatural element within the totem warrior and the oathsworn.

NPCs: The charismatic local who seems to hold everyone around him enthralled may be a witch. The old crone making potions in her isolated shack is a witch. The man leading an army of warriors and supporting them with strange powers and abilities is likely a witch.

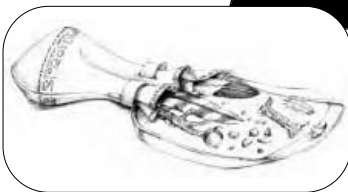
Hit Die: d6

SKILLS

Skill Points at 1st Level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4+ Intelligence bonus

Class Skills: The witch's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see *Monte Cook's Arcana Unearthed*.



THE WITCH

Level	Base	Fortitude	Reflex	Will	Special	Spell Slots per Day							
	Attack Bonus	Save	Save	Save		0	1	2	3	4	5	6	7
1	+0	+0	+0	+2	Witchery	2	0	—	—	—	—	—	—
2	+1	+0	+0	+3	—	2	1	—	—	—	—	—	—
3	+2	+1	+1	+3	—	2	2	—	—	—	—	—	—
4	+3	+1	+1	+4	The Sight	3	2	0	—	—	—	—	—
5	+3	+1	+1	+4	New manifestation	3	2	1	—	—	—	—	—
6	+4	+2	+2	+5	—	3	2	2	—	—	—	—	—
7	+5	+2	+2	+5	Familiarity with magic	3	3	2	0	—	—	—	—
8	+6/+1	+2	+2	+6	—	4	3	2	1	—	—	—	—
9	+6/+1	+3	+3	+6	Witchery spellcasting	4	3	2	2	—	—	—	—
10	+7/+2	+3	+3	+7	New manifestation	4	3	3	2	0	—	—	—
11	+8/+3	+3	+3	+7	—	4	4	3	2	1	—	—	—
12	+9/+4	+4	+4	+8	—	4	4	3	2	2	—	—	—
13	+9/+4	+4	+4	+8	Witchery lord	4	4	3	3	2	0	—	—
14	+10/+5	+4	+4	+9	—	4	4	4	3	2	1	—	—
15	+11/+6/+1	+5	+5	+9	New manifestation	4	4	4	3	2	2	—	—
16	+12/+7/+2	+5	+5	+10	—	4	4	4	3	3	2	0	—
17	+12/+7/+2	+5	+5	+10	—	4	4	4	4	3	2	1	—
18	+13/+8/+3	+6	+6	+11	Witchery mastery	4	4	4	4	3	2	2	—
19	+14/+9/+4	+6	+6	+11	—	4	4	4	4	3	3	2	0
20	+15/+10/+5	+6	+6	+12	New manifestation	4	4	4	4	4	3	2	1

Additional Class Skills:*Iron Witch:* Disable Device (Int) and Open Lock (Dex)*Mind Witch:* Innuendo (Wis) and Intimidate (Cha)*Sea Witch:* Spot (Wis) and Swim (Str)*Wind Witch:* Intuit Direction (Wis) and Listen (Wis)*Winter Witch:* Balance (Dex) and Wilderness Survival (Wis)*Wood Witch:* Climb (Str) and Wilderness Survival (Wis)**CLASS FEATURES**

Weapon and Armor Proficiency: Witches are proficient with all simple weapons, Light armor, and shields.

Spells: Although spellcasting is not their primary focus—witchery is—witches still have access to simple spells. A witch may choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a witch must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a witch's spell is 10 + the spell's level + the witch's Wisdom modifier. Bonus spells for witches are based on Wisdom.

Witches never gain access to 8th- or 9th-level spells.

Witch spells always have somatic, verbal, and material components. Thus, they face spell failure chances when wearing armor. A witch can choose to forgo the components, but his spells become more difficult to cast.

Material Components: A witch must use strange odds and ends to focus the power of magic—material components. These can include bits of a spider's web, handfuls of dust, glass beads, the wing of a bat, and so on. If the witch has his component pouch ("witchbag") with him, assume he has any necessary components when he needs them. If he does not have his witchbag, the witch can attempt to use items around him to produce makeshift material components, assuming the player can convince the DM the material is appropriate. A scoop of dust from a bookshelf might be appropriate for *gentle repose* (sprinkled over the corpse), and a tindertwig might work for a fiery *energy bolt*. Material components are not specific to each spell, but must simply have some logical connection with the effect.

Without material components, double the casting time for all spells. (So, spells with a casting time of one standard action would take a full round to cast.) Should the witch not use verbal and somatic components either, double the casting time again (don't triple it). For example, a spell's casting time of one standard action becomes 2 rounds when a witch uses no components. In this case the entire spellcasting process becomes only a mental action. Spells cast without verbal or somatic components in this way—by witches only—are considered to have the psionic descriptor.

Witchery (Sp): A witch's primary focus is the direct expression of his inner, magical power. This is known as witchery. Witchery abilities depend on the witch's type:

SPELLS READIED AT ONE TIME

Level	0	1	2	3	4	5	6	7
1	2	0	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—
5	4	3	1	—	—	—	—	—
6	4	3	2	—	—	—	—	—
7	4	4	3	0	—	—	—	—
8	5	4	3	1	—	—	—	—
9	5	4	3	2	—	—	—	—
10	5	5	4	3	0	—	—	—
11	6	5	4	3	1	—	—	—
12	6	5	4	3	2	—	—	—
13	6	6	5	4	3	0	—	—
14	6	6	5	4	3	1	—	—
15	6	6	5	4	3	2	—	—
16	6	6	6	5	4	3	0	—
17	6	6	6	5	4	3	1	—
18	6	6	6	5	4	3	2	—
19	6	6	6	6	5	4	3	0
20	6	6	6	6	5	4	3	1

- *Iron Witch:* If attacked by a ranged or melee weapon containing iron, the iron witch gains a +1 luck bonus to Armor Class.
- *Mind Witch:* Mind witches who succumb to mind-influencing effects halve the duration of those effects.
- *Sea Witch:* Sea witches can breathe water up to 10 minutes per level, once per day.
- *Wind Witch:* Wind witches enjoy air resistance 20.
- *Winter Witch:* Winter witches have cold resistance 20.
- *Wood Witch:* If attacked by a ranged or melee weapon containing wood, the wood witch gains a +1 luck bonus to Armor Class.

The witch also gets another witchery ability based on his inner power's manifestation type (which the character chooses at creation). The witch may select an additional witchery manifestation every five levels thereafter (5th, 10th, 15th, 20th). Descriptions of each ability follow:

Armor Song: The iron witch can sing a song that weaves a sheath of magical, weightless armor around himself. He can move freely and suffers no armor check, spell failure, or movement penalties. The armor adds to his Armor Class an armor bonus equal to his Wisdom modifier + an additional enhancement bonus equal to +1 per five witch levels. Singing an armor song is a full-round action, but the armor lasts until dispelled; it does not remain in place when the witch is asleep or unconscious.



Far Voice: The wind witch can send a message in song to anyone known to him within 10 miles per witch level \times his Wisdom bonus. (A witch with no Wisdom bonus should multiply by 1.) The message can be no more than one word per witch level in length. Line of sight is not required. The witch can use this ability a number of times per day equal to his Wisdom bonus (if the witch has no bonus, he can use this ability once per week). This standard action is psionic, mind-affecting, and language-dependent.

Fire Lance: The iron witch summons a lance of any desired size (no more than one size larger than the witch) made of flaming iron. The character is proficient with the weapon, which operates in all ways like a lance, except that it also inflicts 1 point of fire

damage + 1 per two witch levels with each strike. The lance can be used only by the witch that created it. That character can create or dispel it at will, each time requiring a standard action. The lance disappears when out of the witch's grasp.

Fire Shield: The wind witch summons a shield of swirling, churning flame, the same size as he is. The witch is proficient with the shield, which has no weight and inflicts no armor check penalties or spell failure chances. Like any shield of the character's size, it offers a +2 armor bonus to his Armor Class. Creatures that launch a melee attack at the witch suffer 1 point of fire damage per witch level per round from the shield's heat. The shield lasts for 1 round per witch level and can be summoned a number of times per day equal to the witch's Wisdom bonus. (A witch with no bonus can use this ability once per week.) The shield disappears when out of the witch's grasp.

Freezing Word: With a single word, the winter witch freezes two inanimate objects together with a thick coating of ice. One of the objects must be no larger than Medium size. Breaking the bond requires a Strength check (DC 30). Depending on the material of the objects involved, the objects themselves may break first. The icy coating lasts 10 minutes per level. The witch can use this ability to

seal doors, stick weapons in sheaths, and so on. If an object to be affected is in a creature's possession, the creature can make a Fortitude saving throw to resist (DC 10 + half the witch's level + the witch's Wisdom modifier).

The witch can also coat a surface, 10 feet square, with slick ice requiring anyone standing on it or walking across it to make a Balance check (DC 10 + half the witch's level + the witch's Wisdom modifier) or slip and fall. The icy coating lasts 10 minutes per level.

The witch can use this power (either application) a number of times per day equal to twice his Wisdom bonus.

Greenfire: The wood witch launches a blast of pure positive energy from his hand at a single target within 50 feet. When casting, the witch must decide whether the blast will affect living or unliving targets. It cannot affect both. Greenfire inflicts 2d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. If used against undead, all 1s and 2s rolled on the dice count as 3s. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use greenfire once per week. This is a standard action.

Gust: The wind witch can create a *gusting wind* (as the spell) as a standard action once per witch level per day.

Hail of Metal: Once per day as a standard action, the iron witch summons a swirling cloud of jagged metal that can appear anywhere within 100 feet of him, with a diameter of 20 feet. All within the area suffer 1d6 points of damage plus 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an instantaneous effect, and the jagged metal bits left over on the ground fade after 1d4 rounds.

Hailstorm: Once per day the winter witch summons a pounding mass of ice that can appear anywhere within 100 feet of him. The ice appears 50 feet up and falls in a circle with a diameter of 20 feet. All within the area suffer 1d6 points of damage +1 point per witch level although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. Half the damage is cold damage, the other half comes from the impact. The hailstorm lasts for 1 round + 1 round per three witch levels (up to a maximum of 5 rounds).

Ice Blade: The winter witch creates a short sword, longsword, or greatsword out of ice; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that it also inflicts 1 point of cold damage + 1 per two witch levels with each strike. Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Ice Song: As a standard action the winter witch sings a song that can render a single humanoid target (of his own size or one size smaller) frozen still and helpless for 1 round per level. Creatures resistant or immune to cold cannot be affected by this enchantment effect. The victim must be within 50 feet and can make a Will saving

throw to resist (DC 10 + half the witch's level + the witch's Wisdom modifier). The witch can use this ability a number of times per day

Spellcraft vs. Knowledge (Magic)

Knowledge (magic) is a new skill in Monte Cook's Arcana Unearthed dealing with magic items, arcane mysteries, traditions, legends.

Use *Spellcraft* on checks pertaining specifically to spells: identifying them, speculating about their effects, and deciphering them on scrolls. Use *Knowledge (magic)* for all other magical checks: discerning information about a magic item, predicting some magical weather patterns, learning something about a magical creature, determining the location of a magical site, and so on.

reduces the damage by half. The witch can use icefire a number of times per day equal to his Wisdom bonus; witches with no bonus can use icefire once per week. This is a standard action.

Iron Blade: The iron witch creates a short sword, longsword, or greatsword out of iron; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that it also has a +1 enhancement bonus + 1 per five witch levels. Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Lifesong: The wood witch can heal a living creature's wounds. His touch heals 1d8 points + twice the witch's level in damage. He can use lifesong a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week. This full-round action requires the witch to sing.

Liquid Fire: Once per day, the sea witch can spray acid in a 180-degree arc out to 20 feet. The acid inflicts 1d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This instantaneous effect requires a standard action.

Living Blade: The wood witch creates a short sword, longsword, or greatsword out of wood. The witch is proficient with the blade, which operates in all ways like a normal sword except that it inflicts upon nonliving targets additional damage equal to the witch's Wisdom bonus per hit; witches with no bonus gain no benefit from this ability. Only the witch who created it can use the sword. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Mind Blade: The mind witch creates a short sword, longsword, or greatsword out of psionic energy; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that the witch need make only touch attacks when wielding it, and it inflicts 1d6 points of subdual damage + 1 point of subdual damage per witch level (regardless of sword size). Only the witch who created it can use the sword. He can create or dispel

it at will, each requiring a free action. The sword disappears when out of the witch's grasp.

Mind Cloud: Once per day the mind witch summons a swirling cloud of psionic energy that can appear anywhere within 100 feet of him, with a diameter of 30 feet. All within the area must make a Will save (DC 10 + half the witch's level + the witch's Wisdom modifier) or be dazed for 1 round. The cloud lingers for 1 round per witch level.

Mindfire: The mind witch launches a blast of pure psionic energy from his forehead at a target within 50 feet. The mindfire inflicts 2d6 points of damage + 1d6 per two witch levels, half of which is subdual damage. A Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) negates the damage. The witch can use mindfire a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week. Using this psionic, mind-affecting ability is a standard action.

Nature's Warding Word: With a single word, the wood witch gives himself barklike skin, which grants a natural armor bonus to Armor



Class equal to his Wisdom modifier + an additional natural armor bonus equal to +1 per five witch levels. The effect lasts until dispelled, although it does not remain while the witch is asleep or unconscious. Using nature's warding word is a standard action.

Sea Song: If a sea witch sings this 10-minute song once per day, the chance for bad weather or hostile encounters on a sea voyage decreases by half.

Storm of Thorns: As a standard action, the wood witch sprays a blast of tiny thorns from his body in all directions out to 10 feet. All within the area suffer 1d6 points of damage + 1d6 per two witch levels, although a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) reduces the damage by half. This is an instantaneous effect. The witch can use storm of thorns a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week.

Swirling Mist: The sea witch creates an area of *obscuring mist* (as the spell) as a standard action once per witch level per day.

Thought Chord: With a mental song, the mind witch can send a thought message to anyone known to him within one mile per witch level. The message can be no more than one word per witch level in length. Line of sight is not required. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use thought chord once per week. This is a standard, psionic, mind-affecting, language-dependent action.

Water Sword: The sea witch can create a short sword, longsword, or greatsword out of solid water; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword. Once every other day, the witch can choose to touch a nonmagical metal object with the blade, causing the object to rust and become useless. The object must be size Small or smaller. If the object is in a creature's possession, the creature can make a Reflex saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. Only the witch who created the sword can use it. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Water Word: With a word the sea witch can either calm a sphere of water (with a radius equal to his level \times 10 feet) or make an equal area churn and become very rough. Movement rates through the rough waters—even by the most expert swimmers—are cut in half, and non-water breathers in the area must make a Swim check (DC 15) or begin to drown. The effect on the water lasts for 1 minute per level. This is a standard action.

Wind Blade: The wind witch can create a short sword, longsword, or greatsword out of wind; it appears in his hand. The witch is proficient with the blade, which operates in all ways like a normal sword except that the winds comprising it turn away incoming attacks. While the witch wields the blade, he gains a +1 deflection bonus to Armor Class +1 per four witch levels. Only the witch who created the sword can use it. He can create or dispel it at will, each requiring a standard action. The sword disappears when out of the witch's grasp.

Windspeech: The wind witch conjures a whispering breeze that translates the words one creature is saying to all within 25 feet. The subject of this ability can be the witch. The breeze lasts for 1 round per witch level. The subject can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. The witch can use windspeech a number of times per day equal to twice his Wisdom bonus; witches with no bonus can use this ability once per week. This is a standard action.

Word of Command: With a single word, the mind witch creates a mind-affecting enchantment effect that can compel a creature to "flee" (directly away from the witch at full speed), "drop" (whatever it is holding), or "sleep" for 1 round. The creature can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use word of command once per week. This is a standard action.

Word of Repair: With a single word, the iron witch can mend a torn cloak, a shattered mug, or a broken sword.

Pieces of ceramic or wooden objects can be invisibly rejoined as strong as new. A hole in a leather sack or wineskin completely heals over by mending. The object must weigh no more than 30 lbs./caster level in its finished form.

If an object is damaged, this spell restores 1d8 of its lost hit points per two witch levels (maximum 10d8). Damaged (rather than destroyed) objects have no size limit. A hole in a wall can be mended, for example. This ability can repair a magic item, but the item's magical abilities are not restored. The witch can use this ability a number of times per day equal to his Wisdom bonus; witches with no bonus can use word of repair once per week. This is a standard action.

When used to mend a destroyed or damaged object, the item repaired takes on an ironlike appearance (but not ironlike qualities).

The Sight (Su): At 4th level all witches gain the Sight, which is the ability to see personal auras. They can determine the class and level (if any) of a creature they observe for at least one minute.

Witching Sites and Times

For a witch, certain places resonate with power more than others. Like the material components they need to cast their spells, these locations hold special keys to a witch's inner power. The sites may seem random, but witches can sense them with the Sight (see Class Features) and many are well cataloged. Most such places are very remote and difficult to reach. In a witching site, characters use their witchery powers to cast their spells at one level higher than their actual level. Level-dependent witchery abilities gain +1 level as well.

Certain times of day on special days are also important to witches, in much the same way that witching sites hold power. These various times and days are known to witches, and they utilize them whenever possible. At witching times, the Difficulty Class to resist a witch's spells or abilities increases by +1, but usually only for a few minutes.

DMs should establish witching sites and times for their campaigns. Witch characters should know of at least a few of them, although knowing more than that requires a Knowledge (magic) check (DC 15 or higher).

Creatures that are disguised or attempting to avoid the witch's Sight can make a Will saving throw (DC 10 + half the witch's level + the witch's Wisdom modifier) to negate the effect.

Familiarity With Magic (Ex): The 7th-level and higher witch gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Witchery Spellcasting (Su): Starting at 9th level, the character's witchery talents begin to affect even his spellcasting. All a witch's spells begin to take on traits—and benefits—specific to each witch type:

Iron Witch: The iron witch gains access to any spell with the earth descriptor. Where appropriate, things he creates (like magic walls) gain a +2 bonus to hardness, and their damaging effects inflict an additional +1d6 points of slashing or piercing damage.

The iron witch glints with a gray metallic sheen for a moment whenever he casts a spell.

Mind Witch: The mind witch gains access to any spell with the psionic descriptor and enjoys use of the psionic spell template (see *Monte Cook's Arcana Unearthed*).

Whenever a mind witch casts a spell, just for a moment all thinking beings within 50 feet feel an odd sensation in their mind, like a suddenly recalled but fleeting memory.

Sea Witch: The sea witch gains access to any spell with the water descriptor and enjoys use of the water spell template (see *Monte Cook's Arcana Unearthed*). Whenever the sea witch casts a spell, the smell of salt and brine fills the air around him.

Winter Witch: The winter witch gains access to any spell with the cold descriptor and enjoys use of the cold spell template (see *Monte Cook's Arcana Unearthed*). A chill breeze blows whenever he casts a spell.

Wind Witch: The wind witch gains access to any spell with the air descriptor and enjoys use of the air spell template (see *Monte Cook's Arcana Unearthed*). Whenever a wind witch casts a spell, a light breeze blows around him.

Wood Witch: The wood witch gains access to any spell with the plant descriptor and casts them at +2 caster levels. A heady smell of wood fills the air whenever a wood witch casts a spell.

Witchery Lord: At 13th level, the witch gains a new power:

Iron Witch (Su): Iron witches gain a +1 natural armor bonus to Armor Class as their flesh grows hard as iron.

Mind Witch (Su): Mind witches gain a +2 luck bonus to saving throws against mind-influencing affects as they erect a continual mental shield.

Sea Witch (Su): Sea witches gain water resistance 20.

Wind Witch (Sp): Wind witches can use the spell *flight* (self-only) once per day using their witch level as the caster level.

Winter Witch (Su): Winter witches gain a +10 circumstance bonus to Charisma-based checks when dealing with creatures of the cold subtype.

Wood Witch (Su): Wood witches gain a +1 natural armor bonus to Armor Class from a barklike hardening of their skin.

Further, one of the witchery lord's witchery powers inflicts 50 percent more damage (or heals 50 percent more, or provides a 50 percent greater Armor Class bonus), lasts twice as long, or can be used twice as often—whichever the witch chooses upon gaining 13th level. Once he makes his choice, the witch cannot change the option he selects or the power he decides to affect. Witchery powers that cannot be affected by these enhancements (such as sea song) cannot be enhanced by this ability.

Witchery Mastery: At 18th level, the witch can enhance another of his witchery powers, as described for witchery lord.

MULTICLASS NOTES

If a character has two spellcasting classes, add the spell slot and spells readied at one time totals together. If the two different classes use different key ability scores for their spellcasting, the player should simply choose which of the abilities to use (once made, the choice can't be altered). If one class is magister, and thus has access to complex spells, the character has access to those complex spells only at the spell levels appropriate to her magister levels. For example, a 5th-level magister/9th-level greenbond can cast spells as high as 4th level, but only 1st- through 3rd-level spells (available to a 5th-level magister) can be complex spells. If the two classes have different requirements, such as the witch's need for material components and the magister's use of a staff, the multiclass character needs both. A multiclass mage blade/magister needs to be holding both athame and staff in hand to cast spells normally (which can be quite restrictive).

Multiclass spellcasters add their spellcasting class levels together to determine caster level.

Restrictions: A single character cannot take levels in multiple types of witch. For example, a character cannot be both an iron witch and a winter witch.

New Skill: Sneak

Dexterity, Armor Check Penalty

Characters use the Sneak skill to tread softly and move silently. The character's Sneak check is opposed by the Listen check of anyone who might hear him. He can move up to one-half his normal speed at no penalty. At more than one-half, and up to the character's full speed, he suffers a –5 penalty to Sneak. It's practically impossible (–20 penalty) to sneak around while running or charging.

Hiding: Characters can also use Sneak to hide. A character's Sneak check is opposed by the Spot check of anyone who might see him. The character can move up to one-half normal speed and hide at no penalty. At more than one-half, and up to his full speed, he suffers a –5 penalty. It's practically impossible (–20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses or penalties to Sneak checks made to hide as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

If people are observing the character, even casually, he can't hide. The character can run around a corner to get out of sight and then hide, but the onlookers know at least where he went. However, if the onlookers are momentarily distracted (as by a Bluff check; see below), the character can attempt to hide. While the onlookers turn their attention from the character, he can attempt a Sneak check if he can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank he has in Sneak.) However, the character makes this check at –10 because he has to move fast.

Characters trying to move silently and hide at the same time make only one Sneak check, which is opposed by either Spot or Listen.

The character can use Bluff to help him hide. A successful Bluff check can create the momentary diversion he needs to attempt a Sneak check to hide while people are aware of his presence.

Feats and Talents

Feats and talents are special abilities a character has that help her in battle, when she uses magic, or when she attempts to perform other tasks.

Feats represent a character's special abilities or training, like being able to make lightning-fast attacks, cast spells that most people don't know, follow and identify tracks, or even create her own magic items. *Feats* are abilities a character develops on her own or gains in special ceremonies, while *talents* are traits she is born with.

GAINING FEATS

All characters start out with a feat at 1st level. This feat can be a regular feat (general or item creation) or it can be a talent. Talents are feats a character can choose only at 1st level. In addition, most characters also get a free ceremonial feat as part of the ritual in which they receive their truename.

Those who do not have such a ceremony are the Unbound (see page 40). They get a talent instead.

A normal 1st-level character (with a truename) gets the following:

1. One ceremonial feat and
2. One regular feat or a talent

An Unbound 1st-level character receives the following:

1. One regular feat or a talent and
2. One talent

Human characters get another feat at 1st level as a racial bonus. However, no character may start the game with more than one ceremonial feat. Only Unbound characters can start with more than one talent. Thus, the human bonus feat normally must be a regular feat.

A normal 1st-level human character (with a truename) gets the following:

1. One ceremonial feat and
2. One regular feat or a talent and
3. One regular feat

An Unbound 1st-level human character receives the following:

1. One regular feat or a talent and
2. One talent and
3. One regular feat

All characters gain feats at 3rd level and every third level afterward (at 6th, 9th, 12th, and so on). Some classes earn bonus feats. These bonus feats can be chosen from a smaller subset of feats listed in the class description in Chapter Two.

PREREQUISITES

Some feats have prerequisites. A character must have the listed prerequisite ability score, feat, skill, or base attack bonus in order to

select or use that feat. Characters can gain a feat at the same level at which they gain the prerequisite.

A character can't use a feat if she has lost a prerequisite.

EXCHANGING FEATS

At 10th and 20th level, a character can perform a special ceremony that takes a full day and costs 1,000 gp in materials. At that time, she can switch any feat she has with another feat. If the new feat is a ceremonial feat, she must still perform the ceremony for that feat. This exchange ceremony, available only twice in a character's career, allows her to discard feats that have proven useless, obsolete, or unwanted.

FEAT CATEGORIES

Feats come in a variety of types. Each type designates who can take it, when characters can take it, or other special aspects of the feat.

GENERAL FEATS

General feats are the most basic sort of feats. Anyone can take a general feat she qualifies for when the time comes to select a new feat.

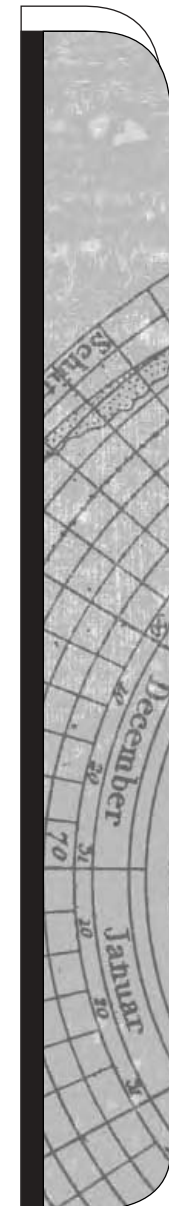
TALENTS

Talents are special feats a character can take only at 1st level. They represent not training, but inborn gifts. Since most people have only one talent (Unbound characters could have two), they can really help to distinguish a character right from the outset.

CEREMONIAL FEATS

A *ceremonial feat* is one a character gains as the direct result of participating in a ritual of power. Most characters get a ceremonial feat for free at 1st level as part of their naming ceremony, a ritual usually held during a character's adolescence. At this ceremony the character learns her truename in a vision. Only characters with truenames can take ceremonial feats (except in the case of bonus feats; see class ability descriptions in Chapter Two).

A character's *truename* is the name of her soul. Because it is the key to the lock of her innermost self, most people keep their truenames a secret from all but their closest comrades. Enemy spellcasters can use a character's truename against her by casting spells against her. Friendly spellcasters can use them to cast beneficial spells more effectively. In fact, sometimes, without a truename, a spell cannot be cast at all. For more about truenames, see *Monte Cook's Arcana Unearthed*.



NEW FEATS BY CATEGORY

Feat Name	Category	Prerequisites
<i>Aid Spellcasting</i>	General	Ability to cast spells, Intelligence 15+, Charisma 15+
<i>Compensate for Size</i>	General	Dexterity 13+
<i>Complex Spell</i>	General	Spellcaster level 1st+, Intelligence 11+, Spellcraft (4 ranks)
<i>Conjure Mastery</i>	General	Spellcaster level 7th+, Charisma 17+
<i>Exotic Spell</i>	General	Spellcaster level 1st+
<i>Flyby Attack</i>	General	Fly speed
<i>Modify Spell</i>	General	Spellcaster level 1st+
<i>Sturdy</i>	General	—
<i>Attune to Magic Item</i>	Ceremonial	Wisdom 13+, truename
<i>Battle Mage</i>	Ceremonial	Truename
<i>Blessed Mage</i>	Ceremonial	Truename
<i>Blood as Power</i>	Ceremonial	Spellcaster level 1st+, Wisdom 17+, truename
<i>Brandish Magical Might</i>	Ceremonial	Spellcaster level 3rd+, truename, and either: Charisma 17+, Intelligence 17+, or Wisdom 17+
<i>Corrupt Mage</i>	Ceremonial	Truename
<i>Creator Mage</i>	Ceremonial	Spellcaster level 9th+, Intelligence 17+, truename
<i>Eldritch Training</i>	Ceremonial	Intelligence 15+, truename
<i>Elemental Mage</i>	Ceremonial	Truename
<i>Energy Mage</i>	Ceremonial	Truename
<i>Hunter Mage</i>	Ceremonial	Truename
<i>Mirror Sight</i>	Ceremonial	Spellcaster level 1st+, Charisma 19+, truename
<i>Peaceful Mage</i>	Ceremonial	Wisdom 13+, truename
<i>Power of the Name</i>	Ceremonial	Intelligence 17+
<i>Priest</i>	Ceremonial	Wisdom 11+, Knowledge (religion), truename
<i>Psion</i>	Ceremonial	Intelligence 15+, truename
<i>Quicken Spell</i>	Ceremonial	Spellcaster level 10th+, Intelligence 15+, truename
<i>Resistant Spell</i>	Ceremonial	Spellcaster level 7th+, Intelligence 17+, truename
<i>Sanctum</i>	Ceremonial	Truename
<i>Sense the Unseen</i>	Ceremonial	Truename
<i>Skill Application</i>	Ceremonial	Truename
<i>Skill Mastery</i>	Ceremonial	Character level 6th+, truename
<i>Slippery Mind</i>	Ceremonial	Truename
<i>Tattooed Spell</i>	Ceremonial	Truename
<i>Title</i>	Ceremonial	Character level 9th+, truename
<i>Unraveling Mage</i>	Ceremonial	Spellcaster level 10th+, Intelligence 17+, truename
<i>Wild Mage</i>	Ceremonial	Truename
<i>Craft Charged Item</i>	Item Creation	Spellcaster level 5th+
<i>Craft Constant Item</i>	Item Creation	Spellcaster level 12th+
<i>Craft Magic Arms and Armor</i>	Item Creation	Spellcaster level 5th+
<i>Craft Single-Use Item</i>	Item Creation	Spellcaster level 3rd+
<i>Craft Spell-Completion Item</i>	Item Creation	Spellcaster level 1st+
<i>Affinity With Skill</i>	Talent	Character level 1st only
<i>Eidetic Memory</i>	Talent	Character level 1st only
<i>Sensitive</i>	Talent	Character level 1st only
<i>Signature Spell</i>	Talent	Character level 1st (spellcaster) only
<i>Spell Affinity</i>	Talent	Character level 1st (spellcaster) only
<i>Spell Artist</i>	Talent	Character level 1st (spellcaster) only
<i>Unique Spell</i>	Talent	Character level 1st (spellcaster) only
<i>The Voice</i>	Talent	Character level 1st only
<i>Wealthy</i>	Talent	Character level 1st only



SW
02

A character can choose a ceremonial feat whenever she gains a new feat and meets all its prerequisites. However, gaining a ceremonial feat also carries associated costs in money and time.

Ceremonial feats involve a daylong ritual that takes one week to prepare. Necessary supplies and ingredients cost a character 100 gp per level. None of these costs apply to the ceremonial feat gained at 1st level—that ritual took place before the character entered play.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. All ceremonial feats are supernatural abilities.

UNBOUND CHARACTERS

Also known as the unnamed, *Unbound* characters do not go through the naming ceremony and do not have truenames. This quality carries with it some inherent benefits: for instance, it makes a character immune to certain dangerous spells. However, it also has its inherent drawbacks: It makes a character immune to some beneficial spells—including *raise the dead*, but not including *revivification*. Unbound

characters do not get the free ceremonial feat at 1st level. They instead gain a talent. Because they could choose a talent as their normal 1st-level feat, only Unbound characters can have two talents.

Unbound characters can take no ceremonial feats as they gain levels, because ceremonial feats require truenames.

Miscellaneous Item Creation Modifiers

An item with a spell effect that has been modified with the Modify Spell feat: × 1.2

An item with a spell effect and the additional effect of a spell template: × 1.2 + the cost of any material components needed.

An item with a diminished spell effect: Figure price as if the spell were one level lower.

An item with a heightened spell effect: Figure price as if the spell were one level higher.

An item that can only be used by certain characters (limited by race, class, etc.): No modifier

An item with a spell effect not as good as the normal spell, such as a touch spell that only works on the item wearer, or an area spell that only targets one creature: × .75 to × .5 (up to the DM)

See Chapter Eight: Magic Items in the DMG for more pricing guidelines.

item—wand, potion, etc.—each item creation feat has certain features in common.

XP Cost: The spellcaster expends some of her power and energy when making a magic item. The XP Cost equals 1/25 the cost of the item in gold pieces. A character cannot spend so many experience points that she loses a level. However, on gaining enough experience points to achieve a new level, she can immediately expend them to create an item rather than keeping them to advance a level.

Raw Materials Cost: Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the item's price (see below).

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. Characters generally have access to what they need unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Price: Item creation feats allow you to create items that directly reproduce spell effects. An item's power depends on its caster's level—a spell from one of these items has the same power it would have if cast by a spellcaster of equal level. The price of a magic item (and thus the XP Cost and the cost of the raw materials) depends on the caster level of the character who created it. The caster level must be high enough for the spellcaster creating the item to cast the spell at that level. To find the final price in each case, multiply the spell level by the caster level, then by the magic item creation modifier in the spell description. (If the spell level is 0, multiply by 1/2). Finally, multiply the result by a constant:

Spell Completion Items: Base price = (spell level × caster level × magic item creation modifier) × 25 gp.

Single-Use Items: Base price = (spell level × caster level × magic item creation modifier) × 50 gp.

Charged Items: Base price = (spell level × caster level × magic item creation modifier) × 750 gp.

Constant Items: Base price = (spell level × caster level × magic item creation modifier) × 2,000 gp.

Finally, figure into the item's price the cost of any material components mentioned in the spell description.

FEAT DESCRIPTIONS

This chapter presents 49 new feats for you to choose from. Details are provided in the feat descriptions.

FEAT FORMAT

Below is the format for feat descriptions that this chapter uses:

FEAT NAME (TYPE OF FEAT)

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do, in game terms.

Normal: What a character who does not have this feat is limited to or restricted from doing. If lacking the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat, if any.

THE FEATS

The following feats are available to all characters who qualify. Many of them work with the various actions and attacks or the spell templates described in *Monte Cook's Arcana Unearthed*.

AFFINITY WITH SKILL (TALENT)

You have an innate talent with a particular skill.

Prerequisite: Character level 1st only

Benefit: The character gains a +4 inherent bonus to a chosen skill.

AID SPELLCASTING (GENERAL)

You add your knowledge and power to the casting of an ally's spell.

Prerequisites: Ability to cast spells, Intelligence 15+, Charisma 15+

Benefit: As a standard action, similar to aid another, the character makes a Concentration check to help another spellcaster cast a spell. If she exceeds a Difficulty Class of 10 + the level of the spell being cast, she adds +1 to either the spell's Difficulty Class or to its caster level (character's choice). Additional casters with this feat can also make attempts to add to the spell, but the most that can be added to the Difficulty Class or the caster level is the level of the spell being cast.

ATTUNE TO MAGIC ITEM (CEREMONIAL)

After a ceremony held with you and at least three other spellcasters in a closed area filled with herbal smoke, you gain the ability to understand the powers of magic items you study.

Prerequisites: Wisdom 13+, truename

Benefit: After studying a magic item carefully for one minute, the character makes a caster power check with a Difficulty Class of 11 + the item's caster level. If successful, she learns one random function of a magic item, as well as how to activate it. Instead of taking a minute, she can attempt to attune as a full-round action, but the Difficulty Class increases by +10. A character cannot learn multiple functions with this ability—she must use *object foresight* or *analyze* to do so. Once one has tried to attune with an item, whether successful or not, she cannot try again with the same item. There is no limit to how many items a character can attempt to attune with.

BATTLE MAGE (CEREMONIAL)

After a ceremony involving you and at least six warriors, you gain special benefits with war magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the war template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, she gains a +2 competence bonus on all Concentration checks made to cast a spell defensively.

BLESSED MAGE (CEREMONIAL)

After a ritual involving a daylong invocation to angelic spirits, you gain special benefits with blessed magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the blessed template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, she casts any spell that cures hit point damage at +1 caster level.

BLOOD AS POWER (CEREMONIAL)

As the result of a ceremony involving you and at least six other spellcasters, you can use your own blood to power your spells.

Prerequisites: Spellcaster level 1st+, Wisdom 17+, truename

Benefit: A character with this feat can cut herself as a somatic component added to a spell. After dealing herself 6 points of damage per spell level (3 points for 0-level spells), she can cast a spell she knows without losing the spell slot. Characters can use this feat only three times per day.



BRANDISH MAGICAL MIGHT (CEREMONIAL)

After a ceremony held with you and at least six other spellcasters, you can use your magical power in new ways.

Prerequisite: Spellcaster level 3rd+, truename, one of the following: Charisma 17+, Intelligence 17+, or Wisdom 17+

Benefit: A character may use her knowledge of magic and the power inherent within her to accomplish tasks with a caster power check, such as force open a *sealed door* (see the spell description in *Monte Cook's Arcana Unearthed*) or counter a spell.

To counter a spell, the character must ready an action. When someone else casts a spell within sight, the character makes an opposed caster power check. If she succeeds, she counters the spell, ruining it, and the countered caster loses the spell slot. If the character fails the power check, resolve the spell normally. A character cannot counter a complex spell of a level at which she only has access to simple spells. She cannot counter an exotic spell unless she knows the same exotic spell. (A Spellcraft check [DC 15 + spell level] allows her to identify the spell ahead of time to see if she should try to counter or not.) Countering a spell does not cost the character any spell slots of her own.

To try to overcome a creature's spell resistance, the character makes a caster power check rather than the normal caster level check. (In a caster power check, a character gets to add her spell-casting ability score modifier to the roll, as well as her level.)

COMPENSATE FOR SIZE (GENERAL)

You leap up and around when fighting a larger foe, compensating for your small size.

Prerequisite: Dexterity 13+

Benefit: The character leaps about when fighting a creature one size (or more) larger than she is, granting her an additional +1 dodge bonus to Armor Class and a +1 competence bonus to melee attack rolls per size category difference. To use this feat, the character must wear either Light armor or no armor.

COMPLEX SPELL (GENERAL)

Because of your extensive magical training, you can cast some complex spells.

Prerequisites: Spellcaster level 1st+, Intelligence 11+, Spellcraft (4 ranks)

Benefit: The character has access to the complex spells of a given level and may choose from them when she gets an opportunity to learn new spells. She chooses the spell level upon taking this feat.

Special: A character can take this feat multiple times. Each time, she chooses a new spell level.

CONJURE MASTERY (GENERAL)

You learn how to get more powerful creatures when you cast summoning spells.

Prerequisites: Spellcaster level 7th+, Charisma 17+

Benefit: Creatures the character summons are above average physically. They have a +2 bonus to Strength, Constitution, and Dexterity.

CORRUPT MAGE (CEREMONIAL)

After a ritual involving a daylong invocation to evil spirits, you gain special abilities with negative energy spells.

Prerequisite: Truename

Benefit: A character with this feat may apply the corrupted template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, if normally she can access only simple spells of a given level, she may treat any complex spell of that level with the negative energy descriptor as a simple spell. If she normally can access complex spells of a given level, she may treat any exotic spell of that level with the negative energy descriptor as a complex spell.

CRAFT CHARGED ITEM (ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items that contain charges, such as wands.

Prerequisite: Spellcaster level 5th+

Benefit: A character with this feat can create any item that stores a spell that the item's owner can use a set number of times, as long as she meets the item's prerequisites—usually, as long as the item is based on any spell she can cast. Charged items are usually spell-trigger items, like wands (spell-trigger items can be used only by someone who normally can access the stored spell). Crafting a charged item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To craft a charged item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half its base price.

To determine the base price of a charged item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any (see *Monte Cook's Arcana Unearthed*). Multiply the result by 750 gp, unless the item is not a spell-trigger item (such as a *ring of three wishes*), in which case you should multiply the result by 850 gp.

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item's base price.

A standard, newly created charged item contains 50 charges.

CRAFT CONSTANT ITEM (ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items like rings.

Prerequisite: Spellcaster level 12th+

Benefit: As long as she meets the item's prerequisites (usually that the item is based on a spell she can cast), a character with this feat can create any magic item of the following types:

- One whose powers are constant (like a *ring of protection +1*);
- One whose powers last until “turned off” (like a *ring of invisibility*); or
- One whose powers can be accessed at will, with no limits based on uses per day or charges (like a pair of shoes that allows free use of the *teleport* spell).
- One whose powers can be accessed a certain number of times per day (like a sword that allows the wearer to cast *battle healing* on himself once per day).

Crafting a constant item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character’s own level. To craft a constant item, she must spend 1/25 of its base price as an XP Cost and use up raw materials costing half of its base price.

To determine the base price of a constant item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell’s description, if any (see *Monte Cook’s Arcana Unearthed*). Multiply the result by 2,000 gp, unless the item is limited by uses per day, in which case multiply by the following instead:

Uses Per Day	Cost
5+	2,000 gp
4	1,600 gp
3	1,200 gp
2	800 gp
1	400 gp

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item’s base price.

A character with this feat also can mend a broken constant item, if it is one that she could make. Mending costs half the item’s XP Cost, uses half its raw materials, and requires half the time it would take to craft the item in the first place.

CRAFT MAGIC ARMS AND ARMOR

(ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical weapons and armor.

Prerequisite: Spellcaster level 5th+

Benefit: A character with this feat can create any magic weapon, armor, or shield whose prerequisites she meets. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp of the price of its magical features. To enhance a weapon, harness of armor, or shield, the character must spend 1/25 of its features’ total price as an XP Cost and use up raw materials costing half of this total price.

Creators use this feat to grant enhancement bonuses to weapons, shields, and armor. Weapon enhancement bonuses add to attack and damage rolls, while shield and armor enhancement bonuses add to Armor Class. The character can also add special abilities to a weapon, shield, or harness of armor, most of which have a “bonus equivalent” for determining price. For example, the keen special ability has an equivalent of +1 bonus. To give a weapon, shield, or armor harness a special ability, the weapon must also have at least a +1 enhancement bonus.

To create a magic weapon, shield, or armor harness, the creator’s caster level must be at least three times the enhancement bonus given to the item. Thus, to create a +3 longsword, the creator’s caster level must be at least 9th. This is true of special abilities with bonus equivalents as well. Thus, if a shield is to be given the *cold resistance* special ability, which is the equivalent of a +3 bonus (which must be given to a weapon with at least a +1 enhancement bonus, for a total bonus of +4), the creator must be at least 12th level.

The character can also mend a broken magic weapon, suit of armor, or shield, if it is one that she could make. Mending costs half the item’s XP Cost, uses half its raw materials, and requires half the time it would take to enhance the item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item the character provides. (Its cost is not included in the above cost.)

CRAFT SINGLE-USE ITEM (ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items like potions.

Prerequisite: Spellcaster level 3rd+

Benefit: A character with this feat can create a magic item that has a single use—such as a potion, a pinch of magical powder, or a glass ball meant to release a spell when it shatters—based on any spell she can cast. Creating the item takes one day. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character’s own level. To create the single-use item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half this base price.

To determine the base price of a single-use item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell’s description, if any. Multiply the result by 50 gp.

Any item that stores a spell with a costly material component or an XP Cost also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item the character must expend the material component or pay the experience points.

Single-use items can be used by any character, but they always require some physical action, such as drinking a potion, breaking a seal, or rubbing on a salve. Performing the action provokes an attack of opportunity. When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the

person drinking the potion, and so on) but if she wishes, and is willing to double the cost involved, she can leave some of these up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast *distraction* on anyone he wishes within range).

CRAFT SPELL-COMPLETION ITEM

(ITEM CREATION)

With the right materials, prerequisites, time, and money, you can make magical items like scrolls.

Prerequisite: Spellcaster level 1st+

Benefit: A character with this feat can create a spell-completion item (like a scroll) based on any spell she can cast. Spell-completion items are those that require the user to be able to cast the spell they store. In effect, the stored spell is mostly cast already—the user simply finishes it. Creating the item takes one day for each 1,000 gp of its base price. When the character creates the item, she sets its caster level. The caster level must be sufficient for her to cast the spell in question and no higher than the character's own level. To create the spell-completion item, she must spend 1/25 of this base price as an XP Cost and use up raw materials costing half of this base price.

To determine the base price of a spell-completion item, multiply the caster level by the spell level, then by the magic item creation modifier listed in the spell's description, if any. Multiply the result by 25 gp.

Any spell completion item that stores a spell with a costly material component or an XP Cost also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item the character must expend the material component or pay the experience points.

CREATOR MAGE (CEREMONIAL)

Once you complete a ceremony involving you and at least one other spellcaster, you can make your spells permanent or programmed.

Prerequisite: Spellcaster level 9th+, Intelligence 17+, truename

Benefit: A character with this feat may apply the permanent or the programmed template to her spells as described in *Monte Cook's Arcana Unearthed*.

EIDETIC MEMORY (TALENT)

You have a near perfect memory.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 bonus to all Knowledge skills, and a +4 bonus to Intelligence checks to remember past events. She also proves immune to magical attempts to modify her memory (such as with the spell *modify memory*).

ELDRITCH TRAINING (CEREMONIAL)

Once you have completed a week of study in a well-stocked magical library and participated in a ceremony involving at least four other

spellcasters, all of at least 9th level, you possess special arcane aptitude with magic.

Prerequisite: Intelligence 15+, truename

Benefit: A character with this feat may apply the eldritch template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, she gains a +1 competence bonus to all Spellcraft and Knowledge (magic) checks.

ELEMENTAL MAGE (CEREMONIAL)

Once you complete a ceremony involving a large amount of the element in question, you can expound upon spells of that elemental type.

Prerequisite: Truename

Benefit: A character may choose one of the four elemental spell templates (air, earth, fire, or water) and apply it to her spells as described in *Monte Cook's Arcana Unearthed*. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the appropriate elemental descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the appropriate elemental descriptor.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different elemental spell template.

ENERGY MAGE (CEREMONIAL)

As the result of a ceremony involving you and at least four other spellcasters, you gain an affinity with spells of a particular energy type.

Prerequisite: Truename

Benefit: The character may choose one of the five energy spell templates (acid, cold, electricity, fire, or sonic) and apply it to her spells as described. Further, if she normally has access to only simple spells of a given level, she may treat any complex spell of that level that has the appropriate energy descriptor (acid, cold, electricity, fire, or sonic) as a simple spell. If she normally has access to complex spells of a given level, she may treat any exotic spell of that level that has the appropriate elemental descriptor (acid, cold, electricity, fire, or sonic) as a complex spell.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different energy spell template.

EXOTIC SPELL (GENERAL)

Because of your special magical training, you can cast a single exotic spell of your choosing.

Prerequisite: Spellcaster level 1st+

Benefit: The character may choose any exotic spell and add it to her list of known spells. (See *Monte Cook's Arcana Unearthed*.)

Special: A character can take this feat multiple times. Each time, she chooses a new spell.

FLYBY ATTACK (GENERAL)

You can make attacks while moving through the air.

Prerequisite: Fly speed

Benefit: When flying, the character can take a move action (including a dive) and another partial action at any point during the move. The character cannot take a second move action during a round when she makes a flyby attack.

Normal: Without this feat, a character takes a standard action either before or after her move.

HUNTER MAGE (CEREMONIAL)

Once finished with a ceremony involving at least two other spellcasters and two warriors, you can inflict more damage with the spells you cast upon a chosen enemy.

Prerequisite: Truename

Benefit: A character with this feat may apply the enemy bane template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, she gains a +2 competence bonus to all Wilderness Survival checks made when tracking the chosen enemy and a +1 damage bonus when fighting that foe in physical combat.

Special: A character can take this feat multiple times, for a number of bane creature types. Choose creature types from this list:

- Aberrations
- Constructs
- Elementals
- Giants
- Monstrous humanoids
- Outsiders
- Undead
- Humanoids (choose subtype)
- Animals
- Dragons
- Fey
- Magical beasts
- Oozes
- Plants
- Vermin

MIRROR SIGHT (CEREMONIAL)

After a ceremony involving you and at least five other spellcasters, held in a room full of mirrors, you can look through a mirror for a special sort of scrying.

Prerequisites: Spellcaster level 1st+, Charisma 19+, truename

Benefit: Once per day the character can look into a mirror and see through it to view a reflection in another mirror. She can choose to see one of three types of reflection:

- The current reflection in another mirror she is familiar with.
- The reflection of a person she knows well, assuming that person is near a mirror.
- The reflection of a place she knows well, assuming the location is being reflected in a mirror.

The character receives only visual information through this feat. However, she can choose to transmit information both ways—so a person reflected in the remote mirror can view whatever appears in her mirror. Contact lasts 1d4 rounds, plus a number of rounds equal to the character's Charisma bonus.

For example, Maedi knows that her friend Tu-Methus keeps a mirror in his living room over the mantel. She can look through her own hand-held mirror and see into Tu-Methus' living room. But he is not there. The next day, Maedi can attempt to find him by looking into her mirror. If, at that moment, Tu-Methus is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective when attempting to scry with another reflective surface, such as a still pool or a polished metal shield.



MODIFY SPELL (GENERAL)

You can change aspects of a spell by using more of your personal energy.

Prerequisite: Spellcaster level 1st+

Benefit: A character casting a laden spell (using two spell slots of the spell's level rather than just one) can change some of the spell's parameters. She must choose one (and only one) modification when casting the laden spell:

Double Range: One cannot increase the range of a spell whose range is not defined by distance. If the spell's range determines its area or effect, the dimensions of its area or effect increase proportionally.

Double Duration: Spells with durations of Concentration, Instantaneous, or Permanent are not affected by this feat.

Double Area or Number of Targets: The caster can make the spell's area larger or double the number of targets it affects (touch spells cannot be affected).

No Verbal Components: The character can cast the spell silently.

No Somatic Components: The character can cast the spell without gestures or movements.

Increase Power: All the spell's variable, numeric effects increase by one-half. Such a spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as caster power checks) are not affected. Spells without random variables are not affected.

PEACEFUL MAGE (CEREMONIAL)

After a ceremony that takes place outside at high noon with three others, you enjoy special skill with nonlethal spells.

Prerequisites: Wisdom 13+, truename

Benefit: A character with this feat may apply the subdual template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, any spell she casts that does not inflict damage or adversely affect another creature in any way is cast at one caster level higher than normal.

POWER OF THE NAME (CEREMONIAL)

In a ritual involving at least 10 people and always held within the center of a large library, you gain the ability to use a person's truename against him.

Prerequisites: Intelligence 17+, truename

Benefit: If she knows a subject's truename, a character with this feat can force him to carry out some service or to refrain from some action or course of activity, as desired. The subject can make a Will saving throw to resist (DC 10 + half the character's level + Charisma bonus). The subject must be able to understand the character. While she cannot compel a subject to kill himself or perform acts that would result in certain death, the character can compel almost any other activity. The subject must follow the given instructions until the task is completed, no matter how long it takes. If the instructions involve some open-ended task that the subject cannot

complete through his own actions, he remains compelled for a maximum of one day per the character's level. Note that a clever subject can subvert some instructions.

If something prevents the subject from obeying the instructions for a whole day, he takes 3d6 points of damage each day he does not attempt to follow them. Additionally, each day he must succeed at a Fortitude saving throw. A failure means he becomes sickened. A sickened subject moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. Starting on the second day, a sickened creature must succeed at a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 hit points) and can't choose to take strenuous actions. These effects remain until the day after the subject attempts to resume the task.

This magical effect can be dispelled, and ends if the character with the feat dies. A character can use this feat over a given subject only once, whether he makes the initial Will save or not. It is a full-round action to invoke the Power of the Name.

PRIEST (CEREMONIAL)

You have had religious training and, following a ritual of ordination, you are recognized as a priest of a religion. (The type of ordination ceremony involved depends on the religion.)

Prerequisites: Wisdom 11+, Knowledge (religion), truename

Benefit: The character becomes an established priest in a particular religion. Wearing the symbols of this office grants a +2 circumstance bonus to Bluff, Diplomacy, Intimidate, and Gather Information checks involving people of the same religion.

Special: This feat is not available to races or cultures with no organized priesthoods, such as the faen.

PSION (CEREMONIAL)

After a ceremony held by you alone, in quiet contemplation surrounded by small crystals, you gain an affinity with psionic spells.

Prerequisites: Intelligence 15+, truename

Benefit: A character with this feat may apply the psionic template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the psionic descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the psionic descriptor.

QUICKEN SPELL (CEREMONIAL)

After a ceremony involving at least seven other spellcasters, you can cast spells incredibly quickly.

Prerequisites: Spellcaster level 10th+, Intelligence 15+, truename

Benefit: A character with this feat can cast a spell faster than normal, but it is considered laden (it takes two slots of that spell's

level). To determine the new, quickened casting time for a spell modified in this way, refer to the following:

Original Casting Time	Quickened Casting Time
Standard action	Free action
1 round	Standard action
2 rounds to 1 minute	1 round
More than 1 minute, up to 10 minutes	1 minute
More than 10 minutes	No change

The character may cast only one quickened spell per round (even if it is a free action), and no more than three times per day. If the spell is a free action, the character can perform another action, even casting another spell, in the same round as she casts a quickened spell.

Special: A character may take this feat multiple times. Each time, she gains three more uses of the ability to quicken a spell each day.

RESISTANT SPELL (CEREMONIAL)

Having completed a ceremony involving at least five other spellcasters, you can make your spells more potent and harder to dispel.

Prerequisites: Spellcaster level 7th+, Intelligence 17+, truename

Benefit: The character gives all her spells a +2 bonus to the Difficulty Class for another caster to dispel them. For example, say a 10th-level magister casts a resistant *wall of ice*, and another caster attempts to dispel it. When the dispelling mage makes a caster power check to determine whether the dispel succeeds, the Difficulty Class is 11 + 10 (the caster's level) + 2 for the Resistant effect. This feat can make any spell resistant, although those that cannot be dispelled gain no benefit from it.

SANCTUM (CEREMONIAL)

Once you finish a ritual involving six close friends, you declare the area where you stand as your sanctum and gain special benefits while you are there.

Prerequisite: Truename

Benefit: A character with this feat may apply the sanctum template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, she adds a +2 circumstance bonus to all Concentration, Craft, Knowledge, and Spellcraft checks within her sanctum. The sanctum is an area with a radius of no more than 20 feet per level.

SENSE THE UNSEEN (CEREMONIAL)

As the result of a ceremony involving you and at least three other people, one of whom is blind, your intuition helps you find normally invisible things.

Prerequisite: Truename

Benefit: In melee, every time the character misses because of concealment, she can reroll the miss chance percentile roll once to see whether she actually hit.

In addition, an invisible attacker gets no bonus to hit a character with this feat in melee. That is, the character doesn't lose her Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

Finally, the character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduce the character's speed to three-quarters of normal, instead of one-half.

SENSITIVE (TALENT)

You are sensitive to supernatural happenings and magic in general.

Prerequisite: Character level 1st only

Benefit: The character can sense the presence of magic (a currently active spell on a person, the aura of a newly-encountered magic item, a runethane's rune, and so on), within 5 feet with a 50 percent chance of success. If the character fails, there is no second try. Usually, the sense comes as a prickling on the skin, or a feeling deep down in the character's gut.

Special: The DM should feel free, when he wishes, to make the roll secretly when the character encounters something magical, so that the character senses magic even when she is not trying.

Further, the DM should feel free to give the character a sense of foreboding (or conversely, of wonderment) when some major magical event occurs nearby, such as a special ceremony, the casting of a powerful spell, the presence of a powerful outsider or other magical creature, and so on.

SIGNATURE SPELL (TALENT)

You possess a special talent for one particular spell and can cast it better than anyone else.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character picks one spell, not necessarily one she can cast right now (although she gains no benefits from this talent until she reaches a level high enough to cast it). The character always casts that spell as if she were two levels higher than normal, with up to double the range. If the spell has a saving throw, its Difficulty Class increases by +1.

SKILL APPLICATION (CEREMONIAL)

After a ceremony held with you and at least three others, you gain a special affinity for a pair of related skills.

Prerequisite: Truename

Benefit: A character with this feat selects any two thematically similar skills and gains a +2 bonus in each. Example skill pairings include the following:

- Spot and Search
- Spot and Listen
- Tumble and Balance
- Diplomacy and Bluff
- Diplomacy and Gather Information

- Climb and Jump
- Decipher Script and Forgery
- Innuendo and Sense Motive
- Disable Device and Open Lock
- Alchemy and Spellcraft

Special: A character may take this feat multiple times, selecting additional skill pairings each time.

SKILL MASTERY (CEREMONIAL)

After a grueling ritual involving you and six others, your devotion to a small number of skills allows you to use them even when stressed.

Prerequisites: Character level 6th+, truename

Benefit: The character selects a number of skills (equal to 3 + her Intelligence modifier). When making a skill check with one of these skills, she may take 10 even if stress and distractions normally would prevent her from doing so.

Special: A character may take this feat multiple times, selecting additional skills each time.

SLIPPERY MIND (CEREMONIAL)

Once you complete a ritual with 10 other people involving clouds of incense, you become difficult to enchant.

Prerequisite: Truename

Benefit: If a character becomes the target of an enchantment and fails the saving throw, she can attempt the save again 1 round later. She gets only this one extra chance to succeed.

SPELL AFFINITY (TALENT)

You are particularly good with a single spell.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character chooses a single spell of a type that she can access (simple or complex). It does not have to be one she can currently cast. The diminished version of the spell goes away and is replaced by the normal version. For example, if a magister chose an affinity with *vit-rification*, it would become a 6th-level spell for her, rather than the 7th-level spell it is for other casters. She would not gain access to it until she gained access to 7th-level spells, but she would use 6th-level slots to cast it and treat it as a 6th-level spell to determine the Difficulty Class. The spell's heightened version remains an 8th-level effect.

SPELL ARTIST (TALENT)

You prove adept at casting your spells in a unique and imaginative way.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character casts spells in such a way that the visual effects appear very different from the standard. Those attempting to use a Spellcraft check to identify the spell being cast suffer a -10 penalty on the check. The character also gains a +2 bonus on caster power checks made to oppose a counterspelling attempt.

STURDY (GENERAL)

You are particularly hardy and tough.

Benefit: For the level when the character takes this feat, she adds double her Constitution bonus (rather than just her Constitution bonus) to her hit point total. If double her Constitution bonus is less than 4, she gains 4 hp. This effect happens once, not every level.

Special: A character may gain this feat multiple times, but never more than once per level.

TATTOOED SPELL (CEREMONIAL)

In a ritual featuring just you and the artist/caster (or just you if you are the artist/caster), you receive a tattoo with magical abilities. The artist/caster involved in the ritual must be able to cast the spell to be tattooed and must have at least one rank in Craft (tattoos).

Prerequisite: Truename

Benefit: One simple spell, whose level is no more than half the character's (and never more than 4th level), is infused within a tattoo etched into the character's flesh. (A 1st-level character can have a tattoo of a 0-level spell.) The character can cast that spell once per day, using half her character level as the caster level. No somatic or verbal components are needed. (See illustration on the next page.)

Diminished versions of spells are treated as one level lower, and heightened spells are treated as one level higher for purposes of tattooed spells.

Special: Spellcasters with this feat can gain a tattoo of any spell they can cast (no level limit), even ones that are not simple. A character can take this feat multiple times, choosing a different spell each time, although she cannot have more than four tattooed spells on her body at any given time. A character can remove a tattooed spell any time she wishes, but *dispel magic* does not remove the tattoo unless she wishes it. To replace a tattooed spell requires the character and caster/artist to perform the ritual again, but she need not take the feat again.

TITLE (CEREMONIAL)

After a public ceremony involving at least 20 other people, you gain a title to go with your name that helps people remember you throughout the lands.

Prerequisites: Character level 9th+, truename

Benefit: The character gains a title chosen by her comrades and peers, such as "the Brave," "the Reaver," or "the Just." She gains an inherent +1 bonus to Charisma as her fame precedes her.

UNIQUE SPELL (TALENT)

You have access to a spell that no one else in the world knows.

Prerequisite: Character level 1st (spellcaster) only

Benefit: The character knows a spell that her player develops together with the DM. The spell can be of any level, including one the character cannot yet cast (although she gains no benefits from this talent until she reaches a level high enough to cast it). Always



treat the spell as an exotic spell, with this feat taking the place of the Exotic Spell feat.

UNRAVELING MAGE (CEREMONIAL)

Once you complete a ceremony involving you and at least two other spellcasters, you make your spells more potent and harder to ward against.

Prerequisite: Spellcaster level 10th+, Intelligence 17+, truename

Benefit: A character with this feat may apply the unraveling template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, she gains a +2 competence bonus to her caster power checks when casting *dispel magic*.

THE VOICE (TALENT)

You have not only a way with words, but an almost supernaturally compelling voice.

Prerequisite: Character level 1st only

Benefit: The character gains a +1 competence bonus on all Bluff, Diplomacy, and Gather Information checks, and a +2 competence bonus on all Perform (storytelling) checks.

WEALTHY (TALENT)

You come from a wealthy family.

Prerequisite: Character level 1st only

Benefit: The character starts with double the maximum starting gold—400 gp. Further, at one time during her career, at a time agreed upon by the character and the DM (recommended time is between 5th and 10th level), the character receives an inheritance of 1,000 gp times her current character level.

WILD MAGE (CEREMONIAL)

After a ceremony held with you and at least six other spellcasters involving lots of flashing lights and strange songs, you gain the ability to use wild magic.

Prerequisite: Truename

Benefit: A character with this feat may apply the wild template to her spells as described in *Monte Cook's Arcana Unearthed*. Further, once per day when casting a spell that offers a saving throw, she can make the magic so wild and unpredictable as to force the target to make two saves instead of one. If the target fails either one, resolve the spell as if he failed the save. The character must decide to force the target to make two saves before he makes his normal saving throw.

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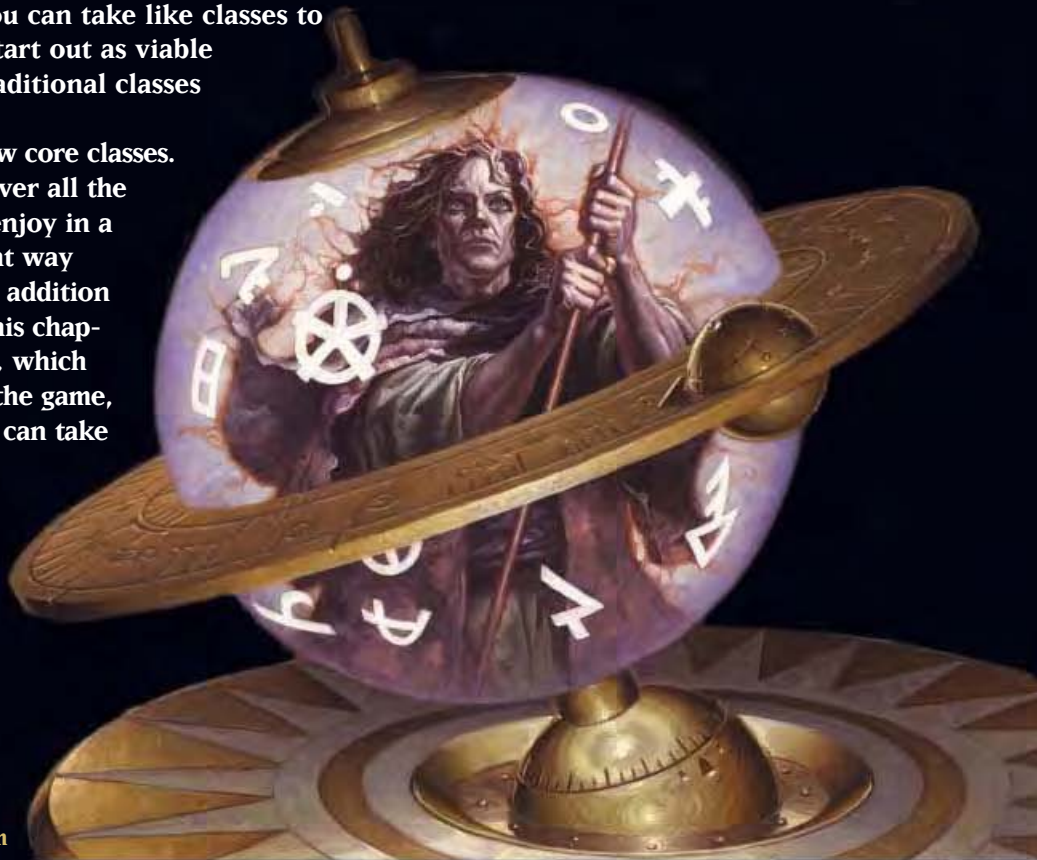
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