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HEROES OF HIGH FAVOR

ELVES



Benjamin Durbin

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Heroes of High Favor:



ELVES

A d20 Supplement
by Benjamin R. Durbin



Credits

Cover and Interior Illustrations

Andrew Hale

Production Coordinator

Bob Iliff

Cover, Graphic Design and Layout

Brad Kelley

Editing

Jeremy Baldrige

Additional Design and Playtesting

Steve Trustrum and Duane C. Maxwell; Josh Bennett, Matt Bogen, Jim Bologna, Greg Dinkelman, Dan Doyle, Aaron Kahler, Kevin Kulp, Brian Lasater, and John Melton

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A spell design system using a number of spell templates to create magical effects from the various schools of magic.

Introduction

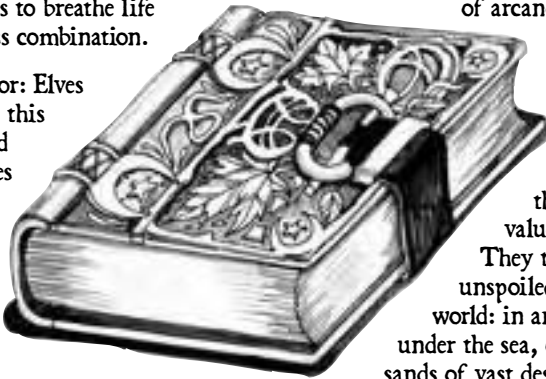
Heroes of High Favor

This book is designed primarily for players, though like all such supplements, you will need to seek the approval of your GM before using any of the options presented here in your own gaming group.

Each book in this series explores one of the core races—dwarves, elves, gnomes, halflings, half-orcs, and even humans. The focus of each book is on multiclass roleplaying options, especially with regard to each race's favored class, and includes a unique prestige class to breathe life into every multiclass combination.

Heroes of High Favor: Elves is the third book in this series. You may find that the view of elves presented in this book is different from that previously offered by traditional fantasy and role-playing games.

Although we embrace the elves' traditional role as reclusive guardians of the woodlands and other secluded places, we concern ourselves chiefly with the elves' favored class: the how and why of their pursuit of the wizard's craft.



the elves claim to be the firstborn of all races, even to have witnessed the ascendance of the gods and the birth of arcane magic.

Their immortality sets them apart from all other races, and they are as alien and unfathomable as angels to men. They cannot die save by some violent act, and the burden of years weighs heavily on them. Throughout their long lives elves take pleasure in many pursuits, passions, and curiosities, but it is the study of arcane lore that is their chief desire. All other interests fade, but only the deep, unending mysteries of arcane magic hold everlasting sway over their people.

It is widely known and hardly surprising, then, that the elves value their seclusion. They take refuge in the unspoiled places of the world: in ancient woodlands, under the sea, even in the rolling sands of vast deserts. Most elves are content to have no contact whatsoever with mortal races, preferring to be left alone in their enclaves to pursue their craft. The presence of mortals and the trouble they inevitably bring is a nuisance only the youngest and most foolhardy elf can enjoy.

The Burden of Years

That the elves are a long-lived race there is no doubt; in fact they themselves claim nothing short of immortality, though admittedly without pretense or pride. Indeed,

Favored Class: Wizard

The concept of favored classes is intended to encourage characters to gravitate towards traditional roles for their race. Multiclass characters do not consider their favored class when calculating experience point penalties;

in other words, advancing your favored class is always “free.”

Why play a wizard? If you are an elf, regardless of what other class you may wish to play, a single level of wizard is all you need to add a dash of scholarship, mystery, or competence to your character. The myriad spells available even at first level can allow you to strike an unseen foe, climb a sheer cliff, enchant an enemy, identify a magic item, ward off evil, and so forth. Even if you never hope to be a powerful wizard, there is almost no limit to the number of everyday things you can accomplish with even the simplest of magic spells, thus setting yourself apart from the mortal and mundane comrades with whom you adventure.

Prestige Classes

The prestige classes in this book are designed to reward characters who enjoy wizard multiclassing and who focus their skills and abilities into traditional roles. You will find a prestige class to further define every wizard multiclass option available, from wizard-barbarians (the *ley runner*) to wizard-sorcerers (the *outcast specialist*).

The prestige classes presented here are tightly bound to elven culture, and are especially recommended only for elves. However, with your GM’s permission (and a little creativity to explain your choice), you may waive the racial prerequisites so that all of the prestige classes are available to wizards of all races.

Half-elves are a special case. The GM should freely allow any half-elf character who was raised among elves and exposed to their culture to choose prestige classes from this book. However, be warned: future books in the Heroes of High Favor series will offer

prestige classes specifically for humans, and a half-elf character cannot pick and choose the best of both worlds. He must choose to embrace either elven culture, or his human heritage.

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Feats and Skills

Feats

This section lists a number of new feats, each with one or more designators to serve as suggestions for the kinds of characters who may take each feat.

General: Normally available to all classes.

Elf: Recommended for elven characters only.

Fighter: Recommended for inclusion in the list of bonus feats for fighters.

Bow Mastery

[General, Fighter]

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any bow), Weapon Specialization (any bow)

Benefit: You receive a +1 bonus to attack with all bows with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon. This bonus does not apply to crossbows of any kind.

Changeling

[General, Elf]

You have been raised among humans since infancy. Your appearance and manner are human, but it is elven blood that courses through your veins.

Benefit: You receive the following racial traits: +2 Dexterity, -2 Constitution; Medium size; base speed 30 feet; low-

light vision; immunity to *sleep* spells and a +2 racial saving throw bonus against Enchantment spells or effects; 4 extra skill points at 1st level; +2 racial bonus on Listen, Search, and Spot checks, including the improved ability to notice secret doors; elven blood; automatic language: Common, bonus languages: any (as human); favored class: none (as human). Note: This feat may only be chosen at 1st level.

Create Power Nexus

[Item Creation]

You are able to create a power nexus to draw on the energy of the ley lines.

Prerequisites: Spellcaster level 5+, Craft 4 ranks



4 Chapter 2: Feats and Skills

Benefit: You can create a power nexus as detailed in Chapter 3. You must create a masterwork item to serve as the focal point.

Favored Terrain [General, Elf]

Your elven heritage has given you a special affinity for the lands of your people.

Benefit: Choose a type of terrain: aquatic, desert, plains, forest, hill, mountains, marsh, or underground. (Alternately, you may choose cold or warm climate.) You gain a +1 morale bonus to all skill checks while in this terrain. (See DMG, Chapter 6, Geography for more information on terrain types.)

Special: If you choose this feat at 1st level, in addition to the above benefit, you may also exchange your traditional elven weapon proficiencies for more thematically appropriate weapons, as detailed below:

May exchange longsword/rapier for half-spear or short-spear: cold, warm, marsh

May exchange longsword/rapier for scimitar: desert

May exchange all bow proficiencies for light, heavy, or hand crossbow: underground, aquatic

May exchange longsword/rapier for trident: aquatic

Feather Step [General, Elf]

Your poise and grace allows you to travel the softest terrain with nary a trace.

Prerequisites: Favored Terrain (any)

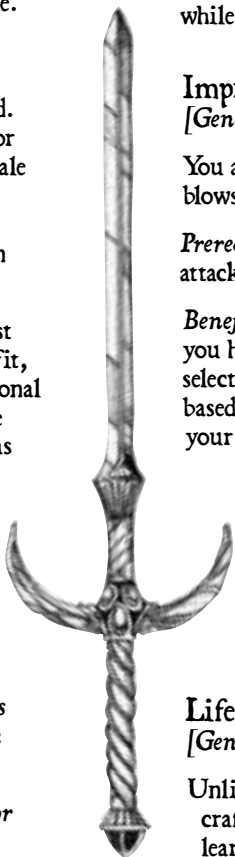
Benefit: While in your favored terrain, ground that you traverse is considered one category firmer for all purposes (tracking, footing, etc.). For example, you can travel on very soft snow-covered ground as if it were soft ground instead, leaving only shallow footprints. This feat only works while wearing light or no armor.

Improved Weapon Finesse [General, Fighter]

You are especially skilled at placing blows precisely for optimum damage.

Prerequisites: Weapon Finesse, base attack 6+

Benefit: Choose a weapon for which you have Weapon Finesse. With the selected weapon, your damage bonus is based on your Dexterity, rather than your Strength. You do not receive bonus damage for using a weapon in two hands. Because the extra damage requires you to strike precisely at vulnerable points, you do not receive bonus damage against opponents that are immune to critical hits.



Life Sculptor [General, Elf]

Unlike the intrusive and destructive craftsmen of other races, you have learned to coax living creations directly from the natural materials of your homeland.

Prerequisites: Favored Terrain, Craft 4 ranks, Wilderness Lore 4 ranks

Benefit: You can use any Craft skill to “grow” structures or items directly from the living materials of your favored terrain. The buildings and items are grown from wood, stone, coral, crystal, ice, glass, etc. as appropriate for your favored terrain. All such structures and items are considered masterwork. Creation times are quadrupled; you make only one-fourth the progress with any weekly Craft check. However, you pay no raw material cost, even if you choose to include additional masterwork components. However, if the Craft check is failed, the work is ruined and you must shape the item again from the beginning. Living sculptures are never found on the open market, and elves deal harshly with those who attempt to profit from their sale.

Moon Runner

[General, Elf]

Accustomed to the night, you have surpassed your people’s usual ability to see in the dark.

Prerequisites: Low-light vision

Benefit: You gain the benefit of darkvision 30 ft. Vision distances beyond that benefit from low-light vision, as normal.

Natural Swimmer

[General, Elf]

You are as adept under the waves as any natural sea creature.

Prerequisites: Favored Terrain (aquatic), Swim 6 ranks

Benefit: You can move at your normal movement rate while swimming.

Normal: You can only move at one-fourth your movement rate as a move-equivalent

action, and one-half your movement rate as a full-round action.

Pulse of the Wilds

[General, Elf]

Your understanding and feel for your environment allows you to discern when something is amiss.

Prerequisites: Favored Terrain, Wilderness Lore 4 ranks

Benefit: By reading the appropriate signs and listening to the voices of the wilds and the animal inhabitants of your favored terrain, you acquire a sixth-sense for danger. The greater the danger, the greater your feeling of dread. When traveling outdoors in the wilderness of your chosen terrain, you receive a bonus to your Spot check equal to the CR of any hostile creature. You receive this bonus when determining initial encounter distance, and anytime the creature is within 30 feet (if it is hiding, invisible, etc.). In a mixed group of hostile creatures, you only receive the bonus against the most dangerous one.

Tree Stepper

[General, Elf]

You are at home moving amongst the intertwining branches of the deep woods.

Prerequisites: Favored Terrain (forest)

Benefit: You can move through the tree-tops with ease. In areas of dense forest, you move at your base speed. In areas of light forest, you move at half your base speed. You may run through the tree-tops at up to 3x this movement rate. Wearing medium or heavy armor negates this feat, as does carrying a medium or heavy load, but otherwise your

hands are free as you step and leap nimbly from branch to branch.

Normal: Moving through the treetops is a dangerous and snail-paced endeavor requiring constant Climb, Balance, and Jump checks.

Will of the Wilds

[General, Elf]

The majesty of nature grants you an additional reserve of willpower to aid in defense of your homeland.

Prerequisites: Favored Terrain (any), Wilderness Lore 4 ranks

Benefit: While in your favored terrain, you receive a +4 morale bonus to Willpower saves.

Arcane Feats

The following feats are useful to spellcasters of all kinds, allowing proponents of certain schools of magic to expand their options and increase their power. However, the GM may wish to limit these feats to selected spellcasters in order to enhance their exotic flavor and appeal.

If the GM wishes to limit these feats, he may start by first limiting them to arcane casters only; if this does not suffice, he may wish to further limit them to specialists of the appropriate school.

Because of their connection to the schools of magic and particularly to the elven Arcane Circle (see Chapter 3) all of the following feats are designated as *arcane* feats, though as noted above the GM may allow divine spellcasters to choose

them. It is recommended that arcane feats be added to the list of wizard bonus feats.

Elemental Penetration

[Metamagic, Evocation]

You energy spells penetrate the resistance of the target.

Prerequisites: spellcaster level 3+

Benefit: This feat may be applied to any spell with an energy sub-type (fire, cold, sonic, etc.). The target's energy resistance is reduced by 1 point per caster level. The spell occupies a spell slot 1 higher than normal.

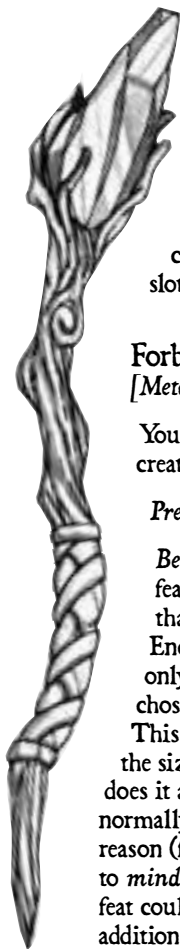
Forbidden Love

[Metamagic, Enchantment]

You have an affinity for a type of creature outside your own race.

Prerequisites: spellcaster level 3+

Benefit: When you choose this feat, choose a type of creature other than "humanoid." Any of your Enchantment spells that normally affect only humanoids can now affect your chosen type of creature in addition. This additional ability does not increase the size of creature you may affect, nor does it allow you to affect creatures that are normally immune to the spell for any other reason (for example, the undead immunity to *mind-affecting* spells). A wizard with this feat could, for example, choose Fey as his additional creature type and affect medium-sized Fey with a *hold person* spell. A spell altered with Forbidden Love occupies a spell slot 1 higher than normal.



Gifted Healer

[General, Conjuraton]

You are able to cast healing spells.

Prerequisites: spellcaster level 5+, access to Necromancy

Benefits: You may learn Conjuraton: Healing spells from the cleric spell list. These spells occupy a spell slot 3 levels higher than normal. For example, a wizard could learn *cure light wounds* as a 4th level spell.

Gifted Medium

[General, Divination]

You may share your gifted sight with others.

Prerequisites: spellcaster level 1+

Benefits: One or more willing creatures (up to your caster level) may join hands with you during the casting of any Divination spell. For the duration of the spell, as long as all participants maintain physical contact, they can see, hear, or otherwise sense exactly what you sense as a result of your Divination spell. If any participant breaks physical contact, the spell ends immediately.

Grand Illusion

[General, Illusion]

Your illusions are extremely difficult to pierce with Divination magic.

Prerequisites: spellcaster level 3+

Benefits: You may prepare any illusion spell you know at a higher level than normal in order to shield it from divination spells. If you prepare an illusion spell in a slot one higher than normal, your illusion cannot be defeated by divination spells of 1st level or lower. If you prepare your illusion in a slot

two higher than normal, your illusion is proof against divination spells of 3rd level or lower. The progression continues from there: +3 levels higher to fool divinations of 5th level or lower; +4 levels to fool divinations of 7th level or lower; +5 levels to fool divinations of 9th level or lower. Thus, you could prepare an invisibility spell at +3 levels (preparing it as a 5th level spell) to shield it from detection by the 5th level cleric spell *true seeing*. Note that a divination spell that is cast at a higher level either normally (such as the 7th level druid version of *true seeing*), or those prepared with Heighten Spell to an appropriate level, will be able to pierce your illusions.

Lure of the Lich

[General, Necromancy]

The transition to lichdom requires near godlike wisdom, intelligence, force of will, and many years of research; this feat speeds you on your way to that goal.

Prerequisites: spellcaster level 1+

Benefit: Upon choosing this feat, your character immediately ages and withers, suffering the full effects of the next age category for your race: young characters are affected as if by Middle Age; Middle Age characters suffer the effects of Old age; Old characters suffer the effects of Venerable age. As he continues to age normally, the character suffers the effects as if he were one age category above his actual age. The character's maximum age does not change; he will die as normal upon reaching this age. The usual effect of aging is an increase in Wisdom, Intelligence, and Charisma, at the cost of Strength, Dexterity, and Constitution (see PHB, table 6-5). You may choose this feat multiple times but it has no effect on those already at Venerable status.

Mutable Spell

[*Metamagic, Transmutation*]

You can create a variety of spell effects at a moment's notice.

Prerequisites: spellcaster level 3+

Benefit: You may prepare two or more Transmutation spells in a single spell slot. Upon casting the spell, choose one of the spells to take effect; the other spells are discarded. A mutable spell occupies a spell slot equal to the highest level spell included, plus one spell slot for each additional spell you prepare. For example, you could prepare *polymorph self* (4th), *polymorph other* (4th), and *haste* (3rd) into the same mutable spell slot. This spell would occupy a 6th level spell slot (4th level for the highest spell + 2 for the additional spells).

Piercing Spell

[*Metamagic, Evocation*]

Your spells are not as damaging, but are much harder to resist.

Prerequisites: spellcaster level 1+

Benefit: You may apply this metamagic feat to any damaging Evocation spell. All level-dependent effects of the spell are at half their

normal effect: range, area of effect, damage, etc. However, the DC to resist the spell is increased by one-half your caster level. Alternately, instead of increasing the DC, you can increase your chances of SR spell penetration by adding an additional bonus of one-half your caster level to your caster level check.

Only those spell effects that strictly and solely deal damage benefit from this feat (though non-damaging effects will still be reduced in effect, as above). The spell occupies a spell slot equal to its normal level.

Example: A 12th level wizard casts *fireball* as a piercing spell. For this caster, the spell normally has a range of 80 feet and does 10d6 damage, with a DC16. As a piercing spell, however, it has a range of 40 feet, does 5d6 damage, and is DC22. Because the area of effect is not level dependent, it remains as a 20-foot radius burst.



Positive/Negative Energy Reserve

[*General, Necromancy*]

You may designate one of your daily spell slots as a reserve of positive or negative energy.

Prerequisites: spellcaster level 1+

Benefit: When choosing this feat, choose either a positive or negative energy reserve. You may prepare one of your daily spell slots (of any level) as a reserve of positive/negative energy. At any time, you can call this energy to your fingertips, similar in many ways to a paladin's ability to *lay on hands*, healing or harming the target as appropriate with positive or negative energy. You can channel 1 point of positive or negative energy per level of spell slot + your Cha modifier. For example, you could prepare a 3rd level spell slot as a reserve holding 3 points of energy + your Cha modifier. Note that you may also be able use this ability to trigger effects that require the use of positive/negative energy (opening a sacred portal, triggering an unholy altar, etc.) You may choose this feat multiple times; each time you choose this feat, you may prepare an additional spell slot per day as either a positive or negative energy reserve (chosen when you take the feat).

Spell Wards

[General, Abjuration]

The following feats are Spell Wards, and all share certain similarities. A spell may be prepared into a spell slot as a Spell Ward. Once a spell has been prepared as a Spell Ward it may not be cast as a normal spell. It occupies the slot until the Spell Ward is triggered, at which time the spell is expended and purged from the character (as if you had in fact cast the spell). Alternately, you may choose to discard the spell at any time; after resting, or if you are able to prepare additional spell slots for the day, you may prepare a different spell into the Spell Ward.

The four known Spell Wards are as follows:

Spell Ward: Counterspell

[General, Abjuration]

You may prepare one of your daily spell slots as a defensive Spell Ward.

Prerequisites: Spellcaster level 1+; spell preparation

Benefit: You may prepare any spell you know in your Spell Ward: Counterspell slot. If you are subsequently the target of that spell, your Counterspell is automatically triggered and the incoming spell is countered. Note that this only affects incoming spells if you are the actual target of the spell; if you are merely within the area of effect of a spell, the Spell Ward offers no protection.

You may choose this feat multiple times; each additional feat allows you to prepare one additional spell slot per day as a Spell Ward: Counterspell.

Spell Ward: Turning

[General, Abjuration]

You may prepare one of your Spell Ward: Counterspell slots as a more powerful Spell Ward, enabling you to turn spells back upon the original caster.

Prerequisites: Spellcaster level 6+; Spell Ward: Counterspell

Benefit: You may prepare any spell you know as a Spell Ward: Turning. This takes the place of your daily Spell Ward: Counterspell slot and requires a spell slot 2 levels higher than the spell you prepare into the Spell Ward. If you are subsequently the target of that spell, your Spell Ward is automatically triggered and the incoming spell is turned back upon the original caster.

with full effect, exactly as if through the use of the spell *spell turning* (see PHB).

You may choose this feat only once; once chosen, you may opt to prepare any of your Spell Ward: Counterspell slots as a Spell Ward: Turning.

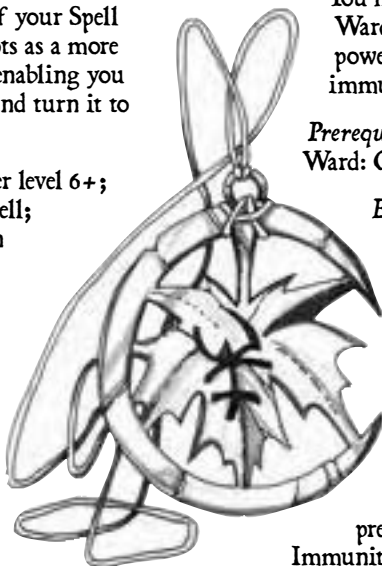
Spell Ward: Absorption

[General, Abjuration]

You may prepare one of your Spell Ward: Counterspell slots as a more powerful Spell Ward, enabling you to absorb spell energy and turn it to your own uses.

Prerequisites: Spellcaster level 6+; Spell Ward: Counterspell; access to Transmutation school

Benefit: You may prepare any spell you know as a Spell Ward: Absorption. This takes the place of your daily Spell Ward: Counterspell. If you are subsequently the target of that spell, your Spell Ward is automatically triggered and the incoming spell is countered. In addition, if you succeed at a Concentration check ($DC_{15} + \text{level of countered spell}$) you may capture the energy of the countered spell to recall any prepared spell you have previously cast; the spell is prepared again as if it had not been cast. The recalled spell must be of a lower level than the countered spell. If you have not cast any of your daily prepared spells, absorption has no effect, though the original spell is still countered.



You may choose this feat only once; once chosen, you may opt to prepare any of your Spell Ward: Counterspell slots as a Spell Ward: Absorption. You may not prepare a Spell Ward with both Absorption and Turning.

Spell Ward: Immunity

[General, Abjuration]

You may prepare one of your Spell Ward: Counterspell slots as a more powerful Spell Ward, granting immunity to a given spell.

Prerequisites: Spellcaster level 10+; Spell Ward: Counterspell

Benefit: You may prepare any spell you know as a Spell Ward: Immunity. This takes the place of your daily Spell Ward: Counterspell. If you are subsequently the target of that spell, your Spell Ward is automatically triggered and the incoming spell is countered. Unlike Spell Ward: Counterspell, however, the spell prepared into your Spell Ward:

Immunity is not purged and will continue to counter the prepared spell indefinitely. You may still choose to discard the spell at any time; if you are able to prepare additional spells for the day, you may then prepare a different spell into the Spell Ward.

You may choose this feat multiple times; each additional feat allows you to prepare another Spell Ward: Counterspell slot as a Spell Ward: Immunity. You may prepare a Spell Ward: Immunity with either Turning or Absorption (but not both).

Skills

Craft (Armorsmithing)

Generally speaking, masterwork armor improves the armor check penalty by 1, and requires a second Craft check at DC20 with a market value of 150. However, elven armorsmiths are able to add the following masterwork components (each of which is treated as a separate item for purposes of creation times and cost):

ARCANE CONDUCTOR (DC = 20)

Market Value = 300; armor or shield

Elven armorsmiths may fashion armor that reduces the chance of arcane spell failure by 5%. The Arcane Conductor component may be purchased for the same armor or shield more than once for a cumulative effect, reducing the arcane spell failure chance to a minimum of 10%.

Note: The market value of this masterwork component is doubled for medium armor and the DC increases by +5. The market value for heavy armor is quadrupled and the DC increases by +10.

Craft (Bowmaking)

As highly as the elves value skill at archery, they value their skilled bowyers even more. Elves may add the following masterwork components to their bows. The masterwork component is treated as a separate item with regard to creation times and costs.

SEEKING (DC20)

Market value = 300; any bow

Bows crafted with this masterwork component are remarkable for the notched

sights around the upper grip. A skilled Bowman can use these sights to greatly improve his aim over long distances. A bow with the seeking component suffers only half the normal range penalty. This component may be added only once.

INCREASED RANGE (DC20)

Market value = 75; any bow

Bows with this masterwork component increase their range increment by +10 feet. This component may be added up to three times for a total improvement of +30 feet.

ARROW RESILIENCY (DC 20)

Market Value = 3 gp per 20 arrows

Elves have been known to make their arrows from thin layers of wood fused together and intertwined in complex patterns that seem almost alive. This makes the arrow more durable, granting it a 25% chance of being recoverable if it strikes its target and a 75% chance of survival if the shot missed.

Craft (Carpentry)

Nimble fingers and a knack for choosing only the best wood for the job enables elves to greatly improve the craftsmanship of wooden items. An elf skilled in Craft (Carpentry) can add any of the following components to a wooden item:

GREEN (DC20)

Market value = 75

Elves can preserve the natural fire resistance of green, healthy wood. The item gains *fire resistance: 5*. It does not confer this bonus to the wielder in any way.

HARDENED (DC20)

Market value = 150

Elves frequently treat their wooden items with a natural lacquer. This substance coats and suffuses the wood, adding beauty as well as hardness. For each *hardened* component, the item's hardness is increased by +2. This component may be added twice for a total increase of +4.

DARKENED (DC25)

Market value = variable

Through a process of petrification and fire-treatment, elves can preserve the hardness and resilience of wood at a fraction of the weight. This component reduces the weight of the item by 10%. This component may be added up to five times for a total reduction of 50% of the original weight of the item. The market value of each component is 3 x the weight of the item in pounds.

Craft (Weaponsmithing)

Generally speaking, a masterwork weapon adds +1 to hit. However, elven craftsmen can add the following masterwork components (each of which is treated as a separate item for purposes of creation times and cost):

WEAPON OF FINESSE (DC25)

Market value = 300; any melee weapon

Elven weapons are expertly balanced to make use of their racial advantages in grace and dexterity. Any weapon weighing 5 pounds or less may be crafted with this component to allow its use with the *Weapon Finesse* feat. (Many elven weapons are crafted of mithral or otherwise lightened to take advantage of this masterwork component.)

ELVEN WAR ARROW (DC20)

Market value = 30 per 20 arrows

Skilled elven weaponsmiths can forge arrowheads designed for war, wickedly barbed and razor-sharp. These arrows improve the threat rating to 19-20, but the damage die drops by one category (d8 becomes d6, d6 becomes d4, etc.). The crit multiplier remains at x3.

Craft (various)

An elf with the *Life Sculptor* feat can craft items that remain alive and growing:

LIVING CREATION (DC25)

Market value = 300 (see below)

If properly tended by the owner, a living item can repair damage it has sustained at the rate of 1 HP per day. An item completely destroyed cannot repair itself. The market value listed is for creation times only; such an item would never be sold on the open market, and the elves reserve severe punishment for those who would do so.

Knowledge (Arcana)

Knowledge (arcana) is the governing skill for many of the new options presented in this book: Anchoring to a ley line, locating a remote power nexus, contesting a power nexus and designing new spells. See Chapter 3 and Appendix A for details.

Knowledge (Elves)

This catch-all skill involves history, arcana, religion, heraldry, customs and tactics, and other such knowledge as it pertains to elves. Bards, wizards, and all elves may take this as a class skill.

Lost Arcana

Specialist Wizards

Elven wizards have been steeped in the lore of magic for centuries and their knowledge of the schools of magic surpasses that of any mortal arcanist. The elven Arcane Circle shows the relationship between the schools and their respective power.

There is no doubt that the various schools of magic are not equal in their power or application. While it is allowed under the core rules for the Divination specialist to choose Transmutation as his opposition school, it is far more likely that he will choose a less impactful school such as Necromancy. The following rules allow specialist wizards to balance out tougher choices in opposition schools with additional abilities.

However, some GMs may wish to limit access to these rules. In such a case, the following feat is recommended:

Greater School Specialization [General]

You have learned the greater mysteries of the arcane circle, granting exceptional abilities for your specialty school of magic.

Prerequisites: specialist wizard level 1+

Benefit: You may benefit from the additional rules presented in this section. A wizard who chooses this feat can access ever higher mysteries of his craft by deliberately forgoing more powerful opposition schools than is required.

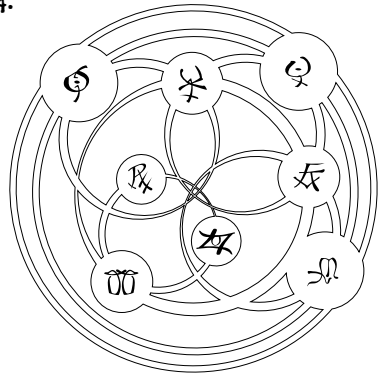
Special: At your GMs discretion, this feat may only be chosen at 1st level, during

character creation, at the time you choose your specialist school and opposition school(s).

The Arcane Circle

The Arcane Circle is composed of a number of overlapping spheres. At the center are the two schools of the Lower Circle, Necromancy and Divination. Surrounding the Lower Circle are the spheres of the Middle Circle: Enchantment, Abjuration, and Illusion. Finally, the three most influential spheres of the Upper Circle— Transmutation, Evocation, and Conjunction— superimpose their power upon the Arcane Circle.

The Arcane Circle diagram shown below also shows the relative power of the schools. The Lower Circle schools have a value of 1, the Middle Circle schools have a value of 2, and the Upper Circle schools have a value of 4.



Elven Schools of Magic— The Arcane Circle

Z Divination	F Enchantment	M Transmutation
Bx Necromancy	Y Abjuration	C Conjunction
	U Illusion	E Evocation

Opposition Schools

When you choose an opposition school, you must choose one or more schools whose value is equal to or greater than the value of your specialty school. Specialists of the Lower Circle may only choose a single opposition school.

Specialists of the Middle Circle may choose one or two opposition schools, provided the total value of their opposition school(s) is equal to the value of their own school—i.e., 2 or more. Thus, they could choose both of the Lower Circle schools (valued at 1 each), or they could choose an opposition school from their own circle or a higher circle and still meet the requirements.

Specialists of the Upper Circle may choose one, two, or three opposition schools, provided the total value of those opposition schools is 4 or more.

Specialists may not learn or cast spells from their opposition schools, nor can they use any spell-completion or spell-trigger item containing a spell from an opposition school. Furthermore, if you are using the spell research rules from this book, they may not research a spell that contains any effects from an opposition school's template.

Subtract the value of the wizard's specialty school from the total value of his opposition schools. If the net difference is zero, the specialist gains only the usual benefits:

- a) the specialist can prepare one additional spell (of the school selected as a specialty) per spell level each day;
- b) the specialist gains a +2 bonus to Spellcraft checks to learn the spells of his chosen school.

However, if the net difference is greater than zero, the specialist can "spend" the excess points to purchase one or more additional abilities, at the costs shown below:

- 1 Master's Spellbook
Saving Throw Bonus
Heighten Spell
- 2 Extra Spell Slot
+1 Caster Level
- 3 Spontaneous Casting
Metamagic Mastery

No specialist may spend more than 6 points on abilities from this table without the benefit of School Mastery (see below).

MASTER'S SPELLBOOK

Each time your wizard gains a level, you may add one additional spell to your spellbook. You may choose this option more than once to add more than one additional spell to your spellbook each time you gain a level.

SAVING THROW BONUS

You receive a +1 bonus to your saving throws vs. spells from your specialty school. You may choose this option up to three times, for a total bonus of +3.

HEIGHTEN SPELL

You receive the Heighten Spell metamagic feat as a free 'virtual' feat that you may use when you prepare spells from your specialty school. You may choose this option only once.

EXTRA SPELL SLOT

You may prepare one extra spell (of any level) per day. This spell must be chosen from your specialty school; this

bonus spell slot is in addition to the bonus spells that all specialists receive. You may choose this option more than once; each time you choose this option, you receive one extra specialty spell slot per day. However, you may not prepare more spells of a higher level than of any lower level slot. For example, a 9th level specialist with three bonus spell slots per day could prepare one bonus 5th level spell and two bonus 4th level spells, but could not prepare two bonus 5th level spells and only one bonus 4th level spell.

+1 CASTER LEVEL

All prepared spells you cast from your specialty school take effect at +1 caster level. You may choose this option only once.

SPONTANEOUS CASTING

You can “lose” a prepared spell to cast a specialty spell you have prepared in its place. The specialty spell is retained in its bonus spell slot and is cast from the other spell slot instead. You must lose a spell of a level equal to or higher than the spell you wish to cast. You may choose this option only once.

METAMAGIC MASTERY

Reduce the metamagic “cost” of any prepared specialty spell by one spell level (thus, a Maximized spell which is normally prepared as a spell 3 levels higher may be prepared only 2 levels higher). This reduction applies only once per spell regardless of the number of metamagic feats you apply. You can not reduce the cost of any spell to less than +1 level. You may choose this option only once.

School Mastery

Normally, the number of opposition schools you may choose is limited by your specialty school: Lower Circle specialists may choose only one opposition school, Middle Circle specialists may choose one or two opposition schools, and Upper Circle specialists may choose up to three opposition schools.

However, wizards who meet the secondary attribute requirements for their specialty school may choose one additional opposition school:

<i>Specialty School</i>	<i>Secondary Attribute</i>
Necromancy	Wis 13+
Divination	Wis 13+
Enchantment	Cha 13+
Abjuration	Wis 13+
Illusion	Dex 13+
Transmutation	Dex 13+
Evocation	Con 13+
Conjuration	Con 13+

Specialists who choose additional opposition schools through school mastery may exceed the normal 6 point cap on purchasing new abilities. They may spend additional points equal to the attribute modifier from their secondary attribute.

If for any reason the specialist wizard suffers ability score damage or drain in his secondary attribute, he loses access to additional abilities (of his choice) until his secondary attribute is restored.

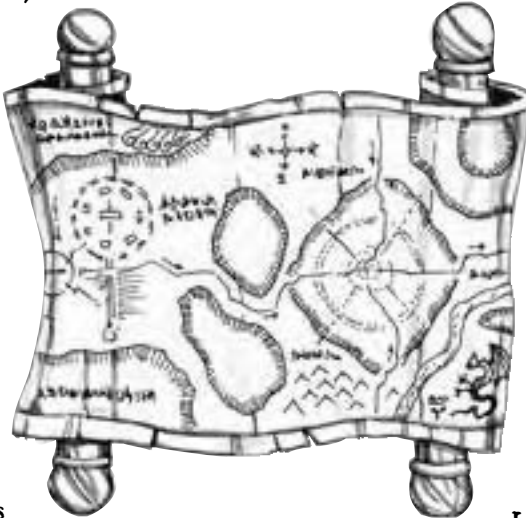
A subsequent increase in your secondary attribute does not grant access to additional benefits.

Ley Lines and Power Nexuses

Spellcasters of all kinds, and elves in particular, are subconsciously aware of the presence of ley lines and power nexuses. A power nexus is a geographical location, marked with some relatively permanent and immovable fixture, and suffused with magical energy. Standing stones, fairy rings, crossroads, sacred altars, mage towers— all of these are potential power nexuses.

Ley lines are invisible, intangible currents of magical energy that connect all power nexuses. Each power nexus is connected by a ley line to every other power nexus, forming a vast network of ley lines like an invisible web. Each time a power nexus is created, new ley lines are formed, and the power nexus is immediately woven into the web.

The power that runs through ley lines and power nexuses is raw magic, neither arcane nor divine. Magical energy flows through the ley lines until it terminates at the power nexuses at either end, like the terminals of a great battery. There is no “direction” to this current— regardless of where you stand on the ley line, energy flows towards both power nexuses simultaneously.



The following set of rules has potentially world-changing implications for the GM. This is the stuff of high magic, with ley lines potentially connecting power nexuses from across the continents. In particular, the ability to cast spells from nexus to nexus forms a support network that may not otherwise exist, even given the ability of high level casters to *teleport*, *plane shift*, *scream*, or otherwise travel and communicate over long distances. The GM must be alert for “clever abuses” and feel free to shake things up occasionally: storms of magic clouding the ley lines, magical infections of power nexuses, etc.

The web of ley lines can be limited as the GM sees fit to maintain control of his campaign world. Certainly it is recommended that ley lines cannot cross the planes (each plane possibly having its own web of ley lines), but the GM can limit things further by restricting ley lines to the same continent.

Ley lines that cross the seas and oceans may be possible, but they may be few, powerful, dangerous, and ultimately controlled by the GM.

Anchoring

Any character with sufficient knowledge can tap into a ley line or power nexus through a process called *anchoring*. Although tales speak of elven warriors who are able to tap this energy for their own uses, generally

speaking only spellcasters are able to take full advantage of the magical energies coursing through the ley lines.

By anchoring, a spellcaster can draw on the energy of the ley line or power nexus to improve their spellcasting ability. However, once anchored, the character cannot move without disrupting the flow of magical energy.

Maintaining an anchor to a ley line or power nexus is an exhausting process requiring a great deal of concentration. It is impossible for a caster to rest and recover spells while anchored.

Anchoring to a Ley Line

It is not important for the GM to chart out the exact course of every ley line in his campaign world. The random nature of the d20 skill check accounts for both the strength of the nearest ley line as well as the spellcaster's ability to tap into it and successfully form an anchor. Of course, the GM is free to locate certain permanent, powerful ley lines as he sees fit. Using these rules is a merely a kind of shorthand that allows characters to tap into ley lines without necessitating a complete map of the network from the GM.

As a standard action, any character can anchor to a ley line by making a Knowledge (arcana) skill check (DC20). However, anchoring is a risky business, as the character is opening himself up to the flow of magic. If the check is failed, the character is *stunned* for 1d4 rounds. He may attempt to establish an anchor on his next action.

Unlike most skill checks, a check result of 1 is always considered a critical failure. A character who attempts to anchor to a ley line and rolls a 1 on his Knowledge (arcana)

check is *stunned* for 1d4 rounds, and cannot attempt to anchor again (either to a ley line or a power nexus) for one day.

A spellcaster who is anchored to a ley line may boost his spellcasting ability in the following ways:

MAINTAIN LEY LINE ANCHOR (CONCENTRATION DC20)

As a standard action, the spellcaster can make a Concentration check. If successful, he may then take a move-equivalent action and maintain his anchor to the ley line. If the check is failed, the anchor is lost. A roll of 1 is a critical failure: The anchor is lost, and the character is *stunned* for 1d4 rounds. He may attempt to re-establish the anchor on his next action.

BOOST CASTER LEVEL (SPELLCRAFT DC20 + SPELL LEVEL)

As a free action, the spellcaster can attempt a Spellcraft check to enhance his spellcasting ability as he casts a spell. All level dependent effects of the chosen spell are resolved at +1 caster level. Because he must control the flow of magical energy from the ley line and through his own body, the casting time of all spells is increased to 1 full round. (Spells whose casting time are already 1 round or longer have their casting time extended by 1 round.)

If the spellcaster attempts to use a ley line to boost his caster level and fails, the spell is lost. A roll of 1 is a critical failure: the spell is lost, and the ley line drains an additional 1d4 spell levels from the caster. (Many powerful spellcasters believe that much of the energy flowing through the network of ley lines is sapped in this way from inexperienced spellcasters.)

Anchoring to a Power Nexus

A power nexus is much more powerful than a ley line— in part because it is a permanent fixture in the campaign world. Anchoring to a power nexus is far easier and usually less dangerous than the ley lines.

Every power nexus must have a physical focal point— the center of a ring of stones, a tree, an altar, etc. The power nexus has a rating from 1-20, indicating its overall strength. The radius of effect of a power nexus is (rating x 10) feet, measured from the focal point. It is impossible to tap into a ley line within the range of a power nexus— you must use the power nexus, or nothing at all.

Any spellcaster within range of the power nexus can anchor as a standard action, with no skill check required. However, certain extra conditions may be required of any spellcaster, as determined by the creator of the power nexus (see below, *Creating a Power Nexus*). Characters who do not meet those requirements may not attempt to anchor unless they are in *direct physical contact* with the focal point.

Once anchored, the spellcaster is tapped into the power nexus. He is immediately aware of the rating of the power nexus and can attempt to use it for a variety of effects, though each of these effects requires a skill check of some kind. As with ley lines, the ebb and flow of power through the nexus is highly volatile: A roll of 1 on any of the following skill checks is a critical failure, and in addition to severing the anchor, the spellcaster is *stunned* for 1d4 rounds.

MAINTAIN POWER NEXUS ANCHOR (CONCENTRATION DC15)

As a standard action, the spellcaster can make a Concentration check. If successful,

he may then take a move-equivalent action and maintain his anchor to the power nexus. If the check is failed, the anchor is lost.

BOOST CASTER LEVEL

(SPELLCRAFT DC20 + SPELL LEVEL)

As a free action, the spellcaster may attempt a Spellcraft check to enhance his spellcasting ability as he casts a spell. All level dependent effects of the chosen spell are resolved at +1 caster level. Unlike the level-boosting effects of anchoring to a ley line, this does not increase the casting time. In addition, there is no risk of losing the spell or any additional levels at a power nexus. If the check is failed, the spell is simply cast as normal.

SUBSTITUTE CASTER LEVEL

(SPELLCRAFT DC15 + RATING)

As a free action, the spellcaster may attempt a Spellcraft check to use the rating of the power nexus in place of his own caster level for determining all level-dependent effects of the next spell he casts. Casting a spell in this way increases the casting time to 1 full round. (A spell whose casting time is already 1 round or more has its casting time increased by 1 round.) If the check is failed, the spell is lost.

FUEL METAMAGIC

(SPELLCRAFT DC20 + SPELL LEVEL + METAMAGIC INCREASE)

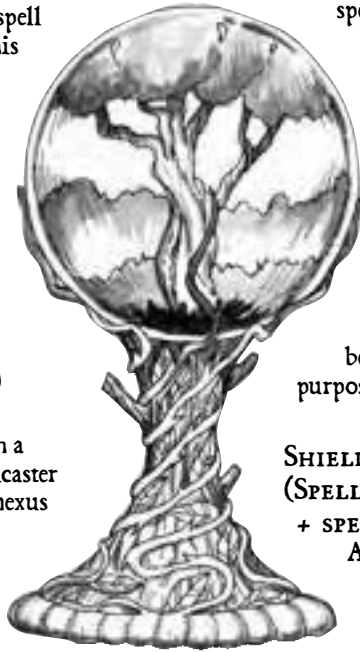
As a free action, the spellcaster can make a check to enhance any spell with any metamagic feat he knows, even if the spell was not prepared with that feat, and without increasing the spell level. The power nexus must have a power rating twice the normal required spell slot for the metamagicked spell. Casting a spell in this way increases the casting time to 1 full round. (A spell

whose casting time is already 1 round or more has its casting time increased by 1 round.) If the check is failed, the spell is cast as normal.

Example: Aramil has the Maximize Spell feat, he has a *fireball* spell prepared, and he is anchored to a power nexus with a rating of 12. *Fireball* is normally a 3rd level spell; the Maximize Spell feat would normally require a 6th level spell slot. The power nexus meets the rating requirements (twice the required 6th level spell slot). If Aramil succeeds at his Spellcraft check ($DC_{20} + 3$ (*fireball*) + 3 (Maximize Spell) = DC_{26}), he can cast the *fireball* from his 3rd level slot, and the power nexus will do the rest, fueling the Maximize Spell effect.

LOCATE POWER NEXUS (KNOWLEDGE (ARCANA) DC 30 – RATING)

As a standard action and with a successful skill check, a spellcaster who is anchored to a power nexus can attempt to locate a path along the shifting ley lines to any other power nexus to which he has previously anchored. (It is actually easier to locate a powerful nexus than a weak one.) A path to any given power nexus lasts for only one day; the shifting, flowing nature of ley lines requires a new check each day. If the check is failed, the spellcaster cannot locate the remote power nexus. He may try again the next day.



REMOTE CASTING

(SPELLCRAFT DC $_{15}$ + RATING + SPELL LEVEL)

A spellcaster who has located another power nexus as above can cast spells from nexus to nexus as if he had line of sight and line of effect. Regardless of range, the spell effect is centered on the focal point of the remote power nexus. This requires a Spellcraft check with a DC equal to $15 +$ remote power nexus rating + spell level. Casting a spell in this way increases the casting time to 1 full round.

(A spell whose casting time is already 1 round or more has its casting time increased by 1 round.) Elves commonly use this ability to cast helpful spells such as *healing circle* from nexus to nexus— though it is certainly clear that it may be used for more insidious purposes.

SHIELD POWER NEXUS

(SPELLCRAFT DC $_{10}$ + RATING + SPELL LEVEL)

A spellcaster who is anchored to a power nexus is instantly aware of any incoming spell and may attempt to shield the nexus from remote casting. The Spellcraft check is $10 +$ remote power nexus rating + incoming spell level. If the check succeeds, the spell fails and dissipates harmlessly. If the check fails but is within 5 of the DC, the spell succeeds but its effect is centered on the defending spellcaster rather than the focal point. If the check fails by 5 or more the incoming spell takes effect at the focal point as normal.

Contesting a Power Nexus

There is a steady flow of energy into a power nexus, and friendly spellcasters can freely share the same nexus. The total number of anchors a power nexus can sustain is equal to (rating)². Thus a rating-1 power nexus can support one anchor, a rating-2 power nexus can support four anchors, all the way up to a rating-20 power nexus which can support up to four hundred anchors simultaneously.

However, a spellcaster who is already anchored can attempt to deny anchoring to any other spellcaster. A spellcaster who is anchored is immediately aware of any attempt to anchor to the same power nexus, and as a free action he can attempt to deny access (or sever an existing anchor) with an opposed Knowledge (arcana) skill check. In the case of multiple allied spellcasters, only the highest level spellcaster currently anchored may attempt to deny an anchor.

The spellcaster who scores highest on his check gains control of the power nexus and maintains his anchor. The spellcaster who loses the opposed roll loses his anchor (but he may try again on his next action). If either spellcaster rolls a 1 on his skill check, it is a critical failure: he loses his anchor and is stunned for 1d4 rounds. If the casters' check results are even, ties go to the spellcaster who is already anchored.

Creating a Power Nexus

A power nexus is created with the Item Creation feat *Create Power Nexus* (see Chapter 2). The cost to create a power nexus is (rating)² x 50 XP, and requires one day per rating. Two or more spellcasters, each with the Create Power Nexus feat, can combine their efforts and their XP to create

a power nexus, though the creation time is not reduced. The power nexus may not have a rating higher than the Knowledge (arcana) ranks of the highest participating creator.

At the time of creation, the creator must set a physical focal point; many casters prefer to tie the focal point to a masterwork item, such as an altar, that may then be further enchanted with protective magics. A power nexus cannot be created within the range of effect of another power nexus, nor such that its own range of effect overlaps that of any other nexus.

The creator may also set the conditions required to attempt anchoring to the power nexus. These conditions may be as simple or as complex as desired, anything from "any spellcaster" to "any arcane spellcaster" or "any spellcaster whose Knowledge (arcana) is equal to or higher than the rating of the power nexus." Even more elaborate conditions are possible, such as "anyone who has participated in the *ritual of bonding*." Regardless of the conditions stated, any spellcaster in *direct physical contact* with the focal point may attempt to establish an anchor as a standard action, with no skill check required.

The physical focal point of a power nexus radiates magic as any other magic item, and it may be suppressed or destroyed just as any other magic item. Once set, the focal point cannot be moved without destroying the power nexus. For this reason, most creators prefer to affix their focal point to a permanent, immobile, and relatively robust item, such as a large standing stone or altar.

Prestige Classes

This chapter presents ten class concepts. Each class presents a unique multiclass combination with the elves' favored class: wizard. Thus, you will find here wizard-barbarians, wizard-bards, wizard-clerics, and so on.

You should use these prestige classes not only to develop your role going forward, but to give further insight into your character's background. Each prestige class fills a very defined niche in elven society. Many of these roles, such as the *veteran wizard*, may already be familiar to you. Some, such as the secretive and deadly *anarcanist*, may be as much of a surprise to you as they are to the enemies of the elves!

Information is first presented to define the multiclass in question, along with background material to help define the role of the class in elven society. Next you will find information to describe the role of the multiclass in an adventuring party. By combining the information presented in these two sections, you can develop a background for your character as well as a rationale for your decision to join the other characters in your adventuring party.

Keep in mind that the information is only a guideline to jump-start your creativity. Instead of playing the character exactly as listed, you could completely reverse some of his traits to make a character that is equally interesting for the contrast he brings to the table. For example, the background information presented for the *anarcanist* mentioned above indicates that they are highly secretive about themselves and their mission. However, you may choose to play the same character as a fugitive on the run

from that shadowy organization, one who is all too willing to share his story in order to gain the trust and protection of new allies.

You will also find information on the best ways to maximize your character to enjoy each multiclass combination— where to place skills, feats, and ability scores. Again, these guidelines are not presented to tell you how you must play your character, merely by way of suggestion to players who may be new to the particular multiclass, and unaware of some of the strengths to focus on and the pitfalls to avoid.

Finally, should you desire to explore the iconic multiclass in greater depth, you will find a complete prestige class to allow you to do so. Rather than take ten levels of wizard and ten levels of cleric, for example, you could work towards quickly qualifying for the *grand theurgist* prestige class and put your experience into those levels.

Prestige classes are balanced against the two component multiclasss. You will generally find that a level in a prestige class offers you an advancement in abilities that falls somewhere between an additional level of the two qualifying multiclasss. However, while the prestige classes presented here are designed not to outstrip the qualifying multiclasss, they do offer new abilities that are otherwise unavailable.

Ley Runner

The veins of the world known as ley lines are a powerful, raw force, and those who would master them must boast a heart just as untamed. Some elves are able to attune their wild emotions to the undulating power of these intersecting mystic lines, allowing them to channel the lines' eldritch might into themselves to be used as needed. Elven *ley runners* are a complex mingling of swirling chaos and focused discipline,

a necessary paradox for those who wish to run free amongst the earth's ageless wilds. Nearly every elven enclave boasts a power nexus to harness and tame this energy, but the ley runners prefer the raw power of the wilderness. In times of peace they travel between enclaves as messengers, but in wartime they become a dangerous guerrilla force.



Role in Elven Society

Ley runners instill fear in most civilized elves. At once savage and erudite, ley runners have had to focus their minds enough to master the wizard's craft, while also laying bare their souls to capriciousness and an almost primal instinct. Still, everyone has a task to perform, and for the ley runners this means using their odd mixture of talents for the good of a nation that does not favor their inclusion.

Capable of traversing the ley lines between enclaves faster than any horse, ley runners are often employed as messengers of the state, charged with rapidly bearing news and orders that cannot be trusted in other hands. During times of war, these speedy and wrathful elves typically find themselves employed as skirmishers, striking across the ley lines, slashing through an enemy, then disappearing before their foes even realize they've been attacked.

Role within the Adventuring Party

A fury of blade and magic, ley runners are welcome among most adventuring parties who do not mind a little rowdiness and a lack of social graces. A worthy warrior, a skilled outdoorsman, a knowledgeable sage, and a capable spellcaster all at once, ley runners can suit many roles— but have pity on the adventuring party that succumbs to their bluster and allows the wizard-barbarian to become their leader.

Wizard-Barbarian

You may play a ley runner by multiclassing as a wizard-barbarian. Begin your career as a barbarian for the skills, hit points, and

combat prowess, abilities that are arguably most effective at lower levels. Your *uncanny dodge* ability will be of great use once you begin taking wizard levels and can no longer afford to wear armor and risk arcane spell failure. If you want to take advantage of the prestige class presented here, make certain to allocate skill points to Knowledge (arcana) and Spellcraft, so that you'll be better able to interact with ley lines and power nexuses.

Intelligence is the key to your spellcasting power, although Strength and Constitution are equally essential to your abilities as a barbarian. You must reach a balance between the two classes as the primary focus of each class is at odds with the other: spellcasting or raging.

Dexterity is also worthwhile for its AC and Reflex save bonuses, and in a pinch you'll be able to support the front-line fighters with bows and other missile weapons. It is important that you have something useful to do at all times. If you are raging, you cannot cast spells, and you may not really be keen on entering melee combat. Possibly the most useful combination is to purchase a mighty bow as soon as possible, so that while raging, you can use your increased Strength to add damage from a safe distance.

Wisdom and Charisma both have little impact on your development. Wisdom is slightly more important as it is a key attribute for many core barbarian skills. However, don't write Charisma off completely, simply for its usefulness with the Intimidate skill.

Ley Runner

Possessed of a fiery inner spirit and tempered by the indomitable will of the wizard, ley runners flash across the land as rapidly as their rage rises to meet whatever challenge they may face.

Hit Die: d8

Requirements

Base Attack Bonus: +5

Concentration: 5 ranks

Intuit Direction: 5 ranks

Knowledge (arcana): 8 ranks

Knowledge (elves): 8 ranks

Spellcraft: 5 ranks

Wilderness Lore: 5 ranks

Feats: Endurance, Run

Special: base movement 40 or better; ability to cast 2nd level arcane spells including *bull's strength*, *cat's grace*, and *endurance*

Class Skills

The ley runner's class skills (and the key attribute for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The ley runner is proficient with all simple and martial weapons, with light armor, and shields.

SPELLCASTING

The ley runner continues to advance in spellcasting ability, albeit at a slower rate. Add one-half his ley runner class level to his previous arcane spellcaster levels to determine spells per day, spells known, and spellcaster level. He does not gain any other ability a character of his previous class would have gained.

LEY RUNNING (Su)

A ley runner who is anchored to a ley line may run as a full-round action. Provided he takes no other action other than movement, he can maintain his anchor while moving without requiring a skill check (see Chapter 3). His running speed while anchored is increased to 10x his normal movement rate. The ley runner may use this ability only when wearing light or no armor.

LEY MASTERY

Beginning at 2nd level, a ley runner who fails his Knowledge (arcana) check to anchor to a ley line may reroll his check. He must accept the result of the second roll.

RAGE

The ley runner can rage, as the barbarian ability of the same name. If the ley runner has the rage ability

Table 1: Ley Runner

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+2	+2	Spellcasting, ley running
2	+1	+0	+3	+3	Ley mastery, rage 1/day, celerity
3	+2	+1	+3	+3	Uncanny dodge
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	Rage 2/day, uncanny dodge
7	+5	+2	+5	+5	
8	+6	+2	+6	+6	Improved celerity
9	+6	+3	+6	+6	
10	+7	+3	+7	+7	Rage 3/day, improved celerity

from a previous class, add his number of ley runner rages/day to his previous number of rages/day. The ley cannot anchor or maintain an anchor to a ley line while raging.

CELERITY (SU)

A ley runner who is anchored to a ley line may expend one of his daily rage attempts to activate his celerity ability instead of the usual barbarian rage. The ley runner gains +4 Dexterity, *evasion*, and an additional move-equivalent action each round for a number of rounds equal to his caster level. This ability supersedes (does not stack with) *haste* or any other ability that grants additional partial actions. When the celerity expires, the character is fatigued in the same fashion as a barbarian rage. Unlike a barbarian rage, celerity does not interfere with the ley runner's ability to concentrate, including his ability to use certain skills, cast spells, anchor, or maintain an anchor to a ley line.

At 8th level the ley runner's celerity ability improves, granting him +6 Dexterity, *improved evasion*, and an additional partial action each round. This ability supersedes (does not stack with) his previous celerity ability, and does not stack with *haste* or any other ability that grants additional partial actions.

At 10th level the ley runner is no longer fatigued when his celerity expires.

The ley runner may use this ability only when wearing light or no armor.

UNCANNY DODGE

At 3rd level the ley runner gains the uncanny dodge ability as the barbarian ability of the same name. If he has this ability from a previous class, add his ley runner class levels to his previous class levels and determine his uncanny dodge ability on that basis.

At 6th level, the ley runner's uncanny dodge ability improves such that he can no longer be flanked.

Arcanologist

An ancient people, the elves have fought many wars, sought many secrets, and uncovered many truths better left unknown. Follies of the past, lost lore, and other treasured artifacts of ages gone by are all fragments of those forgotten times, for good or ill, and the elves are adamant that they be recovered and added to the vaults

of the elven nations. It is the *arcanologist's* job to search through the great libraries for clues concerning these deposits of forgotten arcana, to then seek them out, and return them to the safekeeping of the elven nations, lest some other party inadvertently unleash a dangerous power.



Role in Elven Society

Many elves regard the arcanologists as little more than eccentric adventurers. Even by elven standards they are “dabblers,” employing a vast array of skills to accomplish their goals. Whether by charm, guile, leadership, scholarly research, subterfuge, skill at arms, or spellcraft, the arcanologist has not only the will, but the ability, to do almost anything in pursuit of her goals.

Role within the Adventuring Party

Arcanologists seem tailor made for adventuring, and this is indeed their favored cover while abroad on a mission. Arcanologists are gregarious and friendly, useful in a fight, and most importantly, they are ideal puzzle solvers. Their bardic abilities, roguish skills, and varied spells form a custom toolset built for dungeon exploration. The catch, of course, is that an arcanologist in the employ of the elven nations will employ guile and manipulation (if not outright trickery and theft) to ensure that any valuable tomes, artifacts, scrolls, and like treasures of magic and lore found by the party end up in her hands, one way or another.

Despite her high charisma, the arcanologist is unlikely to assume the role of leader, opting instead to sink into the background where she can observe without becoming the center of everyone else’s focus.

Wizard-Bard

You may play an arcanologist by multiclassing as a wizard-bard. Beginning as a bard provides you with several benefits, including more skill points, a wider

range of skills to choose from, more hit points, better saves, and the ability to wear armor. Once you’ve survived as a low-level character, you may then take your wizard levels as you wish.

It is for this reason that Intelligence and Charisma are your two primary abilities—the former governs your success with wizard spells while the second is similarly relevant to your bard spells, not to mention the importance of Charisma to your skills and bardic abilities. What’s more, you’ll often need an impressive degree of intellect, wits, and wile to charm your way into some of the places your vocation will take you.

High Reflex and Will save bonuses are likewise necessary if you hope to survive the infernal traps guarding the treasures you seek, and for this you’ll need to pay attention to your Dexterity and Wisdom. These two attributes also figure heavily into your most vital skills.

Decide early on whether you wish to concentrate on wits, charm, intuition, or deftness in pursuit of your goals, and focus your skill points and attributes in that direction. Conversely, you may decide that you are better off without a specific focus: spread your skills around and keep your attributes balanced.

Constitution is next in importance. Although it does not factor into many of your skills, you will need it for hit points and Fortitude saves.

Strength is of the least worth to your vocation. Don’t put yourself in a position where all of your other varied skills are of no use to you. As long as you can keep other party members on hand to tackle the brute force portions of your mission, you’re in good shape.

Arcanologist

The arcanologist rediscovers that which has been lost and unlocks that which was thought sealed away forever, seeking knowledge from the past to improve their people's lot in the present.

Hit Die: d6

Requirements

Appraise: 5 ranks

Decipher Script: 5 ranks

Gather Information: 5 ranks

Knowledge (arcana): 9 ranks

Speak Language: draconic

Spellcraft: 9 ranks

Use Magic Device: 5 ranks

Special: ability to cast 2nd level arcane spells

Class Skills

The arcanologist's class skills (and the key attribute for each skill) are: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (all skills) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY:

The arcanologist gains no new proficiency with weapons or armor.

SPELLCASTING

The arcanologist advances in spellcasting ability as a bard. Add her arcanologist class level to any previous bard levels and determine her spells per day and spells known on that basis.

The arcanologist has some formal training, and spends a great deal of time poring over lost and forgotten spellbooks. If the arcanologist is capable of arcane spell preparation and maintains a personal spellbook for that purpose, she may prepare wizard/sorcerer spells from her spellbook into any of her available daily spell slots. Wizard/sorcerer spells prepared in this way occupy a spell slot according to their level as wizard/sorcerer spells, but are otherwise cast as bard spells.

BARDIC KNOWLEDGE

The arcanologist's primary role is to find, retrieve, and catalogue long-lost magic items. Pursuant to this role, she continues to advance the bardic knowledge class ability of bards. Add her arcanologist class level to any previous bard levels and determine her bardic knowledge bonus on that basis.

MAGIC DEVICE MASTERY

The arcanologist is highly trained to discover the inner workings of magic items, to release and control their effects. Beginning at 2nd level the arcanologist may add her Intelligence

Table 2: Arcanologist

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+2	+2	Spellcasting, bardic knowledge
2	+1	+0	+3	+3	Magic device mastery, bonus spell
3	+1	+1	+3	+3	Sense magic
4	+2	+1	+4	+4	Bonus spell
5	+2	+1	+4	+4	Arcane shadow
6	+3	+2	+5	+5	Bonus spell
7	+3	+2	+5	+5	Traps
8	+4	+2	+6	+6	Bonus spell
9	+4	+3	+6	+6	
10	+5	+3	+7	+7	Spell resistance, bonus spell

modifier as an additional bonus to all Use Magic Device checks. In addition, if she has previously succeeded at a bardic knowledge check for the device in question, she receives a +2 circumstance bonus.

BONUS SPELL

The arcanologist slowly adds a few extra spells to her repertoire to further assist her in locating, identifying, or recovering magic items. At 2nd level and every other level thereafter, the arcanologist receives a bonus spell to her list of bard spells known, including some spells that do not normally appear on her class spell list. The bonus spell is chosen from the following list: *detect poison*, *erase*, *identify*, *Nystal's magic aura*, *Nystal's undetectable aura*, *find traps*, *locate object*, *obscure object*, *contact other plane*, *analyze dwoemer*, *legend lore*.

SENSE MAGIC (Sp)

At 3rd level the arcanologist gains the spell-like ability to *detect magic* in an item simply by handling it and

inspecting its aura. She may use this ability at will. The arcanologist must study the aura over several rounds, as listed in the spell description, in order to gain full knowledge of the item. She must also touch the item, potentially exposing herself to curses or any other ill-effects the item may carry.

ARCANE SHADOW (Su)

The arcanologist often has to hide her activities from others, especially other spellcasters whose magic items she may be recovering. Beginning at 5th level, add the arcanologist's class level to the DC of any d20 check to scry her, her location, or an object in her possession.

TRAPS

Beginning at 7th level the arcanologist is able to use her Search and Disable Device skills to find and remove traps as a rogue.

SPELL RESISTANCE

At 10th level the arcanologist gains SR equal to 20 + her Wisdom modifier.

Grand Theurgist

The elves have always embraced all things arcane and mystical and the methods by which they worship are no exception. Indeed, the pursuit of arcane knowledge is part of the dogma passed down to them by their chief deity. Priests who advance through the

ranks of the clergy continue their arcane studies as well, and eventually gain the ability to weave arcane energies into divine magic. Such priests are a gift to their race, and they are treated with an elevated degree of reverence and power within the church



of their faith. Known as *grand theurgists*, they fulfill the divine will of their deity by transforming arcane magic into a tool of holy might that may then be wielded to serve a higher purpose.

Role in Elven Society

A priest who masters both divine and arcane spellcasting earns a special place in elven society and begins a rapid ascension to the upper hierarchy of the clergy, with all of the attendant power and affluence. In exchange for such influence the grand theurgists are expected to play a direct role in ensuring the well-being and propagation of their people.

These priests walk amongst commoners and nobility alike, using their abilities to assist their elven kin, weaving a spell here and offering a blessing there, though always teaching the proper way to harness and utilize mystic forces without disrespecting their holy counterparts. A grand theurgist's aid could be as simple as calling upon divine assistance to rejuvenate a luckless village's withering crops or as vital as standing at the forefront of an army of elven warriors, calling down sacred retribution.

Role within the Adventuring Party

Like most elves, grand theurgists prefer the company of their own kind, but understand that ideal situations do not make for strong character or purity of faith. So that they may temper their convictions with experiences that may not be found within elven lands, grand theurgists will often travel to the outside world, usually joining themselves to a band of adventurers.

The combination of arcane and divine gifts also adds to an adventuring party's strength by providing an impressively powerful warrior, especially against undead foes. Able to turn undead and yet cast arcane spells such as *disrupt undead* and *halt undead*, a grand theurgist is indeed a useful ally when facing the undying hordes of evil.

Wizard-Cleric

You may play a grand theurgist by multiclassing as a wizard-cleric. There is little difference in your progression whether you opt to start your career as a wizard or cleric—essentially it comes down to a matter of which class's first level abilities you prefer. Accept that you will fall behind single-classed spellcasters in terms of pure power, and concentrate on keeping your two classes equally balanced in order to provide a great degree of spellcasting flexibility.

Clearly, Intelligence and Wisdom are equally important as your primary spellcasting attributes. Dexterity is probably your next most important attribute solely due to the AC bonus; certainly, your cleric levels allow you to wear any type of armor, but you must be mindful of arcane spell failure. Charisma is useful to your character in order to take full advantage of your ability to turn undead and for the social skills that round out your role as an envoy of your people.

Constitution is welcome for the saving throw and hit point bonuses that it provides, but it has very little bearing your spellcasting powers other than through Concentration skill. Without a doubt, Strength is your least important attribute, as you are unlikely to rely on physical prowess given your spellcasting abilities.

Grand Theurgist

A grand theurgist is a gifted individual, able to bend magic to intermingle with the strength of his faith, to shake the foundations of existence and rattle the doors of orthodox arcana to better serve his god and race.

Hit Die: d6

Requirements

Concentration: 8 ranks

Knowledge (arcana): 8 ranks

Knowledge (elves): 8 ranks

Knowledge (religion): 8 ranks

Spellcraft: 8 ranks

Special: elven patron deity; access to Magic domain; ability to cast both arcane and divine spells of 2nd level or higher

Class Skills

The grand theurgist's class skills (and the key attribute for each skill) are:

Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (all skills) (Int), Profession (Wis), Scry (Int), Spellcraft (Int)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The grand theurgist is proficient with all simple weapons, with light and medium armor, and with shields.

SPELLCASTING

The grand theurgist continues to advance in spellcasting ability. He gains an additional caster level at each level, advancing in either arcane or divine spellcasting ability and combining with any arcane or divine spellcasting ability he may have from a previous class.

He gains additional spells known and spells per day, but he does not gain any other ability a character of his previous class would have gained (turn undead, improved familiar, etc)

For example, a cleric 3/wizard 3 gains a level as a grand theurgist. He chooses to increase his cleric caster level to 4th. He now casts spells as a cleric 4/wizard 3. When he gains another level of grand theurgist, he could increase his cleric caster level to 5th, or he could instead increase his wizard caster level to 4th.

TURN UNDEAD (SU)

At 1st level, the grand theurgist gains the turn undead ability of a cleric.

Add +1 to his effective cleric level when turning undead. He may turn undead a number of times per day equal to 3 + his Cha modifier, unless he already has this ability, in which case he may turn undead an additional time each day.

At 4th, 7th, and 10th level, his ability to turn undead improves by +1 effective level, and he gains one additional turning attempt per day.

DIVINE INSPIRATION (SU)

The grand theurgist may call upon the gods to enhance his spellcasting. As a free action, he may expend one of his daily turning attempts to increase

Table 3: Grand Theurgist

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, turn undead
2	+1	+3	+0	+3	Divine inspiration, extended domain
3	+1	+3	+1	+3	Familiar
4	+2	+4	+1	+4	Turn undead +1 level, +1/day
5	+2	+4	+1	+4	Bonus feat
6	+3	+5	+2	+5	Familiar (celestial/fiendish)
7	+3	+5	+2	+5	Turn undead +1 level, +1/day
8	+4	+6	+2	+6	
9	+4	+6	+3	+6	Bonus feat
10	+5	+7	+3	+7	Divine inspiration (arcane), turn undead +1 level, +1/day

his spellcasting ability for the current round.

For all level-dependent effects of the next divine spell he casts, the grand theurgist may add his class levels to any previous divine caster levels he may have from other classes, and determine the effect of the spell based on the improved caster level. This increase in caster level only affects level-dependent effects of the spell being cast. It does not grant access to new spell levels.

At 10th level the grand theurgist may use this ability when casting arcane spells. Add his class levels to any previous arcane caster levels he may have from other classes, and determine the effect of the spell based on the improved caster level.

EXTENDED DOMAIN

The grand theurgist may prepare any arcane spell he knows as a domain spell. Arcane spells prepared as domain spells are cast as a cleric, using his Wisdom attribute and his cleric caster level. As

the source of these spells is divine, there is no chance for arcane spellcasting failure when casting these spells.

FAMILIAR

The grand theurgist may call for a familiar. Beginning at 3rd level, the character adds half his grand theurgist class level (round down) to any previous master class levels and determines his familiar's special abilities according to PHB Table 3-19.

At 6th level the grand theurgist's familiar is infused with divine power. The creature gains either the celestial or fiendish template (according to the alignment of the character).

BONUS FEAT

The grand theurgist gains a bonus Metamagic, Item Creation, or Arcane feat (see Chapter 2).

Wayshepherd

An ancient and wondrous race, all elves are intermingled with the fabric of creation, their souls simultaneously entwined amongst the threads of magic and of nature. Whereas most of their people will eventually prove to have a greater relationship with one or the other, the *wayshepherds* are among few who are able to retain an equal connection to both realms. Dwelling amongst nature, though inextricably enthralled by wizardry, these wizard-druids draw power from the natural world more

effectively, augmenting both their druidic and eldritch spellcasting abilities. In many ways, the wayshepherds represent the very core of the elven people and their ideals.

Role in Elven Society

Though they cannot claim ownership of the ley lines, most power nexuses are of elven design. These sites of eldritch power are largely viewed as tools of the elven nation, to be used by all for the greater good. Some elves feel differently.



The wayshepherds seek to preserve these resources and will not stand idly by if they are corrupted and exploited, be the perpetrator elven or otherwise. Because it is not uncommon for a wayshepherd to impede an elven cause that contradicts their devotion to the free flow of eldritch energy across the landscape, most of their own people view them as a troublesome necessity, although some, like the ley runners, recognize their efforts and pay the wayshepherds the respect that is their due.

Role within the Adventuring Party

Wayshepherd adventurers often find themselves adrift in the world, searching for ley lines and power nexuses that need attending. The reclusive elf may, at first, feel out of place amongst a group that does not share her interest in preserving the flows of magic, but the abilities of the wayshepherd should quickly gain her acceptance and quell any awkwardness. The range of spells available to a wayshepherd can provide invaluable assistance to a beleaguered party: Imagine being outnumbered and wounded, facing down a horde of ravening orcs, only to see the charging throng become *entangled* by the very grass beneath their feet and then blasted by a *fireball* a moment later.

A wayshepherd's animal companions and familiar are also of great use to adventurers, for their enhanced senses undoubtedly surpass those of the wayshepherd's two-legged friends. The perfect scouts, these beasts add another set of eyes and ears to the group without requiring equal shares of any rewards.

Wizard-Druid

You may play a wayshepherd by multiclassing as a wizard-druid. Both classes begin with spells and a loyal ally in the form of an animal companion or familiar, but a druid has better hit points, saving throw, and skill points. The druid also has the advantage of being able to wear armor and has a wider range of weapons available, thus granting a better chance of surviving the lower levels of experience. Once the wizard levels are added, the power of your new spells and the advantages of a familiar will complement your druidic abilities quite nicely.

Intelligence and Wisdom are equally vital to your ability as a multi-talented spellcaster. Your Wisdom is also pivotal to many of the skills necessary for surviving the wilds, such as Spot and Wilderness Lore, though the Intelligence-related skills available to you, such as Knowledge and Search, are also likely to be of great value.

Dexterity and Charisma share roughly equal importance. As always for a wizard, Dexterity is vital for its bonus to AC and initiative, and neither of your component classes boasts a bonus to Reflex saves. Charisma, however, is important to your exclusive Animal Empathy skills. Your party will look to you to handle wilderness encounters, and you would do well to remember that a charismatic negotiator can save her spells for more tenacious foes.

The benefits of Constitution and Strength are handy, for the obvious reasons, but neither especially lends itself to your classes' talents. The druid-wizard will look to spells and charisma to see her through an encounter long before she will resort to force of arms.

Wayshepherd

The wayshepherds and their eldritch animal companions thanklessly defend the weave of magic that courses through the natural world.

Hit Die: d6

Requirements

Animal Empathy: 5 ranks

Craft (any): 5 ranks

Knowledge (arcana): 8 ranks

Knowledge (nature): 8 ranks

Spellcraft: 5 ranks

Feats: Create Power Nexus; Favored Terrain (any); any two Arcane, Item Creation, or Metamagic feats

Special: ability to cast 1st level arcane spells

Class Skills

The wayshepherd's class skills (and the key attribute for each skill) are: Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY:

The wayshepherd gains no new proficiency with armor or weapons.

SPELLCASTING

The wayshepherd continues to advance in spellcasting ability, though at a slightly reduced rate. At 1st level and each level marked "+1 spellcasting" the character gains a full arcane spellcaster level, including spells per day, spells known, and caster level. These levels stack with any previous arcane spellcaster levels, but she does not gain any other ability a character of her previous class would have gained.

ANIMAL COMPANIONS

The wayshepherd may be accompanied by animal companions, as a druid. She may add her wayshepherd class level to any previous druid levels to determine the maximum HD of her animal companions.

The wayshepherd may designate one of her animal companions as her familiar (if she does not already have a familiar). Add her wayshepherd class level to any previous master class level and determine the familiar's abilities according to PHB Table 3-19.

HOME NEXUS

At 2nd level the wayshepherd may establish a home nexus by creating a power nexus within her favored terrain (see Chapter 3). She must act alone to craft and create the focal point and the nexus. Once created, the wayshepherd adds her class level to all nexus-related skill checks (anchoring, etc) when using her home nexus. Although the wayshepherd may create additional power nexuses, she may only have one home nexus.

Table 4: Wayshepherd

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, animal companions
2	+1	+3	+0	+3	Home nexus, +1 spellcasting
3	+2	+3	+1	+3	Nexus guardians
4	+3	+4	+1	+4	+1 spellcasting
5	+3	+4	+1	+4	+1 spellcasting
6	+4	+5	+2	+5	Arcane guardians
7	+5	+5	+2	+5	+1 spellcasting
8	+6	+6	+2	+6	+1 spellcasting
9	+6	+6	+3	+6	Protector of the wilds
10	+7	+7	+3	+7	Arcane guardians (improved), +1 spellcasting

NEXUS GUARDIANS

The wayshepherd can retain additional animal companions specifically to protect her home nexus. She may attract additional animal companions with total HD equal to the rating of the power nexus. These companions cannot leave the radius of effect of the power nexus. As long as they are within range, they do not need food, water, or sleep.

ARCANE GUARDIANS

Beginning at 6th level, the character's nexus guardians begin to draw more power from the nexus. The animals gain natural armor and Intelligence as if they were familiars, according to PHB Table 3-19. Use the rating of the nexus to determine the master class level and the following abilities from the "Special" column: *improved evasion*, *speak with master*, *speak with animals*, *spell resistance*, and *scry on familiar*. If the nexus rating increases, so too will the guardians' abilities.

Furthermore, while the wayshepherd is anchored to her home nexus, she

may treat any of her nexus guardians as familiars, and gains the following abilities from the "Special" column as well: *Alertness*, *share spells*, *empathic link*, and *touch*. All range restrictions for these abilities apply as normal.

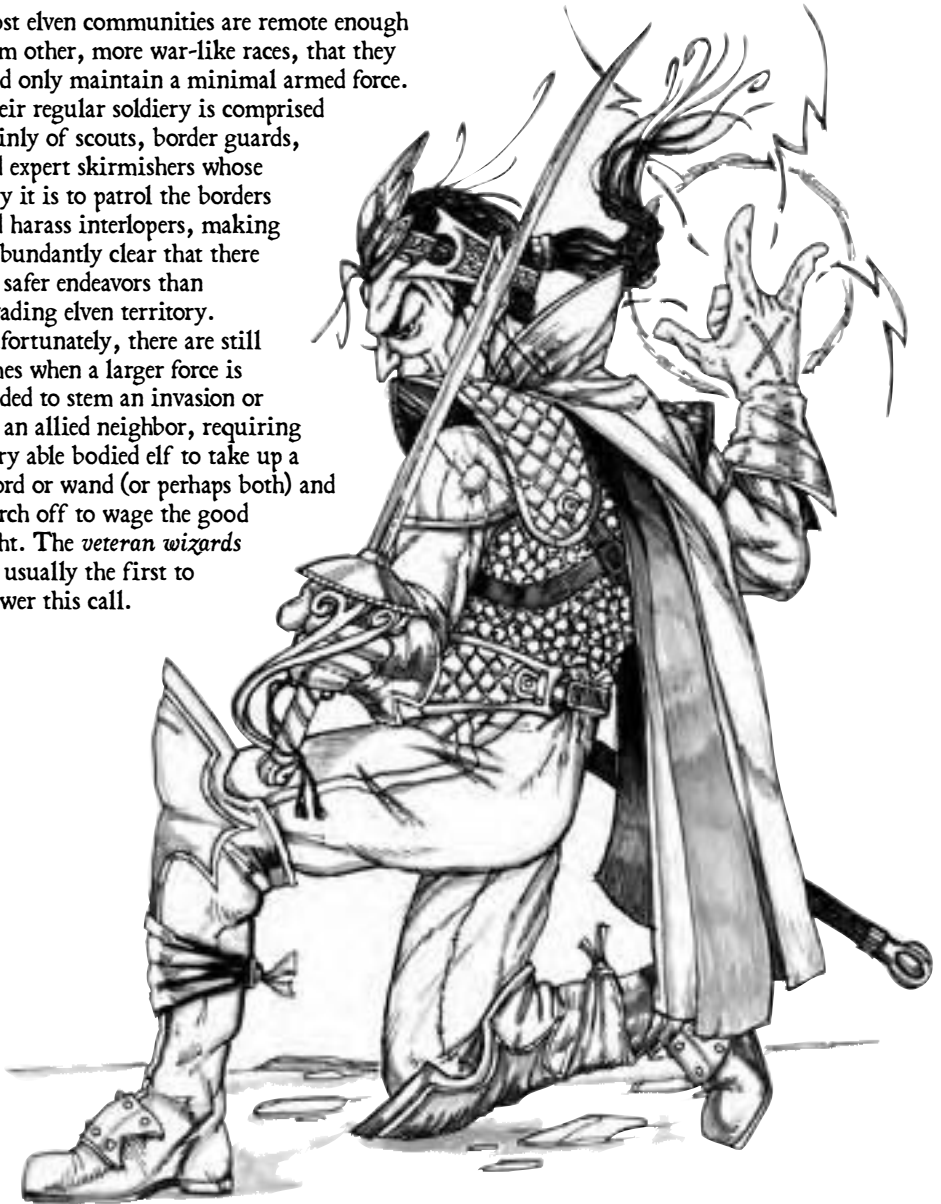
At 10th level the range of *alertness*, *share spells*, and *touch* is extended to a radius of one-mile per rating of the home nexus. Thus, if the wayshepherd is anchored to her home nexus, she could cast a *Touch* spell and designate any of her nexus guardians within range as the "toucher."

PROTECTOR OF THE WILDS

At 9th level, as long as she is travelling in her favored terrain, the wayshepherd is considered to be in her home territory; thus, she may always travel with the optimal complement of animal companions (i.e., twice her level in HD). If the character spends an extended time away from her favored terrain, the excess animal companions will start to wander away and desert her as normal, as indicated in the DMG.

Veteran Wizard

Most elven communities are remote enough from other, more war-like races, that they need only maintain a minimal armed force. Their regular soldiery is comprised mainly of scouts, border guards, and expert skirmishers whose duty it is to patrol the borders and harass interlopers, making it abundantly clear that there are safer endeavors than invading elven territory. Unfortunately, there are still times when a larger force is needed to stem an invasion or aid an allied neighbor, requiring every able bodied elf to take up a sword or wand (or perhaps both) and march off to wage the good fight. The *veteran wizards* are usually the first to answer this call.



Role in Elven Society

Skilled warriors and spellcasters, veteran wizards are experienced combatants that have usually spent many years in the military, or a similarly organized band of combatants, and have since retired to civilian life, either as one of the unarmed masses or, as is more commonly the case, a wandering adventurer. Whether their retirement is relatively peaceful or rather more active, their days are spent honing their swordsmanship, their archery, and their arcane study.

Veteran wizards are as comfortable with the feel of a blade in their hand as they are with the power of a spell upon their lips, and freely make themselves available when the cry comes to rally around elven banners. For this reason, if no other, their people look upon the veteran wizards, who give of themselves so freely, as both heroes and martyrs to the violence of the outside world.

Role within the Adventuring Party

One of the more common spellcasting combinations, a wizard-fighter offers a band of adventurers a great deal of utility. Able to lend either sword or spell when the trouble gets thick, veteran wizards are equally able to fill a breach in a group's perimeter or seize a moment of weakness to assail a foe with arcane force. Of course, they don't perform as well in either role as would a singly classed character of either class, but the trade-off is worth the flexibility gained. Then again, there is the issue of distributing the booty following a successful adventure, as the veteran wizard has equal claim to treasures suited to both fighters and wizards.

Wizard-Fighter

You may play a veteran wizard by multiclassing as a wizard-fighter. Choosing fighter at 1st level will give you a head start on BAB and hit points, giving you time to decide whether to continue your career as a fighter or a wizard. Decide whether you wish to be a fighter with a few low-level spells to boost your fighting ability, or a wizard with a few fighter levels to boost your combat survivability. Either way, you'll work best as a skirmisher, moving fast and striking just as swiftly before pulling back. The elven wizard-fighter is an elegant instrument, not a savage hammer to crash against the anvil.

Some wise feat choices include Silent Spell, so that you can cast from ambush undetected, and Still Spell, allowing you to keep your hands free for wielding weapons unimpeded. Expertise is another good choice, so you can boost your AC if you find yourself in dire straits.

You'll have to rely heavily upon Intelligence and Dexterity as your primary attributes. Strength and Constitution can both be boosted by low-level spells, but don't overlook the importance of a healthy Constitution and a hit point bonus that can't be dispelled.

Wisdom is fairly important for the bonus to your Willpower save, as you will get little help in this department from your fighter levels. Of least importance is Charisma, which has little impact on any of your class skills. On the other hand, if you have a high enough Intelligence to spare skill points on cross-class skills, Bluff, Intimidate, and Spot can all prove useful in a tough bind.

Veteran Wizard

Though outsiders may call you a dabbler, your dedicated service to the elven cause has not only earned you respect, it has taught you a greater mastery of both sword and spell.

Hit Die: d8

Requirements

Base Attack Bonus: +5

Concentration: 5 ranks

Knowledge (arcana): 5 ranks

Knowledge (elves): 5 ranks

Spellcraft: 5 ranks

Feats: Combat Casting, Weapon Focus (longsword or rapier), Weapon Focus (any bow)

Note: If you are using the Favored Terrain feat from Chapter 2, you may select thematically appropriate weapons for your Weapon Focus prerequisites.

Special: ability to prepare 1st level arcane spells

Class Skills

The veteran wizard's class skills (and the key attribute for each skill) are: Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (all skills) (Int), Profession (Wis), Ride (Dex), Scry (Int), Spellcraft (Int), Swim (Str)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The veteran wizard is proficient with all simple and martial weapons, and with light and medium armor.

SPELLCASTING

The veteran wizard continues to advance in spellcasting ability, albeit at a slower rate. Add half his veteran wizard class levels to any previous arcane spellcasting class and determine his spells per day, spells known, and spellcaster level on that basis.

ARMOR MASTERY

The veteran wizard is able to ignore the arcane spell failure penalty while wearing armor. At 1st level the veteran wizard gains the ability to cast 1st level arcane spells while wearing light armor, with no chance of arcane spell failure. At 4th level he gains the ability to cast up to 3rd level arcane spells in light armor. At 7th level he gains the ability to cast up to 3rd level arcane spells while wearing light or medium armor. At 10th level he gains the ability to cast up to 5th level spells while wearing light armor, up to 3rd level spells while wearing medium armor, or up to 1st level spells while wearing heavy armor.

The veteran wizard cannot ignore the arcane spell failure for using shields.

BONUS FEAT

At 2nd, 6th, and 10th levels, the veteran wizard gains a bonus feat. This feat must be a Metamagic feat, a bonus Fighter feat, an Arcane feat (see Chapter

Table 5: Veteran Wizard

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, armor mastery I
2	+1	+3	+0	+3	Girding spell, bonus feat
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	Armor mastery II
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	Bonus feat
7	+5	+5	+2	+5	Armor mastery III
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	Weapon specialization
10	+7	+7	+3	+7	Armor mastery IV, bonus feat

2) or the veteran wizard's special feat *Girding Spell* (see below and column opposite).

GIRDING SPELL

Beginning at 2nd level, the veteran wizard may choose the special *Girding Spell* feat exclusive to their class (see column opposite).

WEAPON SPECIALIZATION

At 9th level the veteran wizard gains *Weapon Specialization* as a bonus feat. The weapon chosen must be the longsword, the rapier, or any bow. The character must meet the *Weapon Focus* prerequisite as normal.

Note: If you are using the *Favored Terrain* feat from Chapter 2, you may select thematically appropriate weapons for your bonus *Weapon Specialization*

SPECIAL FEATS

Girding Spell

[Special]

The veteran wizard has access to the exclusive training of his people, including access to spell variants that have been researched specifically for their use.

Prerequisites: Spellcaster level 1+

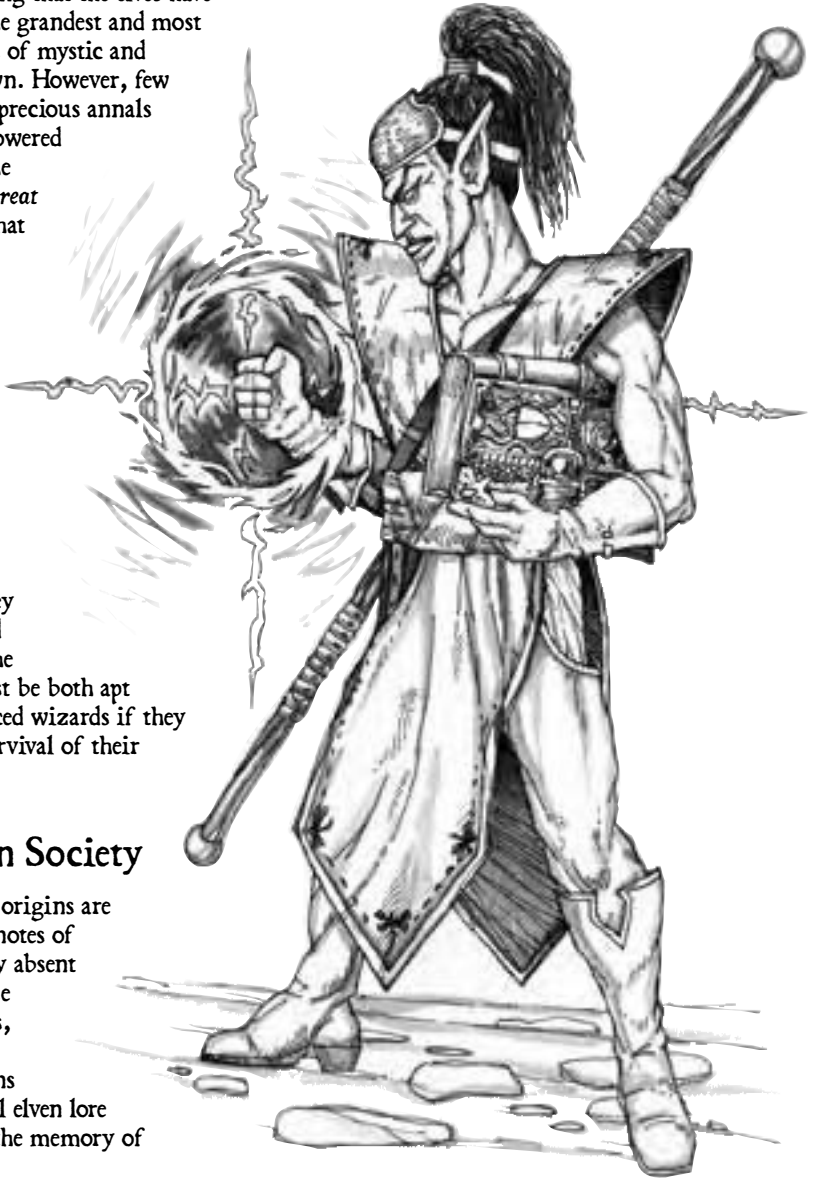
Benefit: Choose any spell designated as *harmless* (in the *Saving Throw* entry for the spell) with a range greater than *Personal*, up to the maximum level spell you can currently cast. You may prepare this spell in a spell slot one level lower than normal; when cast, the spell's range is limited to *Personal*. Note that the spell itself is not changed, so feats and other abilities that refer to the mechanics of spells refer to the original spell. You may choose this feat multiple times; each time you choose this feat, you learn how to prepare one additional spell as a *girding spell*.

Seneschal of the Great Library

It is hardly surprising that the elves have gathered some of the grandest and most extensive collections of mystic and mundane lore known. However, few elves treasure these precious annals more than the empowered monks known as the *Seneschals of the Great Library*, an order that devotes their lives to the preservation, protection, and expansion of these wondrous storehouses of knowledge. Charged with such a respected and surprisingly dangerous task—many indeed view knowledge as the key to power and would take it by force—the stoic seneschals must be both apt warriors and practiced wizards if they are to ensure the survival of their libraries' contents.

Role in Elven Society

Though their exact origins are one of the few footnotes of history mysteriously absent from their otherwise thorough chronicles, the seneschals' presence as guardians and caretakers of all elven lore has existed beyond the memory of



any other race. Part scholar, part protector, the Seneschals represent the elven ideal—wisdom and intellect working as one—deservedly earning them the admiration of the elven people.

Peaceful and contemplative by nature, the seneschals spend their days wandering amongst their grand bookshelves, committing a scroll to memory, diligently scribing, or experimenting with an enchanted text. On rare occasions they are called to protect the library, and their fighting techniques are both deadly and yet mindful of the valuable works around them.

Role within the Adventuring Party

The Seneschals of the Great Library are almost entirely unknown to the world at large as they are reluctant to leave the company of their beloved books and scrolls. However, it is not unknown for a seneschal to leave on sabbatical amongst the other races, employing their gifts in aid of their new companions in exchange for new acquisitions for the great libraries. They are especially interested in obtaining arcane texts and scrolls, particularly if it means keeping them out of the hands of those who would pervert their power.

Usually bookish and aloof in their studies, the Seneschal's companions will definitely be surprised to learn just how dangerous guarding a library has made the elf. When parlay fails, or if their weathered tomes are in jeopardy, these wizard-monks will not hesitate to employ touch-based spells delivered with fierce precision from their deadly fists. On the other hand, they tend to avoid spells that destructively affect a large area; though this magic is favored among

some adventuring groups, it tends to have disastrous repercussions if employed within the confines of the libraries.

Wizard-Monk

You may play a Seneschal of the Great Library by multiclassing as a wizard-monk. Due to the monk's multiclassing restrictions, it is best to begin your career as a wizard.

You will likely make extensive use of the wizard's Scribe Scroll feat, and other metamagic feats such as Empower Spell or Still Spell are especially useful, as they are ideal for the touch-based spells favored by wizard-monks.

Wisdom and Dexterity are perhaps your most useful attributes. You will need to boost your AC, as both monks and wizards prefer to fight without armor. Intelligence is important as your primary spellcasting attribute, as well as for the extra skill points you can spend on the wide array of skills available to you, but take care not to let your Intelligence outpace your spellcasting ability.

Strength is of middling significance to you; precision can succeed where brute strength may fail and the right touch spell will do more damage than an unarmed strike.

Of least worth to you is Charisma— it has no bearing on either your spellcasting proficiency or the deftness of your monkish talents and fighting proficiency. Peace and diplomacy are always your first choice, to be sure, but your preference for the company of the written word to that of other people leaves you little need for this attribute or most of its related skills.

Seneschal of the Great Library

Meditative and curious, the Seneschals of the Great Library seek to guard the lore of ages from the ravages of time and the corruption of mortal greed.

Hit Die: d6

Requirements

Base Attack Bonus: +4

Concentration: 4 ranks

Decipher Script: 4 ranks

Knowledge (arcana): 8 ranks

Knowledge (elves): 8 ranks

Spellcraft: 4 ranks

Feats: Improved Unarmed Strike, Scribe Scroll, Spell Mastery, Stunning Fist

Class Skills

The seneschal's class skills (and the key attribute for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Heal (Wis), Hide (Dex), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (all skills) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scribe (Int), Speak Language (none), Spellcraft (Int)

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY:

The seneschal does not gain any new proficiency with weapons or armor.

SPELLCASTING

A Seneschal of the Great Library continues to advance in spellcasting ability, albeit at a slower rate. The character adds half his seneschal class levels to any previous arcane spellcaster levels to determine spells per day, spells known, and spellcaster level. He does not gain any other ability a character of his previous class would have gained.

SPELL RESTRICTIONS

The seneschal is prohibited from casting any spell with an energy subtype (acid, fire, cold, electricity, sonic) unless the spell has a range of Touch. This prohibition extends to the use of any spell trigger or spell completion items (scrolls, wands, etc.).

MONK ABILITIES

The seneschal advances in the unarmed fighting techniques of the monk. Add his seneschal class levels to any monk levels to determine unarmed BAB, damage, AC bonus, and unarmored speed (see PHB Table 3-10). He also gains a Wisdom bonus to AC. In addition, the seneschal may attack with a *flurry of blows*, as the monk ability of the same name.

At 2nd level the seneschal gains the *evasion* ability of the monk. At 3rd level he gains *still mind*. At 5th level he gains *wholeness of body*. At 8th level he gains *improved evasion*. At 10th level he gains *diamond soul*.

SCROLL MASTERY

The seneschal adds his class level to all caster level checks when activating spells from scrolls.

Table 6: Seneschal of the Great Library

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+2	+2	Spellcasting, spell restrictions, monk abilities
2	+1	+3	+3	+3	Arcane memory, evasion, scroll mastery
3	+2	+3	+3	+3	Flurry casting, still mind
4	+3	+4	+4	+4	Bonus feat
5	+3	+4	+4	+4	Wholeness of body
6	+4	+5	+5	+5	Arcane memory, bonus feat
7	+5	+5	+5	+5	Mind over body
8	+6	+6	+6	+6	Improved evasion
9	+6	+6	+6	+6	Bonus feat
10	+7	+7	+7	+7	Arcane memory, diamond soul

ARCANE MEMORY

The seneschal can commit scrolls to memory in order to hide them or protect them from loss. The seneschal can commit a number of scrolls to memory equal to his Intelligence modifier. This process ‘erases’ the scroll and transfers the magic to the seneschal. Thereafter, the seneschal can either cast the spell (thus ‘erasing’ it from memory) or scribe it back onto a scroll. Scribing the spell back onto a scroll takes one day per spell.

At 6th level and again at 10th level, the seneschal is able to commit one additional scroll to memory.

FLURRY CASTING

At 3rd level the seneschal may combine the casting of any Touch spell with a flurry of blows. Instead of gaining an additional attack, the seneschal may cast any Touch spell whose casting time is 1 action or less, as a free action. The character may then make his normal

iterative attacks, though all attacks in the round suffer a –2 penalty as if he had used the flurry of blows action.

BONUS FEAT

At 4th, 6th, and 9th level, the seneschal gains a bonus feat chosen from the following list: Combat Casting, Deflect Arrows, Dodge, Expertise, Improved Trip, Weapon Finesse (unarmed), Weapon Focus (unarmed)

MIND OVER BODY

At 7th level the seneschal no longer requires food, drink, or sleep. Note that he must still rest quietly for 8 hours in order to prepare arcane spells.

Exemplar

Majestic and glorious in countenance and deed, the wizard-paladin embodies all that the elven spirit is meant to represent: heroism, honor, duty, and most importantly, the wise and benevolent lordship of arcane power. Charged by their faith to defend the bodies, souls, and beliefs

of their people, these *exemplars* of the elven race must master the sword, the bow, and the arcane spell to prove themselves worthy of the cause. As the battle between righteousness and injustice never ceases, neither does the trial end for the valorous exemplars.



Role in Elven Society

Exemplars lead their people into battle, be it a conflict of the spirit or of the flesh, earning them a place of high regard amongst their people. The fact that exemplars proudly unite their arcane abilities with those bestowed through worship only serves to improve their standing. Most exemplars are tied to the church of their following, answering to its sacred statesmen, though many still wander as so-called “vagabond knights,” searching for answers in distant lands. One might think that such questing exemplars would be reduced in standing in the eyes of the common elf, but quite the contrary, questing exemplars are typically closer to the people whom they strive to protect, and thus are perhaps held in slightly higher regard than those wizard-paladins who spend their time with holy writ and sacred temple.

Role within the Adventuring Party

Exemplars wishing to join a band of adventurers usually do so in pursuit of some quest of benefit to elvenkind. In such company these soldiers of faith often find themselves gravitating towards the role of leader, a mantle they don quite naturally. Imbued with a formidable presence and possessing divine, arcane, and martial talents to match, wizard-paladins are as quick to lead a valiant charge as they are to heal a wounded comrade or bombard an enemy with magical fury.

Wizard-Paladin

You may play an exemplar by multiclassing as a wizard-paladin, although your level

progression is strongly limited by the paladin’s restriction on multiclassing. It is therefore best to begin as a paladin, and advance solely as a paladin until you feel that you have gained everything you need before moving on.

Obviously a wizard-paladin is not the typical “knight in shining armor” paladin; you will likely wear little or no armor, you may wield a light weapon to which you have applied the *Weapon Finesse* feat, and you may find yourself resorting to magical trickery when the situation calls for it.

Increasing your arcane and divine spellcasting abilities through your *Intelligence* and *Wisdom*, respectively, has more potential worth to your cause than a sinewy arm and heavy blade. *Charisma* is also important to you— not only is it the key to many of your divine abilities, such as *turn undead*, *lay on hands*, and especially *divine grace*, but you will also find it useful for leadership and social skills.

It may seem odd to leave the fighting man’s three most important attributes for last, but *Strength*, *Dexterity*, and *Constitution* take a back seat to your mental attributes. You will find them all useful, of course, but rounding them out and keeping them balanced is probably more useful to you than paying a lot of attention to any one of them. If you must choose, *Dexterity* is probably the most useful to a wizard.

If you choose to take the typical heavy-armor approach, choose wizard spells with a long duration that you can cast in the morning, or just before battle, before donning your armor. You may also wish to consider the *Still Spell* feat, so that you can cast spells while wielding a sword, shield, and holding the reins on your special mount.

Exemplar

The exemplars wield spell and blade against the enemies of all elvenkind, bringing hope to those who have known only despair.

Hit Die: d8

Requirements

Alignment: any good

Base Attack Bonus: +5

Handle Animal: 4 ranks

Knowledge (arcana): 4 ranks

Knowledge (elves): 4 ranks

Knowledge (religion): 7 ranks

Ride: 7 ranks

Feats: Mounted Combat, Spell Mastery

Class Skills

The exemplar's class skills (and the key attribute for each skill) are:

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Ride (Dex), Sery (Int), Spellcraft (Int)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY:

The exemplar is proficient with all simple and martial weapons, with all armor, and shields.

SPELLCASTING

The exemplar casts spells as a paladin. Add his exemplar class levels to any

previous paladin class levels and determine his spellcasting ability according to PHB Table 3-12. His caster level is equal to one-half the sum of his exemplar class levels and any previous paladin levels.

GRANTED POWERS

As an agent of the elven deities, the exemplar receives many of the same granted powers as a paladin. At 1st level the exemplar gains *detect evil*, *lay on hands*, and *divine grace*. At 2nd level he gains *aura of courage* and *smite evil*. His exemplar levels stack with any previous paladin levels for determining the effects of these abilities.

AURA OF VIGILANCE

At 2nd level the exemplar receives a +2 morale bonus to saves vs. mind-affecting enchantment spells. (This bonus stacks with his elven racial bonus.) In addition, the exemplar projects this aura to all allies within 10', granting them the same bonus.

SPECIAL MOUNT

The exemplar may call for a special mount, as the paladin ability of the same name. Add his exemplar class levels to any paladin levels and determine his mount's ability on that basis.

DIVINE ARCANA

Beginning at 3rd level exemplar is able to prepare arcane spells as divine spells. He may prepare any spell he has mastered through Spell Mastery as a divine spell. This takes the place of one of his daily paladin spell slots of the spell's normal level. Because the spell is granted by his patron deity and prepared

Table 7: Exemplar

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+2	Spellcasting, granted powers
2	+2	+3	+0	+3	Aura of vigilance, special mount
3	+3	+3	+1	+3	Arcane healing, detect magic
4	+4	+4	+1	+4	Divine arcana
5	+5	+4	+1	+4	Bonded mount
6	+6	+5	+2	+5	
7	+7	+5	+2	+5	Aura of glory
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	
10	+10	+7	+3	+7	Aura of glory (improved)

as a divine spell, there is no chance of arcane spell failure when casting this spell while wearing armor.

presented on the paladin's special mount table takes precedence over the information on the familiar table.

ARCANE HEALING (Su)

The exemplar can convert arcane spells into divine healing, administered through his lay on hands ability. The target is healed an amount equal to the exemplar's Cha modifier multiplied by the level of the converted spell.

DETECT MAGIC (Sp)

At 3rd level the exemplar can *detect magic* as a spell-like ability.

BONDED MOUNT

At 5th level, if the exemplar does not already have a familiar, he may bond his special mount as his familiar. Add the exemplar's class level to any previous master levels and determine his mount's additional abilities according to PHB Table 3-19. The abilities do not stack; where abilities granted are identical (natural armor, Intelligence, spell resistance, etc.) the information

AURA OF GLORY (Su)

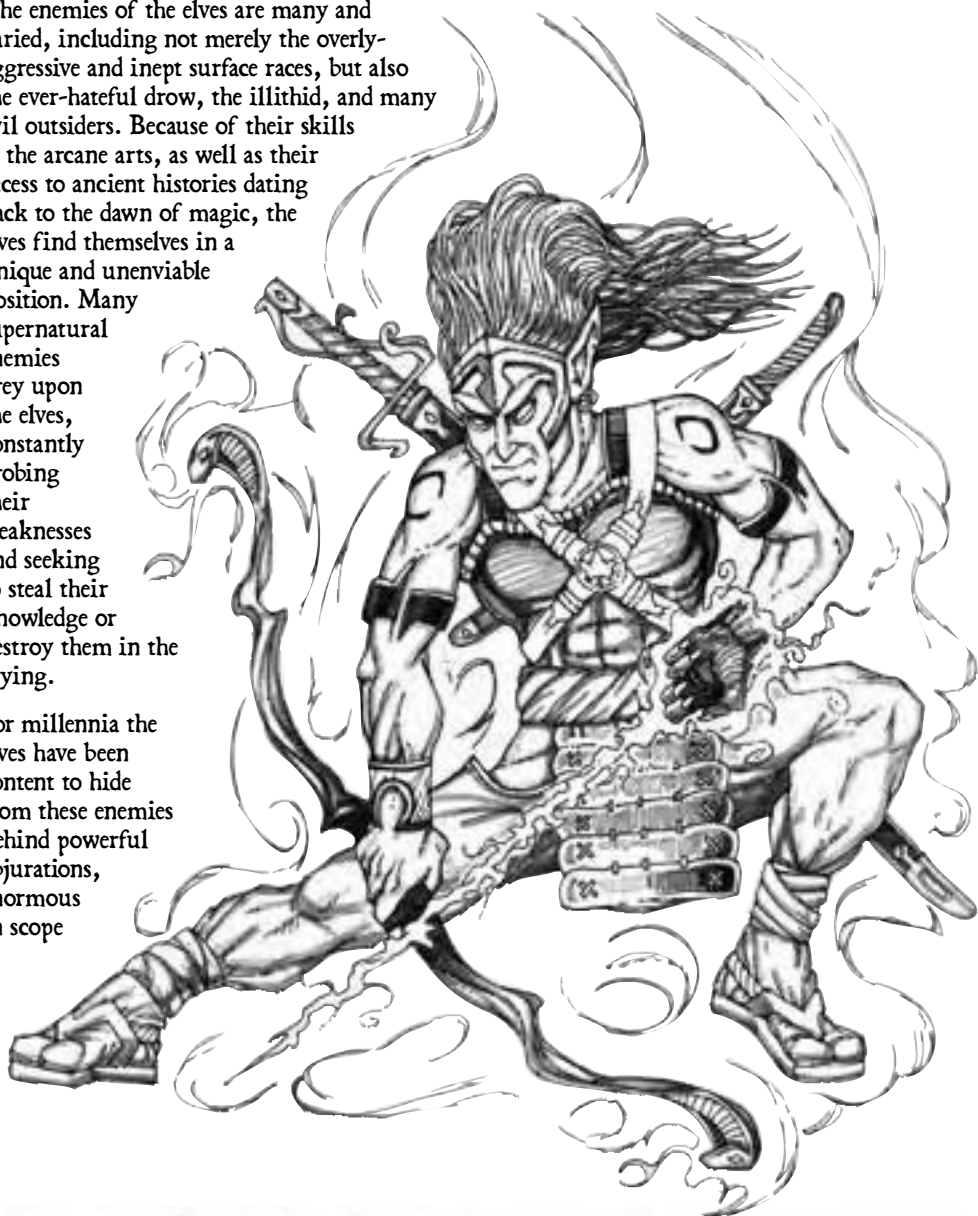
At 7th level the exemplar can project an aura of glory once per day. The exemplar's countenance glows with a holy radiance, seemingly taking on the features of the elven gods themselves. Good creatures are unaffected by the aura of glory. All other creatures within 20 feet must make a Willpower saving throw (DC = 10 + exemplar class level + Cha modifier). Neutral creatures who fail this save are *shaken* for a number of rounds equal to the exemplar's Cha modifier. Evil creatures who fail this save are *dazed* for the same number of rounds.

At 10th level the exemplar's ability improves. Evil creatures are automatically *stunned* for 1 round even if they succeed at their saving throw. If the saving throw is failed, evil creatures are *panicked* for a number of rounds equal to the exemplar's Cha modifier.

Spell-shikar

The enemies of the elves are many and varied, including not merely the overly-aggressive and inept surface races, but also the ever-hateful drow, the illithid, and many evil outsiders. Because of their skills at the arcane arts, as well as their access to ancient histories dating back to the dawn of magic, the elves find themselves in a unique and unenviable position. Many supernatural enemies prey upon the elves, constantly probing their weaknesses and seeking to steal their knowledge or destroy them in the trying.

For millennia the elves have been content to hide from these enemies behind powerful abjurations, enormous in scope



and seemingly impenetrable. Not so the *spell-shikars*. Keenly aware that evil never sleeps, the *spell-shikars* strike out against the feared but largely forgotten foes of the past, wielding steel and spell with skills specifically developed for their unusual task.

Organized into small cells or, as is usually the case, acting alone or in pairs, the *spell-shikars* form an underground resistance against spell-wielding and spell-resistant foes. Few other elves recognize the *spell-shikars'* diligence, writing off their wide-ranging patrols and extra-planar raids as indulgences of paranoia and unprovoked aggression. The *spell-shikars* know better, however, for they have seen the enemy and borne witness to its slaving hunger.

Role in Elven Society

The unwanted and unappreciated protectors of their people against old and forgotten enemies, the *spell-shikar* are looked down upon as violent, reclusive, brutes. Other elves, upon recognizing a *spell-shikar*, will seek to quickly put as much distance between themselves and these “delusional fanatics” as can be politely managed. Despite such prejudices, the *spell-shikars* know the truth, and they take such ill-treatment in stride, awaiting the day when their diligence is vindicated before all of elvenkind. Driven by a sense of honor and vengeance to defend even those who shun them, the *spell-shikars* are devoted to the cause and shall see it through no matter the cost.

Role within the Adventuring Party

A wizard-ranger is quite probably the perfect scout: always wary and on guard against the

unseen, as silent as twilight, and yet able to manipulate arcane energies into exposing and defeating enemies that may lay in wait. The character's familiar grants him an extra set of senses by which to gain intelligence, thereby decreasing the chance of the party plowing ahead blindly into danger.

Wizard-Ranger

You may play a *spell-shikar* by multiclassing as a wizard-ranger. The *spell-shikar* prestige class offers some interesting abilities tailored to your fight against ancient fiends, but that doesn't mean that the usual combination of the wizard and ranger classes can't simulate most of these abilities on their own. The force that drives you is your passion for seeing your enemies undone and extinguished, not the abilities that allow you to fulfill this task.

Against such foes as you will seek out, you will be well-served by both Dexterity (for AC) and Wisdom (to improve your Willpower saves). Of course, Intelligence is important if you wish to focus more on your wizard class, as it is the governing attribute for your spells. Another vote in favor of Intelligence is the wide array of skills available to rangers, so you will have plenty of places to focus extra skill points.

Strength and Constitution are important as they are to any fighting man, but of the two you will likely be better served by a decent Con modifier to improve your hit points. Charisma is probably your least important attribute, which plays nicely into the *spell-shikar's* tendency to be withdrawn and reclusive.

Spell-shikar

His soul troubled by fear and understanding of an underestimated enemy, the spell-shikar struggles alone to keep his people safe.

Hit Die: d8

Requirements

Base Attack Bonus: +5

Intuit Direction: 6 ranks

Knowledge (arcana): 6 ranks

Knowledge (the planes): 6 ranks

Spellcraft: 6 ranks

Spot: 6 ranks

Wilderness Lore: 6 ranks

Feats: Alertness, Spell Penetration, Track

Special: favored enemy (any outsider); must be able to prepare 1st level arcane spells

Class Skills

The spell-shikar's class skills (and the key attribute for each skill) are: Alchemy (Int), Climb (Str), Concentration (Con), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY:

The spell-shikar is proficient with all simple and martial weapons, and with light armor.

SPELLCASTING

The spell-shikar continues to advance in spellcasting ability as a ranger. Add his spell-shikar class level to any previous ranger levels and determine his spells per day according to PHB Table 3-13. However, unlike a ranger (whose caster level is half his ranger level) the spell-shikar gains +1 caster level with each class level. Thus, a ranger 4 / spell-shikar 3 casts spells as a 5th level caster.

FAVORED ENEMY

The spell-shikar continues to advance his favored enemy ability. Add his spell-shikar class levels to any previous class levels granting the "favored enemy" ability and determine his bonus according to PHB Table 3-13.

ARCANE PERSECUTION

Beginning at 2nd level, the spell-shikar adds his favored enemy bonus to the DC of all spells he casts against his favored enemies. This bonus applies only to spells directly targeted at a favored enemy (but not to area effect spells that merely happen to include a favored enemy).

At 4th level the spell-shikar may strike opponents with damage reduction even if he does not have a magical weapon. For the purposes of bypassing DR, he treats any weapon he uses against his favored enemy as a magical weapon with a bonus equal to his favored enemy bonus.

At 6th level his ability in this regard improves yet again. Add his favored enemy bonus to his caster level check to bypass SR. Again, this bonus applies

Table 8: Spell-shikar

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+2	+2	Spellcasting, favored enemy
2	+1	+0	+3	+3	Arcane persecution (DC)
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	Arcane persecution (DR)
5	+3	+1	+4	+4	Resist fell magic
6	+4	+2	+5	+5	Arcane persecution (SR)
7	+5	+2	+5	+5	Extra-planar tracking
8	+6	+2	+6	+6	Counter spell-like ability
9	+6	+3	+6	+6	
10	+7	+3	+7	+7	Furious persistence

only to spells directly targeted at a favored enemy.

EXTRA-PLANAR TRACKING

If the spell-shikar witnesses his favored enemy's escape via a *teleportation* or planar travel spell, he may immediately make a Spellcraft check to determine his quarry's plane of destination. If he pursues his prey to another plane within one round of its escape, he may make an Intuit Direction check to determine the general direction towards his prey.

The GM sets the difficulty of the initial Spellcraft check and rolls in secret, informing the spell-shikar only of his success or failure.

<i>Destination</i>	<i>DC</i>
Same plane	15
Ethereal, Astral	20
Inner Plane	25
Outer Plane	30

RESIST FELL MAGIC

Beginning at 5th level, the spell-shikar adds his favored enemy bonus to all saving throws against spells and spell-like abilities originating from a favored enemy.

COUNTER SPELL-LIKE ABILITY

The spell-shikar may counter the spell-like abilities of his favored enemies as if they were actually casting the spell in question. All other normal rules for counterspells apply.

FURIOUS PERSISTENCE (Ex)

Against any spell cast by a favored enemy, the spell-shikar gains spell resistance equal to 20 + his Wis modifier.

Anarcanist

Although the opinions of individual elves seem to vary, the body politic of the elven nations view themselves as the progenitors and protectors of magic. All too often the elven have been threatened by menacing individuals who wield dark magic and enchanted instruments of destruction with little care for anything save their own thirst for power. Malevolent forces such as these are normally

fought with the noble strength and polish of armies, but repeated conflicts have given rise to the rogue *anarcanists*. These elven wizard-roguers will stop at nothing to keep arcane magic from the unworthy. What they cannot take by force or coercion, they are perfectly willing to destroy.

Elves take a dim view of sorcery in general and have a deep hatred for



kobold sorcerers, orcs adepts, and the other pseudo-wizards of enemy races; neither are they particularly respectful of even their own allies' advances in arcane study. The anarcanists put to action the guilty, secret thoughts of many an elf.

Role in Elven Society

The anarcanists are politically disavowed, publicly decried, but privately respected for the responsibility they have shouldered. Indeed, many whisper of an "Order of the Shadowed Moon," a vast conspiracy said to be sponsored and funded by powerful elven theurgists. Simply put, the mission of the anarcanists is to prevent the spread of arcane lore outside the control of elven nations, and among the elven people there are few who don't privately hold this same view.

Role within the Adventuring Party

The anarcanist's arcane talents are bolstered by a healthy dose of the covert, and they have perfected many specialized techniques specific to their mission. Although it is unlikely that the typical elven wizard-rogue is in fact a member of this shadow conspiracy, it cannot be denied that the wizard-rogue has the motive and the means to "liberate" pretty much any form of magic that catches his eye. Other party members may wonder about the anarcanist's stern concern for any arcane treasures acquired, especially if the new owner has proven to be of dubious morality or incompetent proficiency, but few will realize the depths to which their companion may sink in order to ensure that such power is not abused.

Wizard-Rogue

You may play an anarcanist by multiclassing as a wizard-rogue, and through clever and consistent roleplaying you can make it clear that your character desires to keep magic out of the hands of unworthy individuals.

It is best to begin your career as a rogue simply for the increased skill points at 1st level. Mix in rogue levels early in your career, looking out for *evasion* at 2nd level and *uncanny dodge* at 3rd level. As you spend your rogue skill points, consider whether you want to rely on your spells or your skills: do you want ranks in Hide, or will you learn to cast *invisibility*? Open Lock, or *knock*? A mix of supporting skills and spells is your wisest, safest option.

Intelligence and Dexterity are your most essential attributes, though Dexterity may be slightly more valuable to the wizard who desires to remain silent, unseen, and unharmed. Certainly, a high spell DC, extra spell slots, and the added skill points of Intelligence are welcome, but the need to approach one's target in secret, often requiring the circumventing of arcane as well as mundane traps, makes nimbleness more necessary.

Constitution, Wisdom, and Charisma must be carefully weighed for their advantages. The importance of hit points and a Willpower save bonus may in fact be overridden by the importance of Cha based skills, especially *Use Magic Device*. In fact, a careful, clever wizard-rogue can probably get by without Constitution and Strength. Keep your activities subtle and keep yourself as distant from danger as possible. The quick, silent blade or the subtle death of creative spellcasting are far preferable to the crude savagery of public bravado and the flexing of muscles.

Anarcanist

Trained in secret and initiated to a worthy cause, anarcanists make their own honor and live by one simple code: Magic is a tool that must be leashed and guided, and when it escapes the bonds of benevolent control, it must be reigned in, no matter the cost.

Hit Die: d6

Requirements

Bluff: 6 ranks

Disable Device: 6 ranks

Hide: 8 ranks

Knowledge (arcana): 8 ranks

Move Silently: 8 ranks

Search: 6 ranks

Spellcraft: 6 ranks

Feats: Dodge; any two of the following: Great Fortitude, Iron Will, Lightning Reflexes

Special: sneak attack +1d6 or better; ability to cast 2nd level arcane spells

Class Skills

The anarcanist's class skills (and the key attribute for each skill) are: Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The anarcanist is proficient with all simple weapons.

SPELLCASTING

The anarcanist continues to advance in spellcasting ability, albeit at a slower rate. Add half his anarcanist class levels to any previous arcane spellcaster levels and determine his caster level, spells per day, and spells known on that basis.

SNEAK ATTACK

At 1st, 4th, 7th, and 10th level, the anarcanist gains bonus sneak attack dice. These dice stack with any sneak attack dice he receives from any other class.

EVASION (Ex)

At 2nd level the character gains *evasion*, as the rogue ability of the same name. At 8th level he gains *improved evasion*.

UNCANNY DODGE

The anarcanist gains the *uncanny dodge* ability. This stacks with any uncanny dodge ability he may have from another class.

IMPROVED DISPELLING

The anarcanist adds his Intelligence modifier to all caster level checks for dispelling magic effects.

HAND STRIKE

Before making a sneak attack, the anarcanist can forgo +2d6 of sneak attack damage to strike a stinging blow

Table 9: Anarcacist

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+2	+2	Spellcasting, sneak attack +1d6
2	+1	+0	+3	+3	Evasion, uncanny dodge
3	+2	+1	+3	+3	Improved dispelling, hand strike
4	+3	+1	+4	+4	Dodge ray, sneak attack +2d6
5	+3	+1	+4	+4	Uncanny dodge (can't be flanked)
6	+4	+2	+5	+5	Throat strike, spell resistance
7	+5	+2	+5	+5	Sneak attack +3d6
8	+6	+2	+6	+6	Improved evasion
9	+6	+3	+6	+6	Dodge touch
10	+7	+3	+7	+7	Scour spell, sneak attack +4d6

to the victim's hands. If the attack is successful, for the next 1d4 rounds the victim must make a Concentration check in order to cast any spell with a somatic component (DC = actual damage inflicted by strike + spell level). If the victim is suffering from any combination of hand strikes and/or throat strikes at the same time, he makes a single Concentration check but increases the DC by +5 for each hand or throat strike beyond the first.

THROAT STRIKE

As *hand strike*, but the effects apply to spells with a verbal component.

SPELL RESISTANCE

The anarcacist gains spell resistance equal to 10 + anarcacist class level + Wisdom modifier.

DODGE RAY (Ex)

If the anarcacist is struck with a ray, he may forgo his next standard action to attempt to dodge the ray. He may make a Reflex save against the ray attack and

use the result of his saving throw as his AC. If the ray misses this new AC, the character successfully dodges.

At 9th level he may use this ability with melee touch spells in addition to rays. The ability works only against touch spells; it has no effect on other forms of touch attacks.

This ability may only be used if the character is wearing no armor.

SCOUR SPELL (Su)

The anarcacist may strike spellcasters so as to damage their ability to recall and cast prepared spells. Before making a sneak attack, the character may choose to forgo one or more sneak attack dice. On a successful attack, for every 1d6 of sneak attack dice the character forgoes, the victim loses 1 spell level from his prepared spells. The victim chooses which prepared spell(s) to lose. This ability has no effect on opponents who are immune to sneak attack or critical hits, upon spellcasters who do not prepare spells, or on spellcasters who currently have no spells prepared.

Outcast Specialist

Thought by many to be born of magic and to return to the eldritch ether upon their deaths, the elves are often seen as synonymous with all things arcane. Normally this is beneficial, or at worst irrelevant, to an elf's maturity and development, but sometimes this attunement to the energies of magic twists and pulls at the individual so greatly that the spellcaster is compelled to follow the deviant path of the *outcast specialist*. These unusual spellcasters have broken from the conventions of magic revered by their peers and instead follow a path that speaks to them from somewhere within, whispering and beckoning for them to follow, regardless of the price.



Role in Elven Society

Few elves understand the calling that drives one of their own to forsake the teachings of their race, to leave behind the accumulated arcane experience of their elders for such single-minded dedication to their inborn talents. Elves generally view the pursuit of arcane magic as a scholarly endeavor, requiring many long years of patient study. Moreover, while wizards who pursue certain schools of magic more fervently than others are encouraged, and while sorcerers with natural talent may be tolerated, the outcast specialists take their natural affinity for one school of magic a step too far for conservative elven society. Some communities, especially those that are ruled or advised by priests who follow the elven god of magic, may go so far as to force the outcast specialists into hiding.

Role within the Adventuring Party

A wizard-sorcerer may initially seem like an unnecessary addition to an adventuring party— the character is restricted to lower spell levels than either a singly classed wizard or sorcerer, for instance— but there are definite advantages. The wizard-sorcerer is able to cast a staggering number of low level spells to support the adventuring group— far more than a singly classed arcane spellcaster can manage. For a group that sees frequent combat— and what adventuring group doesn't?— this is a great boon. The wizard-sorcerer is still letting fly with defensive, offensive, and especially preparatory spells long after a traditional arcane spellcaster has exhausted his repertoire.

Wizard-Sorcerer

You may play an outcast specialist by multiclassing as a wizard-sorcerer that has specialized in one school of magic as a wizard. Although sorcerers cannot normally specialize, you can simulate the concept by avoiding opposition schools and focusing on your specialty school when choosing your sorcerer spells.

As a wizard-sorcerer your two most important attributes are Intelligence and Charisma. However, even though Charisma is just as important to your sorcery as Intelligence is to that of your wizardly abilities, Intelligence also affects your skill points total and is the related attribute of most of your available skills, making it marginally more important in the grand scheme.

Considering that both your classes deny you the use of armor, Dexterity is needed to boost your AC and Reflex saves, both of which help keep you alive long enough to bring your arsenal of spells to bear. This ability is also handy when bombarding a target with spells that rely upon your ranged attack bonus. Without armor you remain an easy target, and so a healthy hit point bonus from a good Constitution score is always welcome, especially in light of the fact that both your component classes are at the low end of the hit die scale.

Wisdom and Strength are your two least important attributes. Because you are a spell-slinger, Strength is unlikely to be as useful to you as Wisdom, which will raise your Willpower saving throw.

Outcast Specialist

Considered by most of your brethren to be less than an elf, you take solace in your superior understanding of your chosen school of specialty, knowing full well that your talents make you more than a match for your peers, no matter what they believe.

Hit Die: d4

Requirements

Knowledge (arcana): 8 ranks

Spellcraft: 8 ranks

Feats: Spell Mastery; Spell Focus (see below)

Special: ability to cast 2nd level arcane spells without preparation

Class Skills

The outcast specialist's class skills (and the key attribute for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), Spellcraft (Int)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The outcast specialist gains no new proficiency with weapons or armor.

SPELLCASTING

The outcast specialist continues to advance in spellcasting ability as a sorcerer. Add his outcast specialist class level to any previous sorcerer levels to determine caster level, spells per day, and spells known.

ARCANE SPECIALIST

At 1st level, the outcast specialist must specialize in a school of magic (according to his Spell Focus prerequisite). He abides by the same rules and restrictions as a specialist wizard, including the choice of opposition schools. He gains one extra spell slot per spell level per day from which he can cast any spell from the school chosen as his specialty.

However, the outcast specialist suffers an additional restriction: At each new sorcerer or outcast specialist level, when he gains new spells known, he must select those spells from his specialty school. The outcast specialist is a master of spells within his chosen school; although he retains any knowledge of sorcerer spells known before his specialization, he forsakes further learning from all other schools.

If the outcast specialist is already a specialist wizard, he may not choose a different specialty school, though he may choose the same specialty school.

The outcast specialist may take advantage of the new specialist wizard rules presented in Chapter 3. However, if the GM requires specialists to choose the Greater School Specialization feat, the outcast specialist must have chosen this feat at his 1st character level; he may not choose this feat at his 1st outcast specialist class level.

FAMILIAR

The outcast specialist may call for a familiar (if he has not already done so). Add his outcast specialist class levels to his previous sorcerer levels

Table 10: Outcast Specialist

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+0	+2	Spellcasting, arcane specialist
2	+1	+0	+0	+3	Familiar, bonus spell, bonus feat
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	Bonus spell
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Bonus spell, bonus feat
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Bonus spell
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bonus spell, bonus feat

and determine his familiar’s abilities according to PHB Table 3-19.

known. This spell must be chosen from his specialty school.

BONUS SPELL

At 2nd level and every other level thereafter, the outcast specialist adds another spell to his list of spells

BONUS FEAT

At 2nd, 6th, and 10th level, the outcast specialist gains a bonus Metamagic, Item Creation, or Arcane feat (see Chapter 2).



Elven Roleplaying

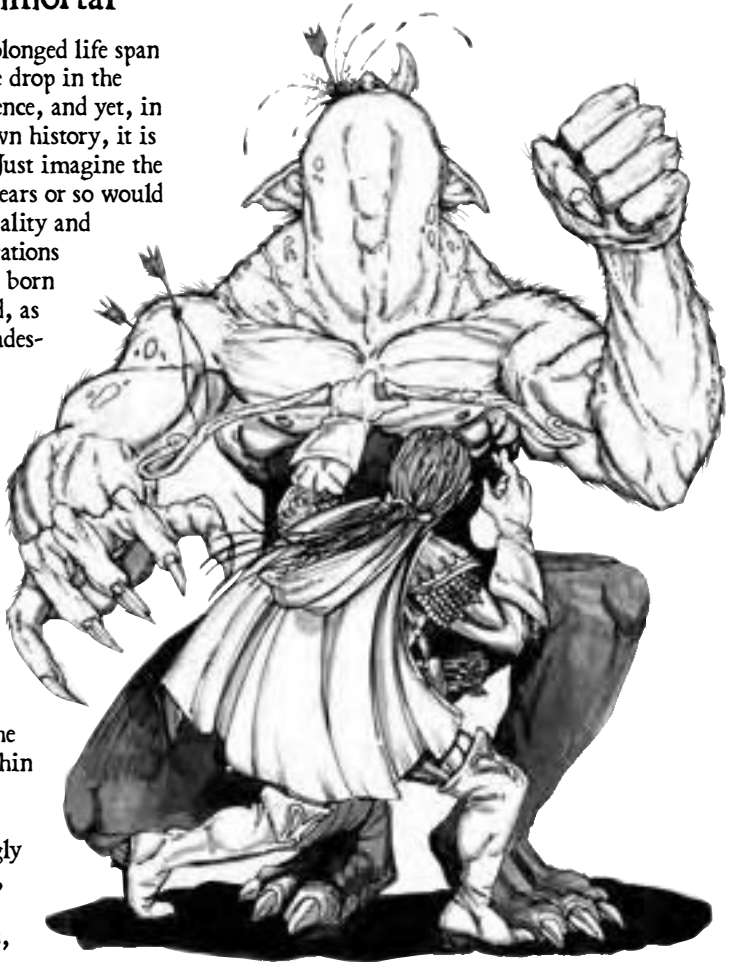
Elves are a fantasy staple and folks possess many notions of how elves should be played, though none are necessarily “right.” However, there are certainly advantages (and disadvantages) to be gained by catering to these stereotypes.

To Be Nigh Immortal

Certainly, even the prolonged life span of an elf is but a single drop in the immense river of existence, and yet, in the perspective of known history, it is akin to being eternal. Just imagine the effect that living 700 years or so would have upon one’s personality and psyche— seeing civilizations rise and crumble, races born only to be extinguished, as close friends and comrades-in-arms wither with age and turn to dust. How would one have to adjust to the marching of centuries in order to keep their frail emotions from breaking under such strain and sadness?

Perhaps this incredible stress is why so many elves pursue the knowledge secreted within the mysteries of magic and its related lore. As eternal and unrelentingly primeval as time itself, the quest for magic always bears new fruits,

some of which take years if not decades or centuries to cultivate, thus giving an elf’s extended life meaning. It is also for this reason, at least in part, that elves view themselves as a fragment of magic itself, for they are one of the few races capable of unraveling its treasures within a single generation’s passing.



Elven Archetypes

The morals and culture of elven society breed several archetypes that answer the questions brought on by prolonged life. These archetypes should be familiar to anyone with even the smallest degree of exposure to elves and, although they do not represent the full spectrum of the elven condition, they certainly characterize the more common perceptions held by other races. What relationship there is, if any, between these stereotyped personalities and your character is entirely up to you.

The Child of Nature

Some elves seek to fill the stretch of their prolonged lives by advancing their relationship with the wilds that envelope the veneer of civilization. By reaching out to their ancestral memories and returning to a lifestyle long left behind, an elf can plunge into the antediluvian, feral heart of the wilds and allow their own timeless spirit to become as one with it. By living amongst nature in this manner, the enduring essence of the elf finds peace and fulfillment within the paradox of constant change and inevitable immutability found Nature.

The Epicure

Benefiting from a sense of memory that is as long as the thread of their lives, many elves are haunted by their own experiences, and the growing awareness that all that has gone before will never again seem fresh and new. Some elves choose to fill this void by contriving occasions for new pleasures and experiences. They delve into innovative forms of art, music, and literature, or they may opt to manipulate the lives of those around them for their decadent amusement. Most, however, simply choose the path of adventure

for its intrinsic risks and surprises-- though frankly anything is preferable to the slow and suffocating death of eternal monotony.

The Scholar

Elves have the unusual distinction of being a part of ancient history while at the same time helping to shape the future, even as it unravels in the present. Elves have a unique opportunity for study, experimentation, and reflection. Whether their research compels them to consider the unimagined or the realized, few other races can claim to possess scholars as devoted as those of the elves.

The Elitist

Unfortunately, for far to many of the mortal races, their first and lasting impression of the elves is that of the elitist. It is no surprise that a people who, in one generation, see entire civilizations of other races rise and fall, should become enamored of their own perceived supreme value in the grand scheme of creation. Certain that they are at the forefront of civility and progress, the epitome of invention, and the spark from which all knowledge flows, some elitists may wander to spread the proof of elven superiority. They believe that, although mortal races cannot hope to rival the elves, they would do well to make the attempt to learn from them.

In spite of this, such activity shouldn't be taken to mean that elitists are cruel and vindictive towards others; far better to say that their arrogant assessment of their people's worth desensitizes them to the feelings and cultures of others. Needless to say, this seemingly prevalent opinion among the elves is but one of the reasons why even their allies are often reluctant to deal with them more than is absolutely necessary.

Spell Design

One of the joys of playing a wizard character is the opportunity to design new spells and leave your lasting mark upon the campaign world. At some level, inside every wizard player beats the heart of a megalomaniac. Every wizard longs to be the next Nystal, Morden, or Bigsby.

Yet many GMs aren't comfortable with the spell design process. How do you determine if a spell is balanced? Hitherto the advice has simply been to compare the spell to those spells that already exist, and make a judgement call. Certainly this is sound advice, and hard and fast rules can never replace the judgement of the GM. However, given the myriad spells available for the game, with new ones released in every supplement, some framework upon which the GM can base his judgement is in order.

What These Rules Aren't

Any rigid rules structure can be broken, and these are no exception.

These rules rely on a good faith effort between player and GM to use them in the spirit intended. These rules are not presented for players to design "mega" spells, or to reverse-engineer existing spells for an unfair advantage. In fact, though the templates were designed by just such a derivative process, and can save many hours of frustrating work, they cannot account for every spell that ever was or ever will be. Some truly bizarre spells will not ever fit within a design framework; they must be built from scratch by marrying the player's creativity to the GM's sound judgement.

Likewise, certain existing spells will always be superior to any spell designed using these rules. In particular, low-level work-horse spells like *magic missile*, *shield*, and *protection from evil*, if designed using these rules, might come out many levels higher than they already are.

Conversely, the GM may feel that some spells designed using the templates are too good. The GM is discouraged from tweaking the *effects* of a spell once a player has taken the trouble to research it; instead, he should adjust the spell's *level* up or down as often as necessary to fit the spell to his campaign. This is simply the nature of magic. In the case of spells that grant more power than the rules indicate, one may assume that the gods have intervened, granting a little extra power to help mortals on their way. On the other hand, a spell that is too good may draw too heavily upon the arcane sources of magic, and a wizard may find that his new spell is harder to control than initial experiments indicated.

The GM must be wary of any attempt to design a spell to take advantage of, or to provide a way around, certain feats. For example, some feats may only be used to modify spells with a *Personal* range. Allowing a player to redesign a spell and shift its range down to *Personal* is likely to make the spell *more* powerful rather than *less* so, as the design process would otherwise indicate. In general, be warned: The number of feats and spells offered by 3rd party publishers is increasing exponentially, and it is impossible to design against every possible interaction thereof.

Finally, astute readers will note that certain spell effects are missing from the spell design templates. Many effects are traditionally the purview of divine spellcasters, and while they may be included in some future supplement, they are not a part of this work.

Knowledge (arcana) vs. Spellcraft

The DMG suggests using Spellcraft as the governing skill for new spell research. However, it is important to note the differences between two key wizard skills. Knowledge (arcana) is theoretical knowledge, and Spellcraft is applied knowledge. Think of them as analogous to the skills of an architect versus a construction foreman: The architect can design the plans for a skyscraper, but is unlikely to know how to pour a foundation; the construction foreman could not design a skyscraper, but has the practical knowledge to follow the blueprints and get the job done.

These spell design rules make use of both skills. Although it is still Spellcraft that determines the final success or failure of spell research, Knowledge (arcana) is vital to the wizard in determining how far afield he may stray from the basic spell templates.

How to Use the Spell Design Templates

Each of the templates outlines the “core” spell effects from each of the schools of magic. A grey horizontal bar runs across the table and defines the “baseline” for each spell effect. At the top right of the table is listed the minimum spell level to achieve this baseline effect. A spellcaster may not research a spell using a template if he cannot

cast spells of the minimum spell level for the baseline effect.

The essence of the spell design process is in “shifting” the spells away from the baseline to produce a new effect. Most spells allow you to tweak the duration, the range, and the magnitude of the spell’s primary effect.

A wizard is limited in the number of baseline shifts he can make by his Knowledge (arcana). For example, a wizard with only 4 ranks in the skill could not make more than 4 shifts off the baseline. He could, for example, shift the duration up two places, drop the range once, and increase the primary effect once, for a total of four shifts.

Spell Levels and Half-Steps

Not every shift of the baseline changes the spell’s level by a full step, or level. In fact, most of the factors on the table change the spell by only a half-step (or half-level). These entries are marked on the table with the notation “(1/2 step)” just below the column header. Note that although the spell level only changes by a half-step, for the purposes of the researcher’s minimum Knowledge (arcana), this is still considered one full shift off the baseline.

All half-steps round up when determining final spell level. If he lacks the requisite Knowledge (arcana), a researcher may be forced to leave the odd half-step and round up, rather than increasing the effect by another half-step.

Combining Spell Effects

A researcher can combine spell effects from multiple templates. Treat the effects from each template as a separate spell, making

sure to keep consistent with variable factors, such as range and duration, that the spells will have in common once combined. For example, if the researcher increases the range on one template, he must increase the range to the same level on all templates (where applicable).

The researcher must have the minimum required ranks in Knowledge (arcana) for each template, +2 for each template he is combining. For example, if the researcher has 11 skill ranks, he could create a spell from one template with up to 11 shifts, from two templates with 7 shifts each, three templates with 5 shifts each, etc.

Find the spell's final level by adding all of the spell levels generated from each template, with a minimum of +1 for each template. For example, you could combine a 5th level effect from one template and two 0-level baseline effects from other templates, and the final spell level would be 7th (5 + 1 + 1).

Core Spell Effects

Some spell effects from the core spells found in the PHB do not require a template. Examples of core spell effects that do not require a template are the *summon monster* spells, the various walls (fire, ice, stone, etc.) and so forth. Some spell effects are so rare or unique in their application that a template is unnecessary.

A researcher can combine a core spell effect "as is" with effects created from a template. The minimum Knowledge (arcana) ranks for core spells is 2 per spell level.

Core Spell Mechanics

Not all of the mechanics of spells are shown on every table. Where they are not listed,

use the notes below as a guide. It is not recommended that players be allowed to alter mechanics not shown on the templates.

Casting Time

The basic casting time for all spells is assumed to be one action.

Spell Resistance

Applicability of spell resistance is not an option that can be designed into a spell; it is part of the fundamental nature of magic. If a spell or a spell's effect directly affects a creature, either physically or mentally, SR applies; otherwise it does not. Spell resistance does not apply if the spell creates a real, permanent physical substance; for example, a *wall of stone*. It does not apply if the spell's effect does not directly interact with the creature. For example, though an area effect spell, *dispel magic* targets spells, and never directly interacts with the creature itself; the same cannot be said for *fireball*. A wizard cannot design a spell to get around these limitations. Simply put, for all spells to which SR should apply, it does apply; it is never a part of the design process.

Basic Spell Components

The basic requirement is that all spells require verbal, somatic, and material components. Feats such as Silent Spell and Still Spell exist to overcome these limitations, so players should not normally be allowed to alter the component requirements. The GM may allow a +10 modifier to the final Spellcraft DC for each component a player wishes to drop. No spell can require less than one component, and the spell components required should ultimately make sense to the GM's satisfaction.

Expensive Material Components

The GM may allow a spell a reduction of $\frac{1}{2}$ step in level if it has an expensive material component. The minimum value of such components is 50 gp + 50 gp/spell level.

Spell Effect Level Limits

Many spells are limited in their effects by their final spell level. The table below is extrapolated from DMG, Table 3-22, as well as from a study of core spells. The divided entries in the Maximum Effect column list the effect for single/multiple targets.

Table A-1:
Spell Effect Level Limits

Spell Level	Maximum Effect
0	5/0
1st	5/5
2nd	10/5
3rd	10/10
4th	15/10
5th	15/15
6th	20/15
7th	20/20
8th	25/20
9th	25/25

Example 1: A researcher creates a 4th level Evocation that damages a single target with a ray of acid. Using the table above, the maximum effect is 15d6.

Example 2: A researcher creates a 3rd level Enchantment that puts multiple targets of varying HD to sleep. He chooses to have the effect limited by spell level. Thus, according to the table above, it may affect creatures of up to 10 HD. Creatures 10 HD and above are unaffected.

Arbitrary Level Increase

Whenever a spell has some effect or limitation based on the spell's actual level, the researcher always has the option to arbitrarily increase the final spell level, regardless of what the template may otherwise indicate. Calculate the spell's effects using the table above and the new spell level.

Spell Design Summary

- 1) Determine spell effect(s) from the template.
- 2) Count the number of baseline shifts. The researcher's Knowledge (arcana) ranks must be equal to or greater than this number.
- 3) Combine spell effects (if any). The GM determines the spell's school based on its single most influential template.
- 4) Define the core spell mechanics.
- 5) Determine spell level. Once the spell level is determined using the templates, the researcher may arbitrarily raise the spell level in order to increase effects that are limited by spell level.
- 6) Spend time and money on research: 1000 gp per week of research, requiring one week per level of the spell. At the end of this time, the character should make a Spellcraft roll ($DC_{10} + \text{spell level}$). If the check succeeds and the GM decides at that time that the spell is viable, the research is a success.
- 7) Finally, write a spell description. Add interesting details and special effects. These are not game mechanics, but rather your chance to breathe life into your creation!

Abjuration: Ward Against Spells			(base spell level: 0)
Range ($\frac{1}{2}$ step)	Duration ($\frac{1}{2}$ step)	Bonus (full step)	Type of Magic ($\frac{1}{2}$ step)
			Nec/Div
			Ench/Abj/Ill
			Trans/Evoc/Conj
personal			arcane/divine
touch	1 min (dchg)	+1	all spells
close	1 round/level	+2	
medium	1 min/level	+4	
long	10 min/level	+8	
	1 hour/level	SR	
		immunity	
		turning	

Bonus

+1, etc.: Bonus to the recipient's saving throw.

SR: The recipient gains spell resistance equal to 12 + caster level.

Immunity: The recipient gains complete immunity to the chosen type of magic.

Turning: The recipient gains immunity to the chosen type of magic in addition to turning the spell back against the original caster.

Type of Magic

The type of magic the ward can protect against, chosen during research. The default is all spells.

Arcane/Divine: The spell can only ward against magic from one source or the other.

Trans/Evoc/Conj: Wards against spells from one of these schools of magic. Alternately, it can be an "elemental" ward against any spell using an elemental spell descriptor (*acid, cold, fire*, etc).

Ench/Abj/Ill: Wards against any one of these schools, or against any spell with the mind-affecting descriptor.

Nec/Div: Wards against spells from either of these schools, or against any spell with the fear or death descriptor.

Final Adjustments

dzo Check: If the spell requires any kind of skill check from the caster, or allows a saving throw from the target, reduce the level by one half-step.

Shell: If the researcher so chooses, the ward can manifest as a stationary shell of up to 10' radius. Reduce the spell level by one half-step.

Additional Targets: If the spell can protect additional targets, up to +1 per 4 caster levels, increase the spell level by one half-step. If the spell can affect 1 target per caster level, increase the spell level by two half-steps.

Level Limited: The spell only protects against lower level spells, limited to one-half the ward's final spell level +1. For example, a 6th level ward with this limitation can only grant its protection to spells of 4th level or lower ($6/2 + 1$). Spells with this limitation reduce their level by one step; however, by choosing this limitation, the caster may arbitrarily increase the spell's final level as discussed at the beginning of this chapter.

Abjuration: Ward Against Damage		(base spell level: 0)
Range (1/2 step)	Duration (1/2 step)	Type of Protection (full step)
	1 round/level	
personal	1 min/level	
touch	10 min/level	5 (elemental)
close	1 hour/level	5 (physical– type)
medium	24 hours	10 (elemental)
long		10 (physical– type)
		invulnerable (elemental)
		10 (physical– all)

Type of Protection

Elemental: These spells offer protection from one type of elemental damage (*fire, cold, acid, electricity, or sonic*), chosen when the spell is cast. Two spells that offer protection from elemental damage never stack; they overlap, with the highest level spell taking precedence.

Physical– type: Offers protection against physical attacks from one of the following categories: bludgeoning, slashing, piercing, or all ranged.

Physical– all: Protects against all forms of physical attack.

Physical protection is offered in terms of DR, which can be bypassed by magic weapons with a +1 enhancement bonus. By default, this protection improves with caster level. Increase the required enhancement bonus by +1 for every 5 caster levels, to a maximum of +5 at 20th level. If you wish to create a spell that is fixed with a +5 requirement, add +1 to the final spell level.

Final Adjustments

Buffer: A ward against damage normally includes a buffer that represents the maximum damage the spell can absorb before it is discharged. Spells that offer either 5 or 10 points of protection per round or attack may or may not have a buffer, chosen during research. If these types of spells do have a buffer, they receive a bonus in terms of

a reduction in level. If they do not have a buffer, there is no penalty.

Spells that offer complete invulnerability to all damage in the round have a buffer by default, and they receive a bonus to final spell level based on this buffer. However, invulnerable-type spells without a damage buffer suffer a severe penalty in terms of increased spell level.

The bonus or penalty to final spell level depends on the duration of the spell (as a spell with a short duration and no buffer is not nearly as powerful as a spell with a long duration and no buffer). Increase or decrease the spell level as appropriate using the table below:

Duration	Spell Level
	Increase/Decrease
1 round/level	1/2
1 min/ level	1
10 min/ level	3/2
1 hour/level	2
24 hours	5/2

The final spell level determines the damage absorbing capacity of the buffer:

Spell Level	Damage Buffer (max)
0–1st	5 points/caster level
2nd–3rd	10 points/caster level
4th–5th	15 points/caster level
6th–7th	20 points/caster level
8th–9th	25 points/caster level

Conjuration: Create Combat Effect [creation]		(base spell level: 0)	
Range ($\frac{1}{2}$ step)	Duration ($\frac{1}{2}$ step)	Effect ($\frac{1}{2}$ step)	Manifestation (full step)
centered	1 round/level	light	
close	1 min/level	moderate	physical
medium	10 min/level	strong	force
long		severe	
		total	

Manifestation

Force: The manifestation produces some relatively intangible effect: fog, wind, etc. A force manifestation has an area of effect up to a 30' radius and 20' high. It allows the target a saving throw. Its effects last while the target is in the area of effect.

Physical: The spell may create a singular physical manifestation, such as a disembodied hand, a ghostly figure, etc. A physical manifestation is usually size Large and AC 20 (-1 size, +11 natural). A singular physical manifestation has as many hit points as the caster's normal healthy maximum. It saves as the caster. If it can attack, it attacks with a bonus equal to the caster level, plus the caster's primary spellcasting attribute modifier, plus its own Str modifier. A physical manifestation has a Str attribute equal to $10 + 3 \times$ the spell level.

Alternately, rather than creating a single physical manifestation, the caster can create multiple physical manifestations, up to 1 per level, arranged within a 30' radius. Each individual manifestation has 1 hp/caster level, AC 16, and they save as you do. These manifestations are size Large, but their Str is only $7 + 3 \times$ spell level.

Any non-damaging combat effects of these manifestations last for only one round or attack.

Finally, the spell can create a manifestation of some physical substance that fills an area with a 30' radius and 20' high. The substance has an effect chosen from the template. The manifestation

persists from round to round, but its effects last only while the target is in the area of effect.

Effect

The spell can create cover or concealment, can duplicate the effects of attack actions and combat conditions, and can even create weather effects.

Light: 1/4 cover (physical) or concealment (force); bull rush, disarm; *dazzled*, *checked*; light weather hazards (wind, rain; see DMG).

Moderate: 1/2 cover/concealment; attack/damage, trip; *dazed*; moderate weather (wind, snow).

Strong: 3/4 cover/concealment; *entangled*, *knocked down*, *prone*; strong weather (wind, sleet).

Severe: 9/10 cover/concealment; grapple; *blown away*, *nauseated*; severe weather (wind, hail).

Total: 100% cover/concealment; pin; *blinded*.

Multiple Effects: Calculate the step/level increase for each effect individually, then add +1 to the final spell level for each additional effect.

Divination: Detection/Location			(base spell level: 1)
Range ($\frac{1}{2}$ step)	Duration (full step)	Depth of Knowledge ($\frac{1}{2}$ step)	Type of Subject (full step)
			magical aura
			object/location
		yes/no	creature (specific)
close	instant	number	creature (specific type)
60' (e)	1 min/level	strength/location	creature (general type)
120' (e)	10 min/level	creature specific	any creature
medium	1 hour/level	non-intrinsic	
long	8 hours		
	24 hours		

Depth of Knowledge

The greatest depth of knowledge the spell delivers.

Yes/No: Reveals only the presence or absence of the subject.

Number: Reveals the number of subjects in range. If the subject type has an aura, the strength of the strongest aura among this number is revealed. If the subject does not have an aura, the location of each is revealed. For example, creatures have an aura, but secret doors do not. A spell would detect the number and strength of creatures in range, or the number and location of subjects without an aura.

Strength/Location: Fully reveals the number, strength, and location of each aura. If the subject does not have an aura, it reveals the number, location, and some other additional, specific information (such as the trigger of a trap).

Creature Specific: Reveals all intrinsic information about a specific target subject. Intrinsic information includes all information generally typical to any subject of its type: alignment, etc.

Non-intrinsic: Reveals information specific to the target that is not generally typical to all subjects of its type. Examples could include spells currently in effect, a creature's current thoughts, or its current status (dead, dying, etc.)

Type of Subject

The type of subject the spell can detect/locate.

Magic Aura: Reveals only magic auras. The aura itself may be tied to a creature, object, or location, but this information is not revealed.

Object/Location: Applies to all non-living, non-creature subjects. The spell can reveal a specific object or location or the nearest similar object or location (caster's choice).

Creature (specific): Reveals a specific individual known to the caster.

Creature (specific type): Reveals a specific type of creature, such as "orc" or "unicorn."

Creature (general type): Reveals a general type of creature such as "humanoid" or "beast."

Final Adjustments

d20 Check: If the spell requires any kind of skill check from the caster, or allows a saving throw from the target, reduce the level by one half-step.

Instant Knowledge: Normally the spell requires concentration, revealing greater depth of knowledge over successive rounds. If the spell reveals all information in an instant, increase the level by one half-step.

Enchantment: Curses, Charms, and Compulsions				(base spell level: 0)
Range ($\frac{1}{2}$ step)	Duration ($\frac{1}{2}$ step)	Target Type (full step)	Target Size ($\frac{1}{2}$ step)	Spell Effect ($\frac{1}{2}$ step)
				set attitude
touch	1 round			-1 morale
close	1d4 rounds	animal		-2 morale
medium	1 round/level	humanoid	medium	confused
long	1 min/level	any one type	any size	sleeping
	10 min/level	humanoid + 1		dazed
	1 hour/level	any creature		stunned
	1 day			held
	1 day/level			compelled

General

All enchantments are *mind-affecting* spells and allow the target a Will save to negate their effects.

Target Type/Size

Mindless creatures such as undead, constructs, vermin, etc. are immune to enchantments and are not valid target types.

The *humanoid + 1* entry allows the spell to affect humanoids plus one additional type of creature.

Spell Effect

The spell can inflict a variety of effects found in the DMG Condition Summary.

Set Attitude: Choose any one attitude from DMG Table 5-3, from hostile to helpful. For the duration of the spell, the target has the indicated attitude, but can otherwise think and act freely.

Morale: At the researcher's option, this penalty applies to (a) all attacks, skill and ability checks, and saves; or (b) any one attribute (minimum 1).

Compelled: The target's actions are telepathically controlled by the caster. If the caster must speak his commands aloud, the spell becomes *language-dependent* and the spell level decreases by -1. If the spoken command must be short (a sentence or two) reduce the spell level another -1. If the spoken

command may only be a single word, reduce the spell level another -1.

The compulsion cannot force the target to take actions against its nature. Such a command allows the target another saving throw. If such a command automatically breaks the enchantment (no save required) reduce the spell level by -1.

Final Adjustments

HD Limited: If the spell's effect is limited to targets of a certain HD or less (regardless of target type and size) reduce the spell's final level by -1. Use Table A-1 on page 67.

Alternately, instead of affecting a fixed HD, the spell may affect a creature whose current hit points fall below a specified threshold ($6 \times \text{HD}$).

Multiple Targets: The spell can affect multiple targets. Add one half-step and choose an option:

15' radius: If the target type is *any creature*, the spell affects all targets in the area.

Random HD: The caster selects his targets, no two of which may be more than 30' apart. The spell then affects a random number of those creatures, up to a maximum of $1d4 \text{ HD} + 1d4 / \text{spell level}$. The spell takes effect upon creatures with the lowest HD first and continues to affect creatures until it runs out of HD.

Evocation: Invoke Elements [elemental]				(base spell level: 0)
Range ($\frac{1}{2}$ step)	Targets (full step)	Die Type ($\frac{1}{2}$ step)	Damage ($\frac{1}{2}$ step)	Effective Level (X) ($\frac{1}{2}$ step)
touch		base -2		$\frac{1}{3}$ caster levels
fixed 10'		base -1		$\frac{1}{2}$ caster level
close	single	base	fixed	caster level
medium	multiple	base +1	+1 point/X	
long		base +2	+1 die/X	

Instantaneous Duration

All energy evocations are normally an instantaneous effect (see below). They must use one of the elemental descriptors: *acid*, *cold*, *fire*, *electricity*, or *sonic*. A spell may also use the *force* descriptor; add +1 to the final spell level.

Targets

Single: The spell affects only a single target. If it has a range greater than touch, it must be defined as either a ranged touch attack or a ray. Touch attacks, ranged touch attacks and rays require an attack roll, and the target does not normally receive a saving throw. If the spell allows a saving throw, reduce the level by one half-step.

Multiple: The spell can affect multiple targets; its area of effect varies depending on range. Bolts, bursts, cones, and cylinders do not require an attack roll but allow the targets a saving throw.

Touch: The caster can touch up to 1 target per effective level (see below) before the spell is discharged.

Fixed 10': The spell can be a fan, bolt, or cone.

Close: The spell may be a bolt, 5-foot wide beginning at the caster and travelling to the limit of its range; a 20' radius burst; a 10' radius cylinder 30' high; or a cone with a length and base equal to its range.

Medium: Bolt, burst, or cylinder (as above).

Long: Burst or cylinder (as above).

Die Type

The "base" die used to roll damage is determined according to the spell's final level: 0-level: d3; 1st level: d4; 2nd-7th: d6; 8th-9th: d8.

Base +/- 1 or 2 allows you to shift the final damage die up or down by 1 or 2 categories. The die cannot be less than d3 or greater than d8.

Amount

Fixed: The spell does 1 die of damage per final spell level, regardless of caster level. Spells with fixed damage do not normally allow a saving throw. If the spell allows a saving throw, reduce the spell level by a half-step.

1-point/X: The spell does one die of damage, plus one point per effective level (X) (see below).

1 die/X: The spell does one die of damage per effective level (X) (see below).

Effective Level

The spell's effective level is normally equal to the caster level. However, you can make a spell that progresses more slowly in effective level (X). A spell's maximum effective level is limited per the DMG, Table 3-22.

Final Adjustments

Persistent: Instead of dealing all damage as an Instantaneous effect, you may choose to have the spell deal 2 dice of damage per round for X rounds. At the GM's discretion, a persistent spell may be designed as Conjunction or Transmutation. Add +1 to a persistent spell's final level.

Illusion: Figments and Glamers			(base spell level: 0)	
Range ($\frac{1}{2}$ step)	Duration ($\frac{1}{2}$ step)	Sensory Type (full step)	Illusion Type ($\frac{1}{2}$ step)	Persistence ($\frac{1}{2}$ step)
personal	concentration			
touch	fixed			minor
close	1 round/level	sound	figment	standard
medium	1 min/level	visual	glamer	scripted
long	10 min/level	visual/sound	(shadow)	major
	1 hour/level	tactile/scent/all		
	1 day			
	1 day/level			
	(permanent)			

Area of Effect

The base area of effect for a fixed illusion is a 20' cube plus one 10' cube per level. An illusion cast upon a living creature affects only that target, but moves with it. You may increase the area of effect of a mobile, living target to a 10' radius; increase the spell level by one-half step.

Duration

Only figments can be made permanent. If the spell is permanent only until triggered, thereafter lasting 1 round per caster level, reduce the spell level by one half-step.

A spell with a *fixed* duration lasts for one round per spell level. A spell that lasts for concentration + duration increases the level by one-half step.

Sensory Type

Sound: The illusion creates unintelligible sound.

Visual: Creates a visual image.

Visual/Sound: Creates both visual and sound elements. Alternately, instead of producing any visual element, the sound element can be enhanced to produce intelligible speech.

Tactile/Scent/All: In addition to all of the above effects, the illusion produces tactile sensations (including thermal stimulus) and scent.

Illusion Type

Figment: A figment produces an original sensation. It cannot alter existing sensations.

Glamer: Most glamers can only alter existing sensations. For example, *change self* allows the caster to create an illusion over his existing features, but he still appears about the same size, shape, etc. If the glamer produces a limited effect of this sort, reduce the spell level one half-step.

A glamer that merely suppresses the target's perception of existing senses (e.g. *silence* or *invisibility*) has no adjustment.

A glamer can produce entirely new sensations where they otherwise do not exist (for example, making a cottage appear in an empty field). Add one-half step to the spell level.

Shadow: Creatures that interact with a shadow illusion always receive a Will saving throw in addition to any other.

Persistence

Minor: The illusion is static and can not change. If a creature interacts with it, it is dispelled.

Standard: If the caster concentrates, the illusion can react. Creatures who interact with the illusion gain a saving throw.

Scripted: The illusion can change without concentration, following a script set by the caster.

Major: The illusion is robust, changing to continually fool the senses. Only those creatures directly targeted by the spell get a saving throw. No other creature gains a saving throw, even if they subsequently interact with the illusion.

Necromancy: Fear and Death			(base spell level: 0)
Range ($\frac{1}{2}$ step)	Targets ($\frac{1}{2}$ step)	Effect (full step)	Effective Level ($\frac{1}{2}$ step)
			1/3 caster levels
			1/2 caster levels
touch	single	fear	caster level
close	multiple	panic	
medium		drain	
long		transfer	
		-	
		-	
		death	

Targets

Single: The spell affects only a single target. If the spell has a range of touch, it requires an attack roll. If the spell has a range greater than touch, it does not normally require an attack roll. If the spell requires an attack roll, it must be defined as either a ray or a ranged touch attack; reduce the spell level by one half-step.

Multiple: The spell can affect multiple targets. Use the information presented on the Evocation template to determine the allowable areas of effect for each category of range.

Effect

Fear: The target is affected by fear (as defined in the DMG Condition Summary). The duration of the fear effect upon the target is 1d4 rounds. If the duration is extended to 1 round/effective level, increase the spell level by +1.

Panic: As fear above, except that the target may drop items it is holding (see DMG).

Drain: The spell can inflict 1d6 of damage per effective caster level; drain a fixed die of 1d6 Str, Con, or Dex; or inflict 1 negative level. Damage heals normally; ability score and level drain effects last for 1 hour.

If the spell inflicts 1d4 negative levels, increase the spell level by +1.

There is normally no save for a drain effect. If the spell allows a save to negate the effects, reduce the spell level by -1.

Transfer: As drain in all respects, except the caster gains what the target loses; this benefit lasts for 1 hour. If the effect is to transfer negative energy levels, the caster gains +1 caster level for each negative level inflicted. The caster cannot benefit from a drain of multiple targets.

The spell can be designed in reverse, damaging the caster and aiding the target.

Death: The spell slays a target that fails its saving throw. This spell gains the *death* descriptor.

If the spell affects multiple targets, it may affect up to 1 per caster level, within the area of effect. Creatures closest to the point of origin are affected first.

If instead the spell affects up to 1d4 HD per effective caster level, reduce the spell level by -1. If the spell affects multiple targets, those with the fewest HD are affected first.

If the maximum HD of any target is a level-limited effect, reduce the spell level by one half-step.

Increase the spell level by one half-step if the target takes damage even after a successful Fortitude save (3d6 +1/effective level).

Transmutation: Metamorphosis		(base spell level: 0)
Range ($\frac{1}{2}$ step)	Duration ($\frac{1}{2}$ step)	Effect ($\frac{1}{2}$ step)
personal	1 round/level	competence
touch	1 min/level	enlargement
close	10 min/level	enhancement
medium	1 hour/level	minor alteration
long	1 day	standard alteration
	1 day/level	major alteration
	permanent	transformation

General

Unwilling targets always receive a saving throw. The spell can target either a single living creature or an object of up to 10 cubic feet/caster level.

Combining Effects

You can stack Transmutation effects into a single spell. Start with the highest level effect and add effects, rounding up only after all effects are added. Each additional effect adds at least one half-step, no matter how minor the effect.

Effects

Competence: The target receives a +10 competence bonus to one skill check. You can divide this bonus over one or more skills.

Enlargement: The spell enlarges or reduces the target's size by 10%. For every 20% change in size, apply a +/−1 enlargement adjustment to Strength. If this effect increases 10% per effective level, increase the spell level by one half-step. If the maximum effect is level limited, reduce the spell level by one half-step.

Enhancement: The target gains +2 to any ability score. To increase the bonus to 1d4+1, add one half-step.

Minor Alteration: The spell grants the subject a minor ability such as low-light vision or the ability to speak any language. Alternately, the target assumes any outward appearance the same

size and shape as the original, granting a +10 bonus to Disguise. Alternately, the subject gains a bonus to natural armor equal to the spell level.

Standard Alteration: The spell transforms the gross physical characteristics of the target, adding limbs, wings, etc. within the creature's normal size. It includes up to a 10% change in size. It grants all natural forms of locomotion and environmental adaptability. Alternately, the spell can grant one of the following without any change in appearance: darkvision, scent, water breathing.

Major Alteration: The spell can grant any one extraordinary ability (*blindsight, fast healing, etc.*) The effect is based upon the spell's level (thus a 3rd level spell could grant *fast healing*:3).

Transformation: This is the standard *polymorph* effect. The target completely changes physical form to any size up to one larger than the target. It grants all of the physical characteristics and natural abilities of the new form. It can only transform the target into a subject of the same type: creatures to creatures, objects to objects.

If the spell can transform a creature into an object or vice versa, increase the spell level by +1.

If the spell can transform the target into gaseous form, add one half-step. If the spell grants incorporeality, add +1. If the spell grants access to the Ethereal plane, add =2.

Cross-Template Designs

With your GMs permission, you may design spell effects from some templates under a different school. Note that a specialist wizard cannot use spell effects from a template from a barred school.

The notes below are arranged according to the template from which the effects originate, followed by the different schools to which you may customize those effects.

Abjuration, Divination, Transmutation

Effects from these templates should always retain their school affiliation. The GM may make rare exceptions.

Conjuration Effects

Evocation: A spell with a force manifestation may be designed as an Evocation; its baseline duration is *instantaneous*. For a lasting manifestation, add +1 to the spell level.

Illusion: Manifestations made of *shadow* substance can be created as Illusion spells by simply adding +1 to the spell level. A shadow that mimics a conjuration up to 3rd level is 20% real, +20% per spell level thereafter, up to 60%.

Transmutation: A spell with a physical area manifestation may be designed as a Transmutation.

Abjuration: A manifestation that is primarily defensive in nature may be designed as an Abjuration.

Enchantment Effects

Necromancy: An enchantment effect designed as a Necromancy spell may affect undead only, as the baseline target type. They receive a Fort save to negate the effects. The spell is no longer *mind-affecting*.

At the GM's discretion, any enchantment effect may be designed as Necromancy if it is thematically appropriate, especially if it includes the *fear*, *death*, or *evil* descriptor.

Illusion: You may create enchantment effects as an Illusion by using a *visual pattern*.

Evocation Effects

Conjuration/Transmutation: A *persistent* elemental evocation effect (such as a *wall of ice*) may be designed as Conjuration or Transmutation.

Illusion: Evocation effects can be made of shadow substance and designed as Illusion spells. Add +1 to the spell level. A shadow that mimics an evocation up to 4th level is 20% real, +20% per spell level thereafter. No shadow may be more than 60% real.

Necromancy: An evocation effect that affects undead only may be designed as a Necromancy spell. Reduce the final spell level by -1.

At the GM's discretion, any evocation effect may be designed as Necromancy if it includes the *death* or *evil* descriptors. The damage is negative energy.

Illusion Effects

Conjuration: At the GM's discretion, illusions created from shadow substance may be designed as Conjuration spells.

Necromancy Effects

Illusion: Spells that create *fear* effects may be designed as illusion (phantasms).

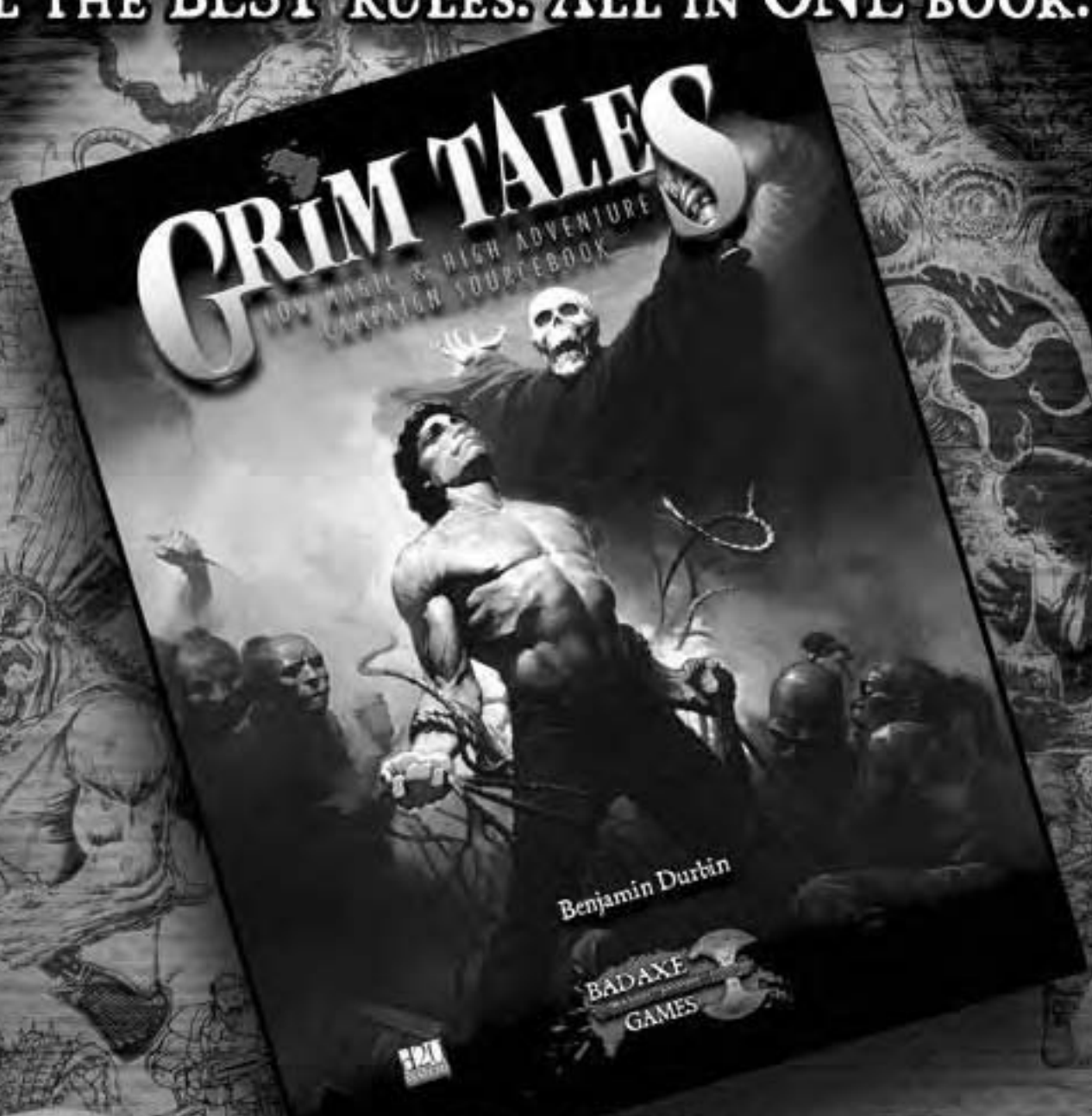
Transmutation: A spell that kills its target outright may be a Transmutation.

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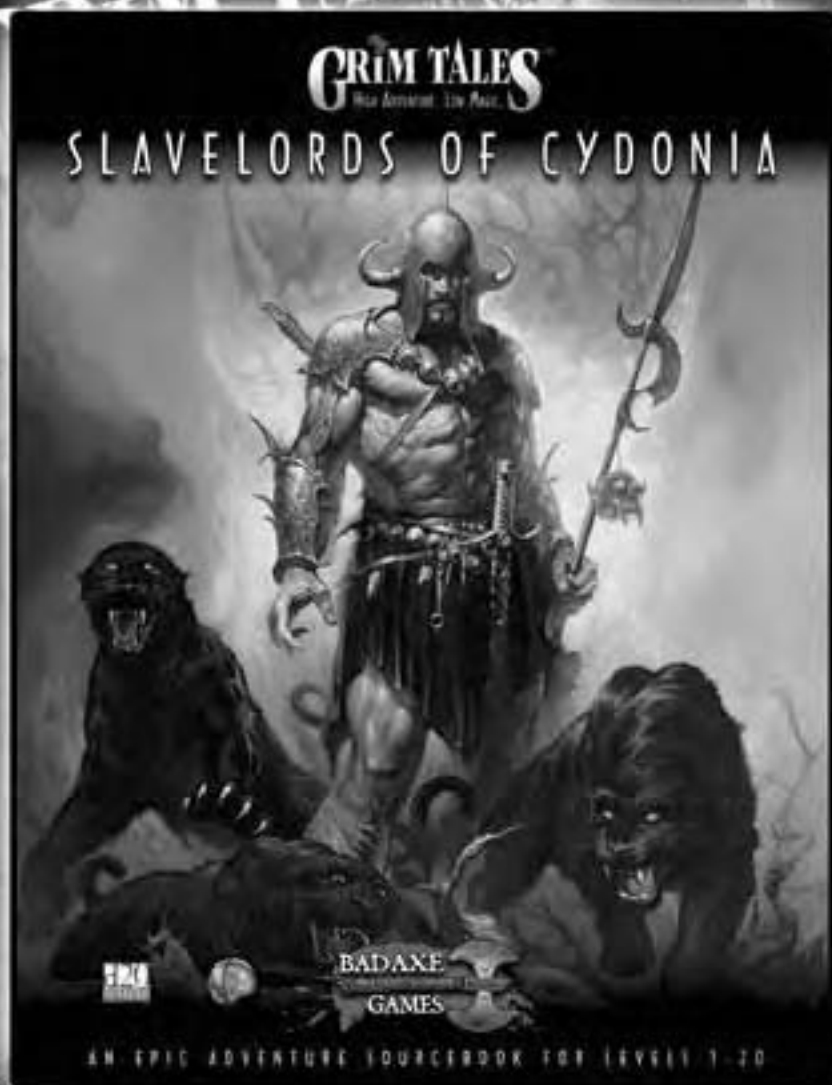
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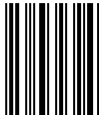
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