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Arcanis
THE WORLD OF SHATTERED EMPIRES™

Magic of Arcanis

d20 system

PARADIGM CONCEPTS

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Magic of Arcanis

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Team Paradigm: Henry Lopez, Nelson Rodriguez, Eric Wiener, Matt Blank, Pedro Barrenechea, Jim Beck, and M. Sean Molley

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Foreword and Special Thanks:

Wow, who would have ever thought I would be doing this… four years ago Henry and Nelson came to me and asked if I wanted to help get LIVING ARCANIS off the ground. A dear friend of mine Greg Sherwood (who was involved with Living City at the time) asked me if I knew what I was getting myself into. I can still remember looking up at him and saying "Greg, come on, how hard could it be?"

Fast forward four years, and LIVING ARCANIS is the largest member-run campaign in RPGA history! I'm still taken aback by the response we get at conventions, by the fact that people ask me to sign our books… it still feels unreal. Now we have players as far off as London, France, Hong Kong, and Australia. It's amazing what we can accomplish when we have people that believe in us, and a steady supply of Red Bull.

Well I hope you enjoy this book. Magic of Arcanis was the first book that I have developed from conception to fruition – with the support of friends, family, and energy drinks.

- Pedro C. Barrenechea
Stat Monkey & LA Guy

Introduction

In many ways, magic is the defining characteristic of fantasy roleplaying. It is a power that transcends the well-understood laws of flesh and steel. It is the leveling factor that enables a scrawny human in threadbare robes to stand eye-to-eye with a twelve-foot-tall fiend from the deepest pits of Hell … and smile. It is a gift of the Gods; it is an affront to the Gods; it is everything; and it is nothing. Perhaps the hardest question to answer about magic is simply defining what magic is.

In this book you will learn a great deal about the magic of the World of Shattered Empires and those who use it. You will gain insight into the source of magic and the cosmology of Arcanis. You will discover new base classes, new prestige classes, new spells, new magic items, and more. The machinations of the Sorcerer-King of Ymandragore, who seeks to gather all arcane spellcasters in the world to his eternal service, are opposed by the members of the Sanctorum of the Arcane; you will learn of this endless struggle, as well as the unique weapons that have been developed by both sides in this mystic cold war.

Even if you are not running an Arcanis campaign, you will find that most of the material in this book is highly portable. One of the best things about magic (and about the d20 System) is that there are always new variations and new theories being developed. Thus, you can introduce just about anything found herein to any campaign world with little to no conversion effort.

Read on, then, and uncover the Magic of Arcanis!

Chapter One
Magic in the World of Arcanis

In this chapter we shall review some of the more prominent theories concerning the cosmology of Arcanis. We shall also address the question of the treatment of the arcanely-gifted throughout various periods in history, as well as examine some of the attitudes towards magic-users that are currently found in the Known Lands.

What is Magic?

This most basic of questions has caused endless hours of debate between the masters of the Arcane and mundane scholars for untold generations. Initially, many practitioners as well as laymen believed that magic was the art of making something from nothing. Others, most notably the head of the extremist Illiirite sect known as the Shining Shields, stated that those who wielded magic outside the influence of the Church were obviously collaborating with infernal powers who granted them their abilities in exchange for their immortal souls. While a definitive answer has yet to be established, most learned individuals agree with the teachings of the renowned First Imperium Philosopher-Mage Kristos val'Mehan who posited that arcane manipulation is the ability to tap into and mold the residual energy of Creation itself.

According to the most ancient of myths and Church dogma, the entirety of the multiverse was created by a single supremely powerful being. This being unleashed His potent energy, first creating the Mortal Plane of Arcanis and then expanding outward, forming additional parallel Mortal Planes as well all the other planes of existence that exist in the endless multiverse. So great was the task of creation that this Supreme Being expended His very essence and ultimately His existence in its completion.

Yet not all of this energy was consumed in the formation of the Planes. Much of this power still flows like a river, complete with pools and eddies, throughout all the Planes. Some, like Arcanis, rest in one of these rich and endless pools, while others, like the dead plane of Rhicht, are left practically barren of arcane power.

Kristos explained that the process by which the arcanely gifted manage to work their craft is akin to a sponge soaking up water and then squeezing it out in a jet. Like the sponge, a gifted individual is able to tap into this residual creation energy and bring a minuscule amount of it into himself. Then, depending upon his tradition, the mage focuses the energy by willpower and reforms it to create a specific effect.

Each tradition uses a different method to channel and focus this boundless energy. The energy must be shaped and then released; if left unchecked it could easily consume the user. Those who follow the path of the Wizard tend to control the energy by shaping it with their minds using a formulaic or mathematical focus. These formulae, colloquially known as "spells," allow the Wizard to create an infinite variety of different effects, depending on the variables and expressions that are chosen. Those practitioners who have greater experience are able to hold greater amounts of energy, creating more powerful and dazzling effects before succumbing to physical fatigue and exhaustion.

Like his cousin the Wizard, the Sorcerer also takes the energy of creation within himself, but instead of using magical formulae, he channels and directs the power instinctively through sheer force of will and personality. Bards follow the same method as Sorcerers, manipulating energy more on the strength of instinct and intuition than via precise mathematical rigor. However, bards use music or song to transform the energy of creation into an effect of their choosing.

Kristos went on to say that those who wield divine magic are tapping into the same residual energy as those who wield arcane magic. However, instead of bringing this energy within himself and then focusing it, the priest has an additional filter: his God (or some other Divine being). The divine caster never absorbs the power of creation, but instead is given a small amount by his patron deity to craft by using a set of rituals and the power of faith. These rituals are every bit as complex as the Wizard's formulae and they perform the same function – bending the power of creation to the caster's will.

Cosmology of Arcanis

During the earliest centuries of the First Imperium, that grand empire spanned not only the continent of Onara, but many of the realms within the Mortal Planes of the multiverse. Thus it is not surprising that the early philosopher and conqueror Listis val'Abebi proposed a cosmology which put the Realm of Arcanis at the center of the multiverse, with all the myriad planes rotating about it. To be fair to the old greybeard, the First Imperium was enjoying the height of its power and it did seem that, for all practical purposes, everything did indeed revolve around it. Centuries later that model was apparently disproved by one Ibykos val'Mehan, but his theories were lost with the First Imperium's fall. Only fragments and scraps of his work have been rediscovered.

It was not until the first century after the founding of the modern Coryani Empire that another val'Mehan would independently arrive at the same conclusions as his ancestor. Like Ibykos before him, Netius val'Mehan (known as the Elder) set forth a model based on the simple concept of an onion. Each "skin of the onion" was a separate layer of the planes. Within each of these layers small bubbles existed, floating separately yet contained within the same layer. Netius called these bubbles Realms and explained that an endless number of them may exist in any given layer.

This, Netius explained, was why traveling to parallel realms within the Mortal Planes was relatively simple. All planes, like the Mortal Plane upon which the realm of Arcanis rests, float in an endless gray sea called the Astral Plane. The Astral Plane exists throughout a given layer, but also transverses different layers as well. By negotiating the currents of the Astral Plane like a mariner, one can wash up on nearby shores, such as another Mortal Plane, or upon distant coastlines, such as one of the realms of the Infernal Planes.

If one were to peel all the way to the center of the onion, one would find that the kernel is a violent, roiling sphere, unimaginably immense. This center of the multiverse is actually made up of two separate but equally powerful forces that Netius called the Positive Energy Sphere and the Negative Energy Sphere. Locked in a macabre and unending dance, these two spheres are in constant flux; one destroys while the other creates, an endless cycle of annihilation and rebirth.

Moving out one layer from this eternal struggle one finds the Pure Elemental Plane from which all the basic building blocks of matter are derived. Existing as a semi-continuous mass, this vast plane contains the pure essence of Air, Earth, Fire, and Water. Nothing else exists here, although many legends exist that claim otherwise. For example, there have long been stories of a great Brass City in an Ocean of Flames. Although this City of Breass is purported to exist on the Plane of Fire, it will not be found there. Similarly, summoned elementals do not exist in this homogeneous plane. A small spark of something else, namely life, is necessary for them to exist, and there is no life to be found on the Pure Elemental Plane.

That is not to say, however, that elementals do not exist; clearly they do, and they, as well as the legendary efreeti and jinn, come from realms situated in the next layer outward from the Pure Elemental Plane, known as the Inner Plane. Each of the tiny bubbles that float on this layer tends to align itself closely with one of the Elemental Realms. Thus each bubble within the Inner Plane will be heavily influenced by one element, but not to the exclusion of the rest.

The next layer outward seems to be the one most populated with individual bubbles, and it is called the Mortal Plane. These realms are the most abundant and complex, because each one actually consists of three inextricably joined components. Remember that at the very center of all things is an endless clash of Positive and Negative, which throws off waves of energy that reverberate throughout the multiverse. As each realm on the Mortal Plane is struck by the energy that flows from the center, it causes a reflection off of the sphere containing that realm. At the same time, each realm also casts a shadow because of the energy blocked by its mass. The reflected plane is known as the Ethereal Plane, and the area that is blocked by the mortal realm is known as the Plane of Shadow. Each of the mortal realms therefore has its own Ethereal Plane and its own Shadow Plane. These so-called transitive planes are all very similar in appearance and composition, because each is formed in basically the same way. However, these individual planes are not contiguous with one another, so it is not possible to travel between mortal realms by means of the transitive planes, nor is it possible to travel directly from a particular realm's Ethereal Plane to its Shadow Plane or vice versa.

The Ethereal Plane is a reflection of its mortal realm. This mirror image can be almost identical to the true one, or it can be a twisted imprint showing things as they truly are or as they never were. One master of planar travel once said that traveling to the Ethereal was like "walking into a placid lake and missing the water, entering instead the reflection." This analogy has proven to be true as many have found that to travel to the Ethereal one needs only a mirror, pool, or any other reflective surface. Oddly enough, creatures from the Ethereal use the same method to try and gain entrance to the mortal realms. Some unfortunates condemned to the Underworld, or as some call it the Nether Realm or Beltine's Cauldron, find a crack in the conduit between that place of sorrows and a mortal realm, manifesting here as unbidden specters seeking respite from their endless torment.

The Plane of Shadow, while its own separate realm, is inexorably intertwined with its associated Mortal Plane. Tendrils of Shadow find ingress in every dark corner, dimly-lit alley, or ruined crypt. Some speculate that the beings that exist there are similar to the reflected realm of the Ethereal, but more malign and twisted; a manifestation of our darker aspects. Others disagree, saying that the beings that inhabit this place are malignant because while they were given existence, they were barred from the realm of light and life, condemned instead to an eternal twilight where even the simplest joy of seeing a vibrant color is denied to them. Some mages who fear their reward in the afterlife have sought a form of immortality by becoming one with the Shadows. It is speculated that these damned souls eventually long for the boiling Cauldron of Beltine, preferring utter annihilation to spending eternity in the endless twilight realm in which they find themselves imprisoned.

The final layer that Netius the Elder established in his model was the tier in which the Celestial Planes of the Gods coexist with the multitude of Infernal Planes. These two very distinct types of realms float throughout their layer, always in diametric opposition to each other. Only one realm seems to have characteristics of both the Celestial and the Infernal Planes – the Underworld. Also known as the Nether Realm, this truly terrifying place does not consist solely of Beltine's Cauldron, although to most mortals the Cauldron is certainly its most notable feature. The Underworld is a vast place of endless grey and barren fields, windswept peaks, and frigid pools and lakes. Some feel that, as the plane contains such suffering, yet is obviously connected to a deity, that this bubble must be positioned closer to the Infernal Planes than any of the other bubbles. It is said that wherever the Gods have influence, a conduit to the Nether Realm exists, funneling the souls of their worshippers to that benighted realm to await their ultimate judgment.

Finally, Netius the Elder postulated that outward from the final layer – beyond the surface of the onion, as it were – is not a roiling chaos as many have put forth, but rather an endless void, the very essence of entropy itself. He warned that he had seen tendrils of this entropic void worm their way through the cracks of the multiverse, destroying entire realms in a wink, leaving not even a dust mote in their wake. While his critics have said that all things must die in accordance with the natural order, and thus the destruction of realms is nothing more than a part of the Creator's grand design, Netius the Elder believed that this void has a malevolent intelli-

gence directing it. He insisted that he would find a way to prove his theories about the void to his colleagues. Sadly, whatever he might have learned would never be known. Netius the Elder disappeared one evening after remarking that he was embarking on a long and arduous journey.

He was never seen or heard from again.

Some two centuries after the founding of the Coryani Empire, Netius val'Mehan the Younger added to his illustrious ancestor's theory but was later found guilty of heresy and burnt alive for putting forth a radical proposal. Netius the Younger's contribution was the addition of a fragmented plane beyond that where the Celestial and Infernal Realms existed. He named this the Plane of the Forgotten and claimed that it contained the realms of those beings with whom the Pantheon of Man did battle – the Elder Gods. Netius the Younger named these realms demi-planes, for he said that they were not independent planes in their own right, but rather existed solely through the will of their ancient and malicious creators.

Had that been the extent of his work Netius the Younger probably would have been hailed as a scholar of renown throughout the ages. Unfortunately, in his later years, Netius put forth one final theory. He claimed to have discovered that time slows down the further one travels out from the center of the multiverse. Thus, for all practical purposes, time does not exist in the final layers of the multiverse. As such, according to Netius the Younger, the reason why the Celestial beings and their Infernal enemies do battle over the Mortal Plane is that each of the individual mortal realms will eventually evolve to become either a Heaven or a Hell, with each realm's final disposition causing the other possibility to wink out of existence forevermore. The truth of the matter may never be known as all of Netius the Younger's notes and evidence were used as the fuel for his purification.

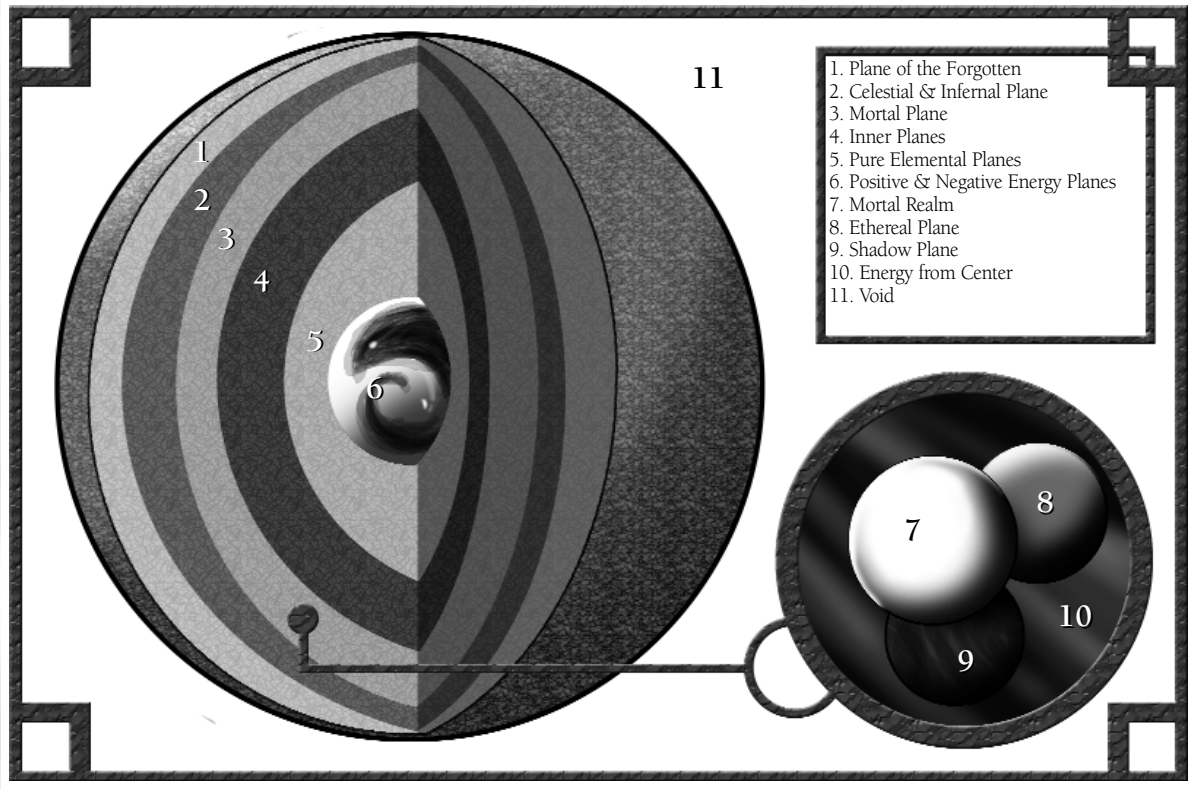
Views on Magic

Magic has been an integral part of the culture of Arcanis since the beginning of recorded history. In the ancient Ssethregoran Empire, magic was regarded as just another tool, to be used to advance the evolution of the species and lead the Empire's scaly hordes to supremacy over all other forms of life on the planet.

The Elorii consider arcane energy to be a part of the natural world, no different than the power of the sun, wind, or sea. Their culture, as well as that of the dwarves, gives magic neither a positive nor a negative connotation, simply viewing it as a tool to make life easier or more productive, and as a weapon when needed.

This view of magic as a tool with no inherent tendencies towards good or evil changed with the advent of human culture. Since the oldest of mankind's religious myths, magic has been viewed with trepidation; it is something that may be needed to accomplish a goal, but magic must be used cautiously and carefully for it is neither benign nor good. An ancient myth dealing with the death and rebirth of Illiir relates the tale of how Sarish and Cadic had to creep through Illiir's Palace and break into His vault, where the secrets and power of Magic had been locked away. The implication of this myth is that Illiir felt that magic was a source of chaos and instability, something alien to His otherwise "perfect realm."

Oshan's classic epic, The Morsnial, tells the tale of a group of kings who led the battle against the Other's mortal forces during the War of the Gods that led to the founding of the First Imperium. Midway through the tale, King Morselon and his fellow Questori journeyed to the Vale of Sarish in order to steal the secrets of magic from the Lord of Mysteries Himself. Again we see magic as something which was hidden away from mankind by the Gods, presumably because the Gods felt that it was too dangerous. The view that mankind should be kept away from magic for his own protection is certainly not without merit; the unleashing of magic upon the world led to the defeat of the Other's forces upon Arcanis, but it also caused mass destruction and death heretofore unseen in history.



In modern times, practitioners of the arcane arts are viewed with anything from suspicion to cautious acceptance. While the common folk of the world are understandably wary of those things they do not understand, it was the singular event of the Time of Terror that is to blame for the current air of mistrust and hatred that exists towards magi today.

A little over a thousand years ago the fabric between the Mortal Plane of Arcanis and the Infernal Planes seems to have been ripped asunder, sending untold thousands of demons, devils, and their kin rampaging throughout the land. The death and destruction that occurred during the generation it took to vanquish these nightmares was incalculable and the horrific legacy of the Time of Terror still lingers to this day.

Although the average mage was not to blame for this cataclysm, which lies solely with the Necromancer Lords of Myrantis and the Sorcerer-King of Ymandragore, the practitioners of arcane magic were nevertheless accused as the perpetrators. Naturally, the populace did not believe that the demonic hordes were a curse from the Gods, for the clerisy of Sarish had led the other priesthoods in a valiant attempt to stem the tide of the Infernal scourge. Nor were the divinely-touched Val to blame, for they had died by the hundreds in their efforts to destroy the marauding fiends.

Mages, on the other hand, were seen as beings that bypassed the Gods and did things no mortal could or should do. To the terrified populace it seemed obvious that these men and women had consorted with unholy beings to gain their amazing powers; therefore, the common belief became that it was the magic-users who had unleashed this blight upon the world. Although a thousand years and more have passed since the Time of Terror, the memory of those terrible days has not faded (and the occasional dark-kin child that is born serves as a poignant reminder). The inherent prejudice and distrust against mages held by most of the commoners of Arcanis is only heightened by the heinous acts carried out by the Harvesters of Ymandragore.

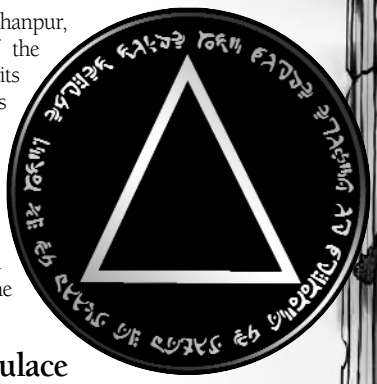
The Mother Church

In modern times, the priests and clerics of the Mother Church are by and large an educated and enlightened lot, who view the existence of mages pragmatically. The priesthood tends to take a "live and let live" attitude towards its arcane-wielding cousins, as long as they do not pose a threat to the priests' flock or their power base. While the clerics do not view them as an obvious threat, mages are nevertheless seen in many quarters as arrogant, using their arts to bypass the Gods and tap directly into the power of creation. As such the official stance of the Mother Church is that while they are not to be hindered, magic-users are not to be given any more assistance by the priesthood than any other member of the flock. Unfortunately, it is quite common to discover an itinerant priest who plays on the fears of a given village for his own benefit, usually at the expense of some hapless hedge mage's liberty or life.

This attitude of non-interference was not always the Church's official policy. During the early centuries of the modern Coryani Empire a small but influential group of Illiirites calling themselves the Shining Shields took it upon themselves, along with a contingent of Nierite zealots, to save the souls of every mage they could gather from their transgressions of placing themselves on equal footing with the Gods' power. Unfortunately, the zealots' "tender ministrations" included the liberal use of fire and sharp implements, meaning that few of their charges lived to see the error of their ways.

The Church of the Dark Triumvirate

Ironically, the Church of the Dark Triumvirate, arguably a far more repressive organization overall than the Mother Church, treats those Canceri citizens who practice the arcane arts with a much lighter hand. Given Sarish's heightened place in the celestial order advocated by the Cancerese church, mages are simply treated like any other citizen of the theocracy; as long as they don't act contrary to the wishes and edicts of the law, they may indulge in their craft with impunity.



Canceri's capitol, the city of Nishanpur, has the only public Sanctorum of the Arcane in the Known Lands. Though its location is common knowledge and its purpose is obvious, the Harvesters of Ymandragore must nevertheless tread lightly in the City of Secrets, as they face not only the arcane power of their prey, but also the unbridled might of the Sarishan, Nerothian, and Nierite clerisy and the nobility of the city itself.

Among the General Populace

As mentioned earlier, the reaction the common folk of Arcanis have to magi is directly proportional to their level of education. Among the upper crust of nations of the Known Lands, both Val and non-Val nobility have a much more enlightened view of magic-users. This may have to do with the fact that some Val are Sorcerers; the very nature of their blood gives them the ability to instinctually manipulate arcane energy.

Although they are obviously sympathetic to their own kind, the Val and other nobles must tread lightly when dealing openly with magi; even the mighty must still contend with the fears of their lessers. The sheer number of plebeians and peasants could make life very difficult for the ruling class should their ingrained phobia against mages ever outweigh their respect for the social elite.

Suspicion, fear, unthinking hatred – this is what most mages can expect to encounter in any of the thousands of backwoods villages and towns dotting the landscape of the Known Lands. To these barely-literate people, the power wielded by arcane spellcasters can only have come from an unholy source, as these Gods-fearing people know that miracles are strictly the province of the divine. A mage whose identity is discovered should consider herself lucky if she is merely asked to leave town. Most are shunned, with passers-by making gestures and muttering charms to protect themselves from evil. The most unfortunate of arcane practitioners have been beaten and then either hung or burnt on a ritual pyre as the villagers' way of demonstrating their piety.

It is for these reasons, among others, that parents who see their children wielding inexplicable powers are usually more than happy to turn them over to representatives of the Sanctorum of the Arcane… or even a Harvester. Better the chance of a long and happy life with these strangers than a short and painful one at home.

Military Organizations

When the Sanctorum is not available to take in a "strange" child, the other option available for the frazzled parents is to turn the child over to the military. All the nations of Arcanis have a branch of their armed forces made up of mages. These special troops are used to support the rank and file warriors as well as to counter the magical corps of the opposition. Although they are still viewed with apprehension and separated from their fellows by ingrained prejudices, mages in the military are usually treated with a good amount of respect, especially after they have seen battle. It seems that bleeding with your fellow soldier creates a bond that overrides years of bias. The militaries of Arcanis also have a high degree of success in protecting their arcanely-gifted troops against the Harvesters of Ymandragore; it's much harder to kidnap someone when the target is surrounded by thousands of heavily-armed, seasoned veterans armed with a large quantity of sharpened steel.

The Republic of Altheria

Of all the nations of the Known Lands, only in the enlightened republic of Altheria are mages treated with the respect and deference their power and wisdom demand. Mages are actively recruited and groomed for positions of power within the Council of Wisdom, the governing body of Altheria. Wizards, by definition, need to hone and sharpen their intellects so as to memorize and manipulate the vastly complex formulae they use to shape and direct arcane power. This training naturally gives its adherents critical thinking skills, and most Wizards learn to govern their passions and to allow themselves to be guided by logic and critical analysis. Who better to lead a nation of thinkers than those who seek enlightenment and espouse rationalism above all other philosophies?

Oddly enough, the Council of Wisdom has rebuffed numerous overtures from the Sanctorum of the Arcane to establish a permanent safe-house on Altherian territory. No reason has ever been given and the Magisters of the Sanctorum are at a loss to explain this decision.

Conclusion

Magic is a powerful and polarizing force. Its wielders are tapping into the same energies that were used in the creation of the multiverse. In a sense, arcane and divine spellcasters are touching the spark of life that was endowed by the Creator Himself. Though their methods and traditions may vary, and their role and place in society has changed dramatically over the millennia, there can be no doubt that the mages of Arcanis are among the privileged few to be given a glimpse of the beginning – and the ending – of all things.

Chapter Two
The Sanctorum of the Arcane

Out of the chaos of the Children's Crusade came the birth of the Sanctorum of the Arcane. Since then, this brotherhood of the gifted has grown into a vast network, with members and safe houses found throughout Onara. The members of the Sanctorum see each other more as family than just a mere gathering of wizards and sorcerers. This is due to their shared history of being persecuted by the fearful masses and hunted by the Harvesters of Ymandragore.

Recently, though, this family was betrayed from within. Lucius Orata, the leader of the Ordained Seekers of Ymandragore, successfully infiltrated the Sanctorum, using them in a coup to overthrow the Sorcerer-King. Although Lucius' efforts failed, his treachery left the Sanctorum leaders aware of their vulnerability and stirred them from their complacency.

Sanctum Sanctorum

The network of safe houses is the basic organization of the Sanctorum. This has remained unchanged since the Sanctorum's inception, for the safe houses are hidden fortresses that are still the greatest barrier against the Harvesters. Each is warded with spells that block any cursory scrying and prevent any casual observer from noting the coming and goings of the members. Yet even with a full complement of magi prepared to renew any magical security measures, the magisters have realized that the very act of casting their potent shields and wards acts as a beacon to vigilant Harvesters. Sometimes it seems as though the Sorcerer-King himself is aware of each and every use of arcane magic anywhere in Arcanis, so uncannily do the Harvesters hone in on concentrations of magical power.

Each safe house (also known as a Sanctum) is an autonomous unit of the overall organization that calls itself the Sanctorum of the Arcane. Those who live there are responsible for securing supplies, training students, and defending the Sanctum. While they can request aid from other chapters, this rarely happens. Only during times of drought, war, or pressures from Harvesters will the leadership of a Sanctum request aid. One reason for this is that travel between the safe houses can be perilous, and most members would not endanger their fellow mages needlessly.

The protection and supplying of a Sanctum can be time consuming, but luckily, there is help. Before joining the Sanctorum, most mages were part of other families, some of them wealthy noble houses. In rare instances, these noble houses donate substantial resources as thanks for protecting and training their children. In addition, a few relatives will offer to aid the Sanctorum by acting as guardians. The history of the Sanctorum is full of stories where a sibling stood by to guard his brothers and sisters as they studied and practiced the arcane arts.

In form, no two safe houses have the same appearance or resources. Some are small, being found in the basement of a business or abandoned building, while others are large compounds found in remote locations, farms, or in at least one case, a massive estate within a large city. Some have only a few rooms where mages can stay, while others have become large enough to house many mages, instructors and students. Of the latter, the greatest are known as Sanctuaries of Learning (or Sanctuaries for short). It is within the Sanctuaries that the most powerful mages and thus the best magical education may be found.

The Path of the Mage

While the safe houses provide the physical structure, it is the mages themselves that are the heart and soul of the Sanctorum of the Arcane. They are the family of the gifted and have come together for mutual protection, support and learning.

It is a blessing to be a mage of the Sanctorum. Before Nurion, mages were hunted by the Harvesters and persecuted by the fearful. It was not an uncommon sight to see a lone sorcerer executed for some supposed crime against a person or village. Those who had the gift had many things to fear; they had enemies on all sides, and very few friends. The Sanctorum gave them a safe home. They were welcomed for their gift, instead of being reviled

or hunted. Those that came together became closer than family, for only in the fraternity of the Sanctorum were they truly welcomed.

Since that time, the ranks of the Sanctorum have grown with each generation. Though the pressure and fear has lessened over the years, those would enter the Sanctorum realize that it is necessary to remain hidden from the Harvesters and to fully train their talents. For those who join, the Sanctorum becomes an accepting family that encourages the young mage to follow his or her heart and embrace the gift to its fullest potential.

Joining the Sanctorum

Every prospective member comes to the Sanctorum by a different route. Some are children, brought to the attention of the Sanctorum by family or friends, while some are lucky enough to have come to the attention of a traveling mage. A few were already proficient with magic prior to their admittance. No matter their background, they are welcomed, though since the Great Betrayal, this welcome comes with caution.

Prospective members are taken to a secure location. In the case of a child, a parent or guardian (if one can be found) usually accompanies the candidate. There they meet with one or more individuals whose appearance is altered or obscured. The mages will tell the candidates that they have the opportunity to join a society that will help defend them against the dangers of Ymandragore and train their natural talent in magic. These mysterious figures then question the candidates, testing their potential. If present, they will also question the parents or guardians, seeking to understand the child's origins and make sure that there is no duplicity. The candidates are in no way obligated to join, but if they refuse an offer of membership, the memory of the testing experience quickly leaves their mind. Once the dangers of Ymandragore have been spelled out, though, few decline the opportunity to join.

Each accepted candidate is then taken in secret to a separate safe house, where they are initiated. Though wrapped in obscure and at times apparently nonsensical ritual, the true purpose of the initiation ceremony is to link the initiate to the leaders of the Sanctum. Through this ritual, a mage (usually the mage who has been chosen as the new member's instructor) is able to feel any sharp change in his charge's emotional state. The mentor also gains the ability to roughly determine the direction in which his charge is located. This is useful in detecting any imminent danger the apprentice may be in and enable the guardian to provide quick assistance when needed.

Safeguarding the Secret

Early in the Sanctorum's history, Nurion val'Assanté called upon the High Priest of Sarish to assist him in safeguarding his nascent charges and ensuring that the Ymandrakes were unable to infiltrate his safe houses. While the official stance of the Mother Church is to neither aid nor hinder the activities of mages, the Temple of Sarish has always felt a certain kinship for the harried arcane casters and has softly and quietly assisted them where possible. After many hours of work infusing their creation with the arcane rites of Nurion and the potent blood magic of Sarish, the two men created what they thought to be the answer to their problem: the Oath Chalice.

After reciting an oath to protect and aid the Sanctorum and its members, the initiate would drink from the chalice, in effect binding him to a Sarishan Blood Oath without the need of an Oathmaker being present. Confident that this would offer up a measure of security to his newly formed brother-

A Mystic Cold War

The idea of a war between powerful magi conjures up images of cloaked men, floating above the ground unleashing bolts of screaming energy at one another. Magical blasts of eldritch fire careen off hastily-erected shields that groan and crack, but hold. Untold horrors are summoned and commanded to attack their adversaries' equally fiendish conjurations. In theory the whole world and even the endless planes of existence could serve as the battlefield for such a struggle.

Granted, that seems pretty exciting, but such open and explosive battles could not take place more than a couple of times before the terrified commoners of the world would emerge from their shattered homes and kill every single mage they could lay their hands on.

The war between the Mages of the Sanctorum of the Arcane and the Harvesters of Ymandragore is conducted like the Cold War of the 1960s between the United States and the Soviet Union. It is a war of precise attacks, surreptitious intelligence gathering, clandestine meetings in hopefully secure areas, and tenuous alliances in which no one can be trusted and you just hope your friends aren't really working for the other side.

At one time, the Harvesters walked with impunity among the states of the Known Lands, gathering their prey, contemptuous of local law, immune to considerations of political consequences, confident in the superiority of their hoary master. Those days are but a memory since the devastating Coryani – Ymandrake War. Now the nations are more sensitive to incursions by the Harvesters, not necessarily out of any particular concern for their magically-gifted citizens, but more from a sense of national pride and sovereignty.

When running a Sanctorum-focused campaign or even just by involving the Harvesters in your Arcanis campaign, mood and theme are critical in conveying the tension between these two forces. Equal parts paranoia and anxiety are critical in bringing this conflict to life for your players.

While Harvesters are portrayed on the cover of this book as iron-collared and black-cloaked, ominous and terrifying masters of the arcane, in reality they can look and act just like anyone else. The majority of Ymandrake citizens are descended from the same ethnic groups that populate the Known Lands of Onara. As such they can blend right in with the general populace, keeping an eye out for the careless mage who casts a spell at the wrong time.

Harvesters are also often accomplished spellcasters in their own right. Many have tried and some have succeeded in infiltrating the Sanctorum, playing the part of the harried mage desperate for help, all the while plotting the best way in which to deliver the entire group into His Majesty Sorcery's hands.

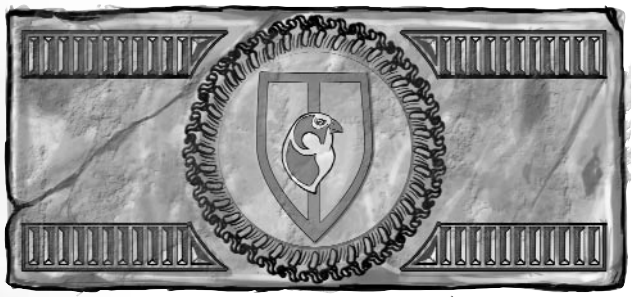
The life of mages in Arcanis is one of moving from one safe house to another. Every member of the Sanctorum has experienced desperate flights in the middle of the night once an alarm is raised. Rare indeed is the wizard or sorcerer who studies magic at a leisurely pace or who walks the streets without fear. Instead these men and women are frantically honing their skills to the point where they hope to be able to defend themselves against at least one Harvester. Unfortunately, like wolves, Harvesters generally hunt in packs.

To counter this implacable nightmare, most mages have congregated together, hoping for safety in numbers. Others continue to work alone but have surrounded themselves with stalwart adventurers; such groups are generally glad to have such a learned and powerful individual aiding them.

The adventuring wizard's greatest fear is that his companions will figure out how much more he needs them than they need him. After all, the Harvesters are just as happy to capture their prey with coin as with chains.

hood, Nurion quickly schooled his acolytes, those that would eventually become Magisters and the de facto leaders of the Sanctorum after Nurion's departure, in the creation of the artifact. It was hoped that each Sanctum would have such a chalice and use it to detect infiltrators.

And so the members of the Sanctorum toiled away under the illusion that they were protected from the depredations of the Sorcerer-King and his minions; an illusion that was shattered by what came to be known as the Great Betrayal.



ORDER OF THE SHIELD

The Great Betrayal

Lucius Orata was a young man, born and raised in Ymandragore. He was already a fervent believer in the Sorcerer-King's cause when a series of coincidences during his first Harvest left him the lone surviving member of his team. A band of Sanctorum mages, mistaking Orata for the prize the Ymandrakes had been after, comforted the young man and told him that they would protect him. Seeing the unique opportunity that had just presented itself, Orata played the part of a frightened youngster, not fully in control of his abilities, and desperately in need of assistance. Taken in, he was made to feel as one of the family, instructed as to the insidious nature of the Sorcerer-King, and taught how to hone his skills to better protect himself from future attacks. When it came time to drink from the Oath Chalice, Orata felt a twinge of apprehension, but followed through with the ritual, secure in the knowledge that his Sorcerous Majesty would protect him.

Years passed and Orata rose through the ranks of the Sanctorum, feeding information to his Harvester contacts when he could – a potential target here, the location of a gathering of mages there. At first he lived in constant fear that Sarishan demons would appear and tear him limb from limb for breaking his oath, but as time passed and nothing untoward happened, he became more confident in his master's supremacy over these false Gods, just as he had been taught in Ymandragore.

For years Lucius Orata rose in the ranks of the Sanctorum, eventually attaining the rank of Master. At the same time he was also gaining power and prestige as a member of the Society of Ordained Seekers. His status in the Sanctorum allowed him greater freedom to move about with impunity, feigning solitary introspection to cover his frequent trips to the Isle of Tears. Eventually, his lust for power overwhelmed his loyalty to Ymandragore and a chance discovery of an ancient Elorii artifact set him on the path to pit the twin factions of the Hawk and the Shield of the Sanctorum against the Sorcerer-King himself in a bid to topple and replace him as lord of Ymandragore. Through the actions of some of the bravest of heroes upon Arcanis, Orata's plot was thwarted and his treason was uncovered. (The series of events leading to the discovery of Lucius Orata's treachery and the outcome of his plot to dethrone the Sorcerer-King of Ymandragore is chronicled in *The Year of Ill Harvest,* a forthcoming adventure sourcebook from Paradigm Concepts. This sequence of adventures was played out by thousands of players as Year One of the LIVING ARCANIS shared-world campaign.)

The discovery that a Harvester was able to so easily and so thoroughly infiltrate the Sanctorum and defeat all the safeguards fashioned by centuries of mages threw the leadership into a panic. Harsh and penetrating measures were enacted that infringed upon the privacy and liberties of the members in an effort to ferret out any more infiltrators from their midst. Luckily, cooler heads prevailed before an all-out bloody purge was called for. They did, however, find one Ymandrake plant acting as an Instructor within the Primus Sanctorum itself.

During the interrogation, the Harvester – one Nan Benis by name – refused to answer any questions. What little information he did reveal turned out to be useless, tidbits that may have been intended to sow further chaos and disunity within the Sanctorum. When his interrogators had grown sufficiently exasperated and frustrated, Nan Benis did answer one question without hesitation and with chilling confidence.

When asked how he was able to break the enchantment of the Oath Chalice, Nan Benis smiled through bloodied teeth and said: "It was the Lord of the Isle of Tears who stole Magic from Sarish. That petty Godling hoarded it like a selfish child refusing to share his toys with his siblings. All magic comes from the Sorcerer-King now, and he selflessly doles it out to the worthy throughout Arcanis. Sarish may still be the lord of blood and demons, but even He must now beg our Lord for even the tiniest measure of what was once his."

Snorting, the interrogator snarled, "You have your epic tales confused, Benis. King Morselon freed magic from Sarish's vault, not your master."

Benis said no more. He merely shook his head and looked at his tormentor as a parent would look at a deluded child; pitifully and with great sorrow for their ignorance.

The Flickering of the Candle

Fearing for the safety of their students, the Masters of the Sanctorum frantically researched ways to develop some sort of protection from the Harvesters. Two years passed in fruitless projects, until finally it was decided that a warning device would serve best in the short term until a foolproof method could be achieved to thwart the Ymandrakes.

Working hand in hand with the clerisy of Sarish, whose pride was wounded at their Lord's most sacred power being so casually dismissed, the Magisters of the Sanctorum developed a candle that would flicker when Ymandrake magic was used in its vicinity. This proved to be very difficult, as the energy the Harvesters used to enact their will was the same as that of the Sanctorum's own mages, sorcerers, and bards. The more spells that were cast, the more the body was infused with a residual amount of this power, making the practitioner practically glow with this energy under the lens of the proper detection spell. This was something the Ymandrakes used with horrifying precision, but now this same concept could be used against them.

After many long hours and sleepless nights of study and experimentation, the Sarishan clerisy informed their allies that they had discovered that all Harvesters receive unique Ymandrake spells through a minor artifact known as the Blessing Houses. These Blessing Houses are in effect shrines wherein one may commune with the Sorcerer-King. Through unpleasant methods (upon which the Sarishans declined to elaborate) they discovered that a slight change in the blood of the Harvesters occurred when these spells were channeled. Though so minor as to cause neither harm nor discomfort to the Harvesters, Sarish's mastery of blood allowed his adherents to note this change and develop a method to detect it.

Once the Magisters were aware of this anomaly, they were able to construct a minor magical item, easily produced, to detect the use of any Ymandrake spells in a general area. This item takes the form of a blood-red candle, whose flame flickers in the presence of these unique spells. In short order, every Sanctum was issued one of these items and instructed to have the candle watched constantly and continuously. Thus both initiates and masters alike take turns monitoring the movement of a small flame, dreading to see that it has begun a dance that may spell the doom of their Sanctum.

Yet even this ingenious device has its drawbacks, for though magical, the item is still a candle and subject to the normal laws of nature. Thus the watcher has to wonder: did that slight movement mean that the candle was detecting Harvesters or was it just a small breeze or the watcher's own breath that caused the slight waver in the flame? Fatigue is a constant worry, for spending hours upon hours of watching the small glow can cause the eyes to play tricks on the observer.

The Watchful Candle may have given the members of the Sanctorum a small head start against a Harvester attack, but it has also caused an inordinate amount of stress and anxiety upon those chosen for this task. One mistake, one false alarm, can mean a needless flight in the middle of the night. On the other hand, a failure to recognize the flickering candle's message when it speaks true can doom everyone within the Sanctum to a life of servitude upon the Isle of Tears.

The Secret of the Sanctorum

It is hard to keep something like the Sanctorum a secret, especially when so many know of its existence. But overall the organization has remained fairly well hidden. This is partially due to the subtlety and discretion of the Mages, and partially due to the subtle magic that obscures the actual location of the safe houses. For most of the people of Onara, the Sanctorum is a myth, or simply the one well-known school in Nishanpur that trains wizards and sorcerers.

This secrecy has one main purpose – to confuse the agents of Ymandragore – but this was compromised during the Great Betrayal. While most ordinary citizens do not know the truth of the Sanctorum, the Harvesters do. During Orata's time amongst the Magi, a number of chapters, including the Sanctuary of Evocation, were revealed to the Ymandrakes. The secret was out, but still not entirely revealed. There were still safe houses that remained secret, and most of the individual Mages were still hidden. In addition, the gambit of Lucius Orata ended with Ymandragore wounded, as part of his plan to dethrone the Sorcerer-King involved the introduction of a debilitating magical disease that caused a great deal of damage to the sorcerers of Ymandragore. This gave time for the Sanctorum to heal and regroup. Compromised safe houses were moved, their previous locations cleaned of all sensitive information. Those who had unwittingly worked with Orata atoned for their actions before the Gods and the Council of Magisters. Methods of communication were replaced, and allies were investigated to ensure that they still remained loyal.

Training

Within a Sanctum, each student's training is given to one or more instructors and mentors, depending upon the resources of the chapter where the student is trained. All mages are expected to devote time to their younger brethren, helping them to learn the art. There are those who take the training of the young as their calling. These are the Sanctorum Instructors. Other members will assist an Instructor by acting as mentors, assisting the students with understanding their studies, and showing them practical applications for what they learn.

The training is difficult, as the Instructors and mentors require a great deal from each student. All the while, the mages that work with the student are watching his progress. The Sanctorum Instructors do not just teach the ancient formulae for causing invisibility or unleashing a jet of white-hot flames. Being a mage consists of so much more; clarity of thought, critical thinking, planning and ingenuity are the true ingredients in the makeup of a master of the arcane arts. Given enough time and foreknowledge of what to prepare for, a Magister is an unstoppable force of nature in his own right.

`When they feel it is time, the Instructors will test the student. When possible, the test is held before a panel of mages who did not have any involvement in training the student. No two tests are alike. The mages overseeing the test typically look to discover if the student shows

confidence, subtlety, ingenuity, and adaptability, as well as determining if there are any weaknesses in training or skill that a Harvester could exploit. If they are satisfied, the mages will recommend to the leadership of the Sanctorum that the student be awarded the rank of Mage. The newly-promoted Mages are now free to determine their own course of study, no longer being bound to the will of their instructors. Unlike students, Mages are also free to dwell outside the walls of the safe house if they so desire.

Many members remain at the rank of Mage indefinitely, training when they can, but otherwise trying to live out a normal life. It has been discovered that if a spellcaster refrains from channeling arcane magic over a period of some years, the residual energy will slowly dissipate from the body, allowing the former mage to live freely without as much fear of being detected by Harvesters. In these cases, the training they received from the Sanctorum grants them the control necessary to prevent spontaneous or subconscious activation of their abilities.

Other Mages devote themselves to training new members, while some concentrate on protecting the Sanctorum itself. A few devote themselves ever more deeply to their arts, sometimes in exceptional ways. For these, there are many paths that they can walk down, learning deeper and more potent mysteries as they go.

The Via Proeliatoris, or Way of the Warrior, was first paved by Aleena val'Virdan. An early student of the Sanctorum, she was gifted with magic, but had the heart of a warrior. Esoteric scholarship was not her way, but studying the martial arts in combination with magical arts excited her. So she began working on ways to combine her natural talent with the fire of her heart. Other mages came to her, seeking to learn her techniques. As is the way of the Sanctorum, students learned the lessons of the masters, and then expanded upon their techniques, creating a deeper understanding of the art. Thus it was with the techniques of Aleena. Over the years, what she began has become a way of warrior magic, a powerful combination of martial prowess and magical skill. The Sanctuary of the Hammer's Edge in Tralia, where Aleena first started training students, has become the primary center of learning and instruction for this path.

The Scholar's Path, known as the Via Sapientia, can be seen as having a number of founders. Over the history of the Sanctorum, there have been those whose passion lay with one particular school of magic above all others. These men and women plumbed the depths of a particular school, mastering its intricate secrets to the exclusion of other schools of magic. These individuals became renowned scholars in their art, and were actively sought as teachers. As with Aleena's students, those taught by the masters in turn uncovered deeper secrets that they themselves then passed on. Most Sapienti stay in the Sanctum where their master taught. These chapters become Sanctuaries of Learning, where students are deeply exposed to masters of one school while nevertheless being given a solid education in all aspects of arcane magic. To start upon these paths, the candidate must journey to one of the Sanctuaries and ask to be initiated. The leadership of the Sanctuary determines whether the candidate is ready to accept the responsibility of this path.

A third and final path lies open for those who show truly exceptional talent and will. Nurion val'Assanté sought out those with great potential to become his personal students. This path is not for all; indeed it is for very few, as there is great sacrifice required to walk it; but those who accept his offer are given a chance to unlock their full potential as mages. These students become Magisters. They leave behind all ties save for their Sanctorum family, and thereby become the true leaders of the Sanctorum. It is the Council of Magisters that governs the operations of the Sanctorum and acts as final judge in internal disputes between chapters.

The identity of each Magister is a closely guarded secret. He or she could be an instructor, researcher, traveler, or warrior. Only the other Magisters know the identities of their fellows. When they appear in an official capacity, such as listening and judging a dispute or giving an order, they appear in a special cloak that denotes their rank. Among other things, this cloak alters the appearance and voice of the Magister. When so cloaked, all Magisters appear as a human male with a deep, commanding voice. The cloak's hood conceals most of the face within its shadow, with only a strong angular chin and full lips showing. Rarely do the Magisters wear this cloak outside of official Sanctorum functions, as if the Harvesters of Ymandragore were ever to get their hands on one, the amount of damage they could do by impersonating a Magister would be incalculable.

Three Things Every Sanctorum Member Knows

Although they go to great lengths to maintain secrecy, there are nevertheless certain things that all Sanctorum members have in common. It is reasonable to assume that anyone who belongs to the organization will know the following information at a minimum.

The Story of Nurion val'Assanté

During the early centuries of the modern Coryani Empire, the Emperors of Grand Coryan and the Sorcerer-King of Ymandragore had an understanding. His Majesty Sorcery pledged to defend the world from a resurgence of the Infernal forces that had caused the Time of Terror, and in exchange the Empire agreed to allow the Harvesters free reign to pursue and capture those who had the gift of arcane magic. All that changed in the year 536 I.C. when twin boys were born to the Empress Shar val'Assanté. So strong were the babes, with so much arcane potential, that the Sorcerer-King's agents arrived at the Imperial Palance within months of their birth to demand that they be turned over to Ymandragore. The Empress' refusal sparked the Coryani-Ymandrake War, which threatened to destroy all of Onara before it was finally ended by the delivery of one of the twins, Jarok, to His Majesty Sorcery. The other twin, Nurion, was appalled to learn of these events when he grew old enough to understand them; he abdicated the throne and set himself to the task of building an organization that could withstand the depredations of Ymandragore. Thus was the Sanctorum of the Arcane born, and Nurion the Undying still travels across Onara, though only the members of the Council of Magisters are ever permitted an audience with him and his day-to-day involvement with the Sanctorum is minimal.

The Location of Two Safe Houses

Although the powerful enchantments woven by Nurion and his Sarishan allies over the centuries serve to protect the members of the organization from giving away its secrets too easily, there are nevertheless certain pieces of information that all members must have if they are to participate fully. All members are entrusted with the secret location of their home Sanctum – a safe house that they return to more than any other. Furthermore, each Sanctum has an emergency plan in the event of an attack by Harvesters that results in the destruction or infiltration of the facility. All members know of a second safe location, and they have standing orders to flee to that location if certain conditions are not met. Every safe house has a handful of standard procedures that are designed to let the members know that everything is okay. For example, a Sanctum based in the basement of a library might have two indicators that all is well: a flag outside the library is flying at half mast, and the librarian always has a certain book plainly visible on her desk. If a member sees that either of these "all-clear" signs is not evident, he knows to leave immediately and head to the designated backup location for further instructions.

Someone who has been Harvested

Every member of the Sanctorum who has been a member for more than a short period of time knows the story of at least one person who was Harvested. One might think that the leadership of the organization would discourage its members from talking about such awful things, but that is not the case at all. Indeed, such stories are encouraged to be shared by the Council of Magisters, because they serve as object lessons for everyone else about fatal mistakes. Furthermore, telling the stories of those who have been taken serves to keep those individuals alive in the minds of everyone else; after all, the only hope of someone who has been taken to the Isle of Tears is that her compatriots will find a way to rescue her and bring her home. By keeping the names of the fallen in circulation, the Sanctorum keeps its hope alive that someday those lost souls will be reclaimed.

Leadership and Justice

The Council of Magisters leads the Sanctorum as a whole. They rarely issue orders, only doing so when the entire Sanctorum is in jeopardy. They leave the day-to-day operations of the various chapters in the capable hands of the Sanctum leaders.

Each Sanctum or Sanctuary of Learning establishes its own internal command structure. Most of the safe houses choose to be ruled democratically, with all resident Mages having a vote and visiting or traveling Mages acting as advisors. Students, of course, do not get a vote. Most Sanctuaries of Learning have a ruling council of Sapienti, while some are led by a single individual. There are a few examples of small chapters which act mainly as way stations for traveling mages; in these cases it is not uncommon for one family to be the sole permanent residents of the safe house, with the father or mother in charge of daily operations.

Disputes between mages are handled in different ways, depending upon their severity. All students are taught to deal with their problems directly but in a non-aggressive manner. It does no one any good to have one mage accuse another of a crime in the heat of anger. So the masters try to instill in their students a sense of calm when dealing with an internal conflict. While a good practice, this does not always work. Humans are ruled by their passions, and sometimes an external mediator is needed.

If two Mages can not come to terms over a dispute, the leaders of the Sanctum, or a Magister if the conflict involves the whole chapter, will appoint a mediator. The mediator is always someone known to have a cool head and a diplomatic tongue, and does not necessarily have to be a Mage. Allies who have sworn to protect the Sanctorum have been used as mediators in the past.

There are two choices if the disagreeing factions can not come to terms over the dispute even with the assistance of a mediator. They can just agree to disagree, as occurred with the long-standing dispute between the Hawk and Shield. Alternatively, they can bring the dispute before the Council of Magisters. In the latter case, the decision of the Council is final and binding. It is rare that debates within the Sanctorum rise to the level where a vote of the Council is required to bring matters to a close.

In the case of a crime, things are a little different. When a Mage commits a crime (such as theft) against another Mage or the Sanctorum as a whole, the criminal is brought before a tribunal composed of impartial Mages, usually the highest ranking or most skilled Mages present. If they can not come to a determination of guilt or innocence, the case is given to a Magister to judge. Common penalties include working for the wronged party or chapter as an indentured servant for no less than six months. High crimes against the Sanctorum are usually treated harshly; traitors who cause one or more of their fellows to fall to the Harvesters are generally executed outright. (The one punishment that is never levied by the Sanctorum under any circumstances is to turn someone over to the Harvesters. While it might seem like exactly the right sentence for one who has betrayed his fellows into the clutches of Ymandragore, it would go against the very essence of the Sanctorum to voluntarily surrender anyone to the Isle of Tears.)

The Hawk and the Shield

All members of the Sanctorum consider each other family, for only in this way can they stand against the minions of the Sorcerer-King. Yet, as with all families, there are differences of opinion. Early in the history of the Sanctorum of the Arcane, members found themselves at odds on how best to defend the gifted from the depredations of the Sorcerer-King. Those who believed that they should concentrate on finding and protecting the gifted, remaining silent and invisible, took the Shield portion of the Sanctorum symbol as their insignia. Those who believed that the only way to protect the gifted was to take the fight to Ymandragore and actively do battle with the Harvesters chose the Hawk as their sign.

While this division may divide the Sanctorum philosophically, they remain united in their cause against Ymandragore. Some chapters may favor the Hawk or the Shield, but they will always welcome any and all members of the organization. It is important to remember that no member of either faction would ever deny protection or sanctuary to a member of the other faction. This became clear during the Great Betrayal. Lucius Orata had become a leader of the Hawk faction, and used its members to further his own ambition. Even after this deception was uncovered, the Sanctorum as a whole did not accuse or blame those who followed the Hawk. Instead, they came together to stage a daring assault on the Isle of Tears itself, worked to kill the betrayer, and repaired the damage that had been done to the Sanctorum.

The Hawk and the Shield were shaken to their core by the actions of the traitor Orata. The Shield suffered the death of their leader, and a breach in security. But their losses paled in comparison to those suffered by the Hawks, who were well and truly compromised by Orata. After his death, those that were left had to completely rebuild their structure. Many of the Hawks wanted to purge those suspected of aiding the betrayer, willingly or not, from the ranks as untrustworthy. Some were indeed driven out, but it was the intervention of the Magisters that saved many of Orata's unwitting pawns. Others decided to leave the Hawk of their own volition, realizing that its ways were no longer their ways. Those that remained set about the task of contacting the various cells of the faction and resurrecting their organization from the ashes of betrayal.

While it has been a hard road, the Great Betrayal has left both factions, and the Sanctorum as a whole, stronger. While still at philosophical odds, members of the two factions seem more willing to work with each other to accomplish their shared goals.

Allies and Resources

No organization as complex as the Sanctorum can operate for long without outside assistance. Money is needed for upkeep and supplies, guardians are needed to help defend the safe houses, and contacts are needed to maintain tabs on Harvester activities. But the Sanctorum must be careful in choosing its allies; someone who gives intelligence on Harvester movements may also be giving the Harvesters information on the Sanctorum. For this reason, the Sanctorum does not approach or accept aid from just anyone. Some of their alliances have been built up over generations of cooperation. Others arise from the love a parent has for a child.

Patrons are those individuals who have sworn to protect the secret of the Sanctorum and provide resources to further the mission of the Sanctorum. Sometimes these resources are small, such as donations of food or clothing. Others may provide housing, from taverns to full estates, for the Sanctorum to use. Patrons are usually family members of a child given to the Sanctorum for protection and training. Unlike a more traditional academy, the Sanctorum does not charge either the student or the parents for training. Many of the beneficiaries simply wish to give gifts in thanks, knowing that their children will be safe.

It is not uncommon for a family to support a particular chapter though many generations. While this is usually seen in families that bear gifted children in each generation, for a few families, it has become a matter of family honor and pride to be of assistance in honor of a long-ago ancestor who was a member of the Sanctorum.

Other necessary resources come from other allies and the Mages themselves. Most mages tithe a portion of their earnings or inherited family wealth to the Sanctorum. Some have gone so far as to give all of their holdings to support the organization, while others maintain mundane occupations in order to provide "the family" with support.

Guardians are men and women who have sworn to protect the Sanctorum and its mages. They are usually family members or trusted companions of a mage. It is common for a parent, sibling, or cousin of a student to join the Sanctorum as a Guardian. Older mages may find friends, lovers, or spouses asking to become Guardians. It is a hard road to be a Guardian, for they must commit most of their time to the Sanctorum with little or no compensation. It is an act of love and respect. Many Guardians become involved with the Shield faction of the Sanctorum, as the philosophy of that faction is quite compatible with the Guardian's own instincts.

Over the generations, the family of Nurion val'Assanté has aided the Sanctorum both directly and indirectly. Not all of the family members serve as Patrons, but enough of them make contributions to see to the continuation of the Sanctorum. Lady Calia val'Assanté of Grand Coryan was the first to offer aid by giving Nurion space within her palatial estate to start the Sanctorum. Since that time, her descendents have maintained their connection with Nurion and the Sanctorum. The estate still holds the oldest and most prestigious chapter, the Primus Sanctorum. Many of the leaders of the modern val'Assanté family have continued to be Patrons.

The Sanctorum and the Elorii

The Elorii have a long arcane tradition and one that has been mostly free of the attention of the Harvesters. Hence, most young Elorii can easily find a mentor and express their natural talents free from the specter of enslavement to the Sorcerer King. Yet, they are still at risk of being Harvested if they leave the sheltered confines of their homelands.

This fact was realized quickly after the reemergence of the Elorii from the Vastwood. Not used to being circumspect regarding their abilities, these young explorers were easy prey for the Harvesters. As the Sanctorum became aware of this problem, they sent out teams to help shield lone Elorii practitioners from the Ymandrakes. The leadership of the Sanctorum decided to welcome the Elorii into the shelter of their organization. These Elorii have proven to be an asset to the mages of the Sanctorum, though they remain very reluctant to share spells uniquely Eloran or Ssethregoran in origin, fearing that humans are not yet ready to wield such awesome power.

Options beyond the Sanctorum

Prior to the formation of the Sanctorum, there were few options available to those with arcane gifts who wanted to learn to use their talents and still remain safe from the Harvesters. Coryani parents with sufficient means would give large amounts of money to a Legion in the hopes that a large group of heavily-armed men could protect their child from the Harvesters. These "Legion Mages" eventually banded together, learning from each other and watching each other's backs. It was from this spirit of cooperation and mutual defense that the modern organization of Coryani Battlemages was formed. Although membership in the Legions gives them protection, their visible acts upon the battlefield make them quite visible to Ymandrake agents. Attacks on Coryani Battlemages are rare, for the attacking Harvesters would have to be quite formidable to stand against the valor and prowess of the legionnaires.

For those of little means, there are few options outside the Sanctorum. Those who are impoverished are vulnerable to Harvesters. But even on the streets, there are always alternatives. Some underworld organizations are willing take in a child that is found to be gifted, with the hope that the child's power will give them an edge over their competitors or help to shield their activities from the attention of law enforcement. These street-savvy wizards know the lay of their land, and their extensive contacts keep them well aware of Harvester movements. The leaders of criminal organizations are also not above making deals with the Harvesters, giving them the location of known arcane spellcasters that belong to other organizations, and the Harvesters agreeing to leave their members alone in return.

Outside of the Coryani Empire, there are various groups and military organizations that can provide a measure of training and shelter to those with the gift of magic. For example, a handful of Milandisian Knighthoods are known to number arcane casters among their membership. Sometimes these individuals come across the Sanctorum in the course of their travels, but the Sanctorum is hesitant to welcome such members. Most of the time, the Harvesters know those who have been trained by (for example) the Order of St. Armon in Milandir. Because these people are already known to Ymandragore, taking them into a safe house is risky, and could easily lead Harvesters to the doorsteps of a Sanctum. Still, the Sanctorum rarely turns away one of the Gifted in need.

A Sampling of Sanctora

The following sections detail a handful of the best-known chapter houses in the Sanctorum of the Arcane. This is by no means a comprehensive list; indeed, any attempt to make a list of Sanctorum locations is doomed to be futile, since the organization is constantly on the move, establishing and closing safe houses constantly in an effort to stay one step ahead of the Harvesters. Thus, it is perfectly reasonable for you to invent as many or as few chapters as you see fit in your own campaign. A Sanctum can quite

literally be anywhere, from the manor house of a local nobleman to the basement of a library or school to a forgotten temple or a tiny roadside shrine.

Primus Sanctorum

The first Sanctum was founded in Grand Coryan by Nurion val'Assanté himself. After learning of the cost of the war with Ymandragore, he discussed with his relations and closest advisors his audacious plan to form a secret society of the arcanely-gifted, protecting them for the good of all Onara. His aunt, Calia val'Assanté, offered her own palatial estate as a headquarters for this organization.

Lady Calia, like many val'Assanté matrons before her, was known as an exceptional hostess. The patricians of Coryan knew her house as a place for social gatherings, where politicians, priests, artisans, and other eclectic people could mingle and chat. She had, on numerous occasions, hosted dignitaries from other provinces, including once welcoming a Hinterlander savage who had come to give a petition to the Emperor. The open nature of her manor became a perfect mask for the Sanctorum's first stronghold. Thus, this noble estate was the first location warded by Nurion, and the Primus Sanctorum was where he gathered and taught the first of the Sanctorum Mages.

Over the years, the Sanctorum has constructed tunnels under the val'Assanté estate, creating an entire underground complex of classrooms, libraries, study and practice chambers, and bedrooms. On the surface, it is a home known for its welcoming demeanor, as the descendents of Calia val'Assanté have continued to follow her example. It is not uncommon for Daena val'Assanté, the current matron, to host parties and recitals in her home. Unknown to most, her guest lists often include those gifted that need safe haven or training.

The Primus Sanctorum was also the first Sanctum to be referred to as a Sanctuary of Learning. The expanded facilities beneath the estate allowed for a growing number of instructors and students. The financial backing of the val'Assanté family allowed the mages to gain access to rare scrolls and books, even providing them with the resources to conduct magical experiments. To this day, the Primus Sanctorum is known by many mages as a place to gain an exceptional education in the magical arts, but the strength of this Sanctuary is the study of Abjurations.

Nurion spent years working on the wards that protect the Sanctorum, and much of that work was tested on his Aunt's estate. Some of his first students worked with him on this project, helping him uncover deep secrets of the abjuring arts. Some say that this work was forever imprinted on the very stones of the estate, for those who study here are drawn to this magical path. The magi of this chapter continue to study abjurations, to uncover powers that help protect the Sanctorum of the Arcane from the ever-greedy eyes of the Sorcerer-King.

Organization: A tribunal runs the Primus Sanctorum. Two of the members are Mages, while the third is the current owner of the val'Assanté estate. Daena val'Assanté, as matron of the estate, sees her role as that of mediator and tiebreaker, for the other two leaders are usually at odds with one another. Marcus val'Ishi is a talented sorcerer who has focused most of his training on defeating the magical might of Ymandragore. He is hot-blooded and has a temper, speaking passionately and impulsively about all matters. Alrin Costel is a Sapienti of Abjuration, and was born into poverty in Old Coryan, a fact that Marcus brings up whenever his temper flares. Daena, now in her seventieth year, sees both men as children, although she respects both of their opinions, for sometimes the passion of Marcus holds a better course than the cool logic of Alrin. In the end, though, it is her cool head that guides the Primus Sanctorum.

One of the most powerful members of this Sanctuary is not a part of its formal leadership. Titus val'Tensen is a Sapienti of Abjuration, and unknown to his brethren, he is also a Magister of the Sanctorum. He finds the bickering of Marcus and Alrin unproductive, and believes that Marcus's belittling comments about Alrin's background are unworthy of a Val. Titus has been grooming Daena's granddaughter Elica val'Assanté to become one of the leaders of the Sanctorum. As Elica is quite talented, his plan of placing another cool head on the tribunal may soon succeed.

The Sanctuary of the Sanguineous Dominar

Located beneath the Citadel of Sarish in the Blessed Lands is the Sanctuary of the Sanguineous Dominar, where the masters of Conjuration study and teach. Originally located in the Sanctorum chapter in Nishanpur, this school of conjuration has a special relationship with the Church of Sarish.

Vasken val'Mehan, the founder of this school, was obsessed with the art of conjuring and calling beings from other planes. While he delved deeply into the secrets he could find, he knew that there were aspects of this school that eluded him. Within his blood were depths to conjuration he had only barely touched. He went to the Sarishan Priests of Nishanpur, seeking to learn more from those who served the Great Binder. They agreed, but no gift from Sarish comes without a price. Vasken agreed to pay whatever price the Sarishans might require of him, and the High Priest himself aided him in his studies. Manuscripts and scrolls known only to the High Priest were opened for Vasken, who devoured their contents.

Vasken lived within the Temple of Sarish for seven years, whereupon he returned to the Sanctorum of Nishanpur. His brethren were filled with awe and fear at the powers that he had mastered, and a few wanted to learn what he had uncovered. He was willing to teach, but that there was a price to learn the secret mysteries of conjuration. It was the same price that the High Priest had demanded of Vasken himself: pledge your undying soul to Sarish in the afterlife.

Few came to Vasken to learn, especially once word of the true cost of his teachings got out, but those who did achieved great power. The school Vasken founded moved out of Nishanpur when the Swords of Nier conquered the city and displaced the Dark Apostate, installing their own Autocrat as ruler. The leaders of the Sanctuary knew that this path was too valuable to be locked away and that it was too risky to continue their work under the eye of the Erdukeen conquerors, whose opinion of the Sarishans is quite low indeed. Working with the Church of Sarish, the masters of Conjuration and their students were moved to the Citadel of Sarish in the Blessed Lands.

Now one of the most secret chapters of the Sanctorum, the Sanguineous Dominar currently has few active adherents. The Sanctuary rarely trains anyone that has not already achieved the rank of Mage, which limits the number of potential students, and all who come must be ready to follow the path of the Via Sapientia. Few are nominated to join this Sanctuary, and only those with exceptional talent are approached as potential members. The Sanctuary and all of its students are supported by the Temple of Sarish, for the priests know that those who follow Vasken's path will serve Sarish for eternity. The clergy of the Binder have nothing but respect for these individuals' sworn love of and commitment to the Arcane Master.

Organization: Unlike most Sanctuaries, where a council of Sapienti governs the sanctorum, the Sanguineous Dominar has one leader, known as the Headmaster. This individual works with the leader of the Citadel of Sarish to see to the day-to-day needs of the Sanctuary, and has the authority to accept or dismiss any stu-

dent. While the resident Sapienti of Conjuration act as advisors, all final decisions are made by the Headmaster.

No matter their rank within the Sanctorum, those who wish to study at the Sanguineous Dominar must make an Oath to Sarish, overseen by the priests. This oath is sealed in blood and spoken as follows: "By my blood, and of my own free will, I give my eternal soul in service to Sarish, the Arcane Master, for the opportunity to learn His secrets." This oath binds the soul of the candidate into the eternal service of Sarish. The soul of anyone swearing this oath goes immediately to Sarish upon his or her death, with no possibility of resurrection.

The current leader of the Sanguineous Dominar is Headmaster Fredrick Granic, a dark-kin wizard from Milandir. He possesses an intensity and energy that few can overlook. Abandoned by his family, he was rescued and raised by the widow of a mariner. She died when Fredrick was eight and he was forced to live on the street. He was instinctively able to cast minor cantrips and in doing so attracted the attention of a traveling Harvester. A pair of Hawks who engaged the Harvester in magical combat interrupted his abduction. They took Fredrick in, introducing him to the Sanctorum. Skeptical at first, he soon grew to love his new family. His instructors saw a natural aptitude for conjuration and his mentors spoke of his devout worship of Sarish, an unusual practice within Milandir. He was brought to the attention of the Magister and was given an opportunity to study with the famed instructors of the Sanguineous Dominar. Mastering his art, Fredrick became one of the most sought instructors of the Sanctuary, and has recently become its leader.

Fredrick's closest advisor is Sapienti Dalia val'Mehan. A woman of Cancerese birth, Dalia is a Magister of the Sanctorum. It was her influence that elevated Fredrick to the leadership of the chapter and she has been happy with the result. Unlike many of her fellows, she holds no disdain for dark-kin; indeed, through her sponsorship and mentoring of Fredrick she has helped other Magisters change their opinion of dark-kin.

The Sanctuary of the Hammer's Edge

Beneath the Tralian fighting school known as "The Forceful Ram" lies the Sanctuary founded by Aleena val'Virdan. This Sanctuary specializes in training those who follow the Via Proeliatoris and is one of the most popular schools in the whole Sanctorum. While it provides training to all students, its focus is on teaching mages to unlock the warrior within.

Many come to the Hammer's Edge hoping to become Proeliators, but few manage to pass the rigorous tests. Those who do are faced with extensive training in both magical and martial arts. They are drilled in whatever weapon they favor, until it becomes an extension of their body and a focus for their magic. They train in complicated mental disciplines to strengthen their minds and follow brutal physical regimens to toughen their bodies. It is a hard road, but one with a worthwhile end.

Organization: The Master of the Ram is the leader of the Sanctuary of the Hammer's Edge and of the fighting school in which it hides. The Master is a Proeliator of advanced skill and wisdom named Henrick val'Tensen. He has a council of Proeliators that advise him and a number of mages that help to oversee the daily activities of the chapter. A stern and demanding man, Henrick nevertheless knows when to ease off his students and Proeliators. Unknown to his students, Henrick is also a Magister, one of the few Proeliators to achieve this rank. Recently he has been working the students especially hard, for he knows that there is a debate in the ranks of the Council of Magisters about what is currently happening on Onara. The fall of the Wall of the Gods to the north may herald the beginning of a new Time of Terror. Henrick wants those who walk the Via Proeliatoris ready when the storm breaks.

The Holder of Wisdom

The Holder of Wisdom is an isolated Sanctuary located in the wilds of Balantica, a province of the Coryani Empire. Unlike other Sanctuaries, this one does not focus on any one school, but instead seeks to understand the Arcane Sciences as a whole. Those who study at the Holder of Wisdom are some of the greatest arcane researchers on Onara. Through an agreement with the Altherian government requiring them to share whatever they learn with the Council of Wisdom, the members of this Sanctuary have access to the some of the greatest repositories of knowledge upon Onara.

It was the Mages of Wisdom, as they have become known, who unlocked the secret of Vieomantic Magic. This is a technique where a Mage opens himself, without restraint, to the arcane energy that flows through the land; "opening the floodgates of power" as one Mage has described it.

Those who have learned the techniques of Vieomancy can open their being, creating a surge of energy to power the Mage's spell. These surges can empower spells to dramatic heights. The difficulty with Vieomancy is that the unrestrained power can also create a negative feedback loop that drains the Mage's energy, diminishing the spell's effects or even rendering the Mage unable to channel magic for a short period of time. The Mages of Wisdom have struggled to unravel the deepest secrets of Vieomancy, but the subject is still fairly new and there is much to learn. One moment a Mage may be able to call upon incredible power far beyond what he could normally wield; the next moment he may find himself drained when he tries to weave the fabric of magic. The time of day, physical location, phase of the moons, position of stars, the direction the Mage is facing… all these and more seem to all play a role in what happens when a Mage experiences a Vieomantic surge. Even to the most learned, the process of Vieomancy seems to yield random results.

Organization: The current Dean of the Holder of Wisdom is Malik val'Abebi, an arcane scholar. Malik is a gentle man, with a calm demeanor. Though he has studied the theory of Vieomancy, he has not indulged in its actual practice. The Council of Magisters has concerns with the study of Vieomancy, and has placed an anonymous observer in this Sanctuary to keep an eye on Vieomantic experimentation. This observer has noted that while Vieomantic surges can produce amazing results, they have a tendency to unhinge the mind of the Mage who experiences them. While the Mages who practice this new art may talk about a mystical union with the flow of magic, outsiders often note profound changes in their personalities. These arcane explorers are tampering with frightening powers and there are those on the Council that would like to see them stopped. Still, Vieomancy may hold the key that could help the Sanctorum finally break the hold of Ymandragore.

Using the Sanctorum in a Campaign

The Sanctorum of the Arcane can serve a variety of roles in any Arcanis campaign. It can be the focus of the entire campaign or a major story arc, with the PCs either members of the Sanctorum themselves, sworn guardians of mages who are members, or innocent bystanders who get caught up in the battle between the Sanctorum and the forces of Ymandragore. Alternatively, the Sanctorum can stay in the background, serving mainly as a source of arcane lore and a place to purchase magic items or secure NPC spellcasting services.

Almost any character who is an arcane spellcaster will at least have heard of the Sanctorum, even if he is not a member. Adventure hooks can include the Sanctorum trying to recruit those PCs who are not already members, or members of the Hawk or Shield factions getting involved when an attempt is made by the Harvesters to kidnap a PC spellcaster. The PCs might get involved completely by accident, as they come across a shattered building

that was formerly a Sanctorum safe house. Perhaps they are hired by a noble family to learn the fate of a missing child, whose care was entrusted to the Sanctorum and who now has vanished, presumably kidnapped by the Harvesters. Perhaps the PCs need a particular magic item or ancient tome and the only person known to possess it is a member of the local Sanctorum. Such an individual could send the PCs on a variety of tasks before he will give them what they need, or he could be Harvested himself and the PCs must rescue him from the Isle of Tears before they can complete their own quest.

All in all, the endless struggle between the Sanctorum and the Sorcerer-King should serve as a rich source of ideas and adventures for any campaign. Of all the many facets of the World of Shattered Empires, this is perhaps the one that is most easily portable to other campaign settings. The Sanctorum of the Arcane could easily exist in any campaign world, as could the Isle of Tears and the Sorcerer-King. Because of the cloak of secrecy under which the mystic cold war is conducted, it could very well be going on right now in any nation of any world.

Other Sanctuaries of Learning

The following chapter houses of the Sanctorum have attained some degree of influence or notoriety within the organization as a whole.

The House of Fascination in Sweet Savona specializes in Enchantment magic. It is ruled by a council of Sapienti, which is led by Olana val'Sheem.

The House of Vivacity is found in the ancient city of Ventaka. Vorcina val'Mordane is the leader of this Sanctuary, which is dedicated to the study of the necromantic arts. It is rumored that Vorcina has sent a Myrantian disciple back to Abessios to establish a second Sanctuary of Necromancy due to the closing of Ventaka as a result of the Erdukeen occupation of Canceri.

The Sanctuary of the Resounding Blow is found outside a mountain village one day's ride from the Dwarven Enclave of Encali. This Sanctuary specializes in the training of former members of monastic orders who have discovered that they have a talent for arcane magic. The current leader is an Encali dwarf who goes by the name Talis.

The Shadow Sanctuary, located on a remote farm in the Western Marches, is the preeminent school of Illusions within the Sanctorum. It is led by an individual known only as the Shadow Master, whose identity is a secret even among the Sapienti of Illusion.

The Wave is located inside a hill just outside an Undir village on the southern tip of the League of Princes and serves as the Sanctuary of Transmutation. The only recognizable structure on the hill is a small home owned by an elderly Undir man known as Bilson. He watches over the school and occasionally teaches its most advanced students. A tribunal holds the acknowledged leadership of the Sanctuary. The current members of the Tribunal are Sapienti Morgan Aldale of Milandir, Sapienti Sha val'Sungha of Capharra, and Alika val'Abebi of Altheria.

The Sanctuary of the Silk Road is located in the merchant quarter of Enpebyn. This chapter specializes in the school of Divination and their knowledge of world events is staggering. Marcus val'Sheem, the current leader of the Sanctuary and a Magister of the Sanctorum, has told his colleagues and disciples that within a year he will die protecting the Gifted of Enpebyn, helping to turn back what he will only describe as "a terrible tide."

Chapter Three
Core Spellcasting Classes in Arcanis

In the *Player's Guide to Arcanis* there were a number of changes made to the spellcasting classes from the core rules (additional class skills, expanded familiar options, etc.). In this chapter, we revisit the cleric class, whose changes are tied to several of the base classes and prestige classes that are presented within this book. We also present two additional sorcerous sparks which can be used to explain the origins of members of the sorcerer class.

The Cleric

Wherever you find a group of people, you will likely find a cleric there trying to convert them to the worship of his deity. Since the Gods of Arcanis are so different from those of other settings, the clerics of Arcanis must also deviate rather significantly from the typical cleric listed in *Core Rulebook I*. Some of the differences are uniform for all clerics, while others are deity-specific changes.

Aura of Faith (Ex): All clerics possess a discernible aura corresponding to their alignment (see the *detect evil* spell for details). Some philosophers believe that this aura is a representation of the Gods' blessings. Others believe the aura is simply the mark of a very old or devout soul. The character's aura strength is equal to his cleric level. Aura levels stack between all classes that grant an aura of faith.

Automatic Languages: Since most formal church services are still held in the ancient Tongue of Man, all clerics who worship any god from the Pantheon of Man gain Ancient Altharin (Ancient Imperial) as an automatic language.

Bonus Languages: Clerics in Arcanis may choose Celestial or Infernal as bonus languages.

Channeling (Su): Channeling refers to the ability of clerics and some other classes to harness divine energy. Traditionally this energy has been used by clerics to turn or rebuke undead (as detailed in *Core Rulebook I*). In Arcanis, the ability to channel can be applied not only to turning undead, but also to a number of other feats or class abilities (as described in their respective entries). Typically, channeling is treated as a standard action, although specific abilities may speed it up or slow it down. Channeling is a supernatural ability, although it is sometimes used to power spell-like abilities. Channeling only provokes an attack of opportunity if it is linked to a spell-like (Sp) ability. Channeling is

not necessarily considered an attack, and the only component a cleric requires in order to channel is his divine focus unless a specific ability or feat states otherwise.

Channeling Check: To channel, a character must first make a channeling check. This establishes how powerful a creature he can affect. A channeling check is a Charisma check (1d20 + Charisma modifier). Certain feats or abilities may provide a bonus or penalty on channeling checks. Feats or abilities that apply specifically to turning undead (such as Extra Turning) are only applicable when a character is using channeling attempts to turn or rebuke undead, not when the character uses channeling attempts for other purposes.

Table 3-1: Channeling Check Results details the Hit Dice of the most powerful creature the character may affect relative to his effective channeling level. On any given channeling attempt, the character may not affect any creature (including himself) whose Hit Dice exceed the result of his channeling check. Unless stated otherwise in a specific class's entry, a character channels at an effective level equal to his level in the class that grants him the ability to channel. Classes that grant channeling (such as cleric and paladin) stack for purposes of determining the character's effective channeling level only if those classes' levels stack for purposes of turning undead. The target number to affect a particular creature is generally equal to that creature's Hit Dice, unless the target has special resistances. For example, some creatures might have Channeling Resistance, just as some undead have Turn Resistance.

Channeling is generally done either against the character himself or as an area of effect (such as when turning undead). As an area, channeling always affects a 60-foot radius centered on the channeler. A character does not need line of sight to a target, but he does need line of effect. (A character is always considered to have line of effect to himself.) Typically, the description of the feat or ability used in conjunction with the channeling ability will provide more specific details on targeting and the duration of the result.

Table 3-1: Channeling Check Results

Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Channeler's level – 4
1–3	Channeler's level – 3
4–6	Channeler's level – 2
7–9	Channeler's level – 1
10–12	Channeler's level
13–15	Channeler's level + 1
16–18	Channeler's level + 2
19–21	Channeler's level + 3
22 or higher	Channeler's level + 4

Channeling Damage: If the character's channeling check result is high enough to affect his target's Hit Dice, he then rolls channeling damage to see how many Hit Dice of creatures he actually affects. Channeling damage is equal to 2d6 + the character's effective channeling level + the character's Charisma modifier. The feat or class ability used in conjunction with the channeling attempt will describe how this damage is to be applied.

Chaotic, Evil, Good, and Lawful Spells: Clerics in Arcanis must follow all normal rules regarding casting opposed-alignment spells, with the exception of domain spells. A cleric may cast any spell granted by one of his domains regardless of normal alignment restrictions.

Deities: Unlike most other campaign settings, the Gods of Arcanis have no alignment. A cleric may be of any alignment and worship any deity. All clerics in Arcanis must be devoted to a single deity. If a cleric is a member of a church that venerates more than one deity, such as the Mother Church of Coryan or the Church of the Dark Triumvirate, then the cleric must still choose a single deity to worship, although the cleric may continue to honor the other deities represented within the collective.

Deity-Specific Changes: The *Player's Guide to Arcanis* details a number of changes to the core rules cleric for the Gods of Arcanis. These changes include alterations to armor and weapon proficiencies, additional domains, favored weapons for each deity, any special abilities or bonus feats gained by clerics of a particular faith, and effective penalties or bonuses to channeling attempts made to turn undead. **Table 3-2: Deity-Specific Turning Modifiers** summarizes the deity-specific changes to effective level for turning or rebuking undead, which apply to clerics, holy champions, paladins, and priests.

Table 3-2: Deity-Specific Turning Modifiers

Deity	Effective Level vs. Undead
Althares	Cleric's level – 3
Anshar	Cleric's level – 1
Belisarda	Cleric's level – 1
Beltine	Cleric's level + 2 (incorporeal undead) or Cleric's level – 2 (corporeal undead)
Cadic	Cleric's level – 3, except for Shadow undead, which are Cleric's level
Hurrian	Cleric's level – 2
Illiir	Cleric's level – 1, except for undead vulnerable to sunlight, which are Cleric's level + 1 and +1d6 bonus turning damage
Fire Dragon	Cleric's level – 3
Larissa	Cleric's level – 3
Neroth	Cleric's level – 2 (incorporeal undead) or Cleric's level + 2 (corporeal undead)
Nier	Cleric's level, but any result that does not destroy the undead creature outright means that the attempt has no effect at all. Clerics of Nier never rebuke or command undead, regardless of their alignment.
Saluwé	Cleric's level – 1
Sarish	Cleric's level – 3
Yarris	Cleric's level – 2, except for Aquatic undead, which are Cleric's level + 3

Domains and Domain Spells: A cleric chooses two domains from the portfolio of his chosen deity. A cleric may not select any alignment domain (Chaos, Evil, Good, or Law) as these domains do not exist in Arcanis. The Holy domain replaces these domains collectively.

Holy Domain

Deities: All

Granted Power: Choose a component of your alignment (Chaos, Evil, Good, or Law). Your chosen component is used to determine the components of all the alignment-based domain spells listed below. Your domain spells affect the alignment that is the polar opposite of your chosen component. (For example, if you choose Good, then your first-level domain spell is *protection from evil*.) You cast all Holy domain spells at +1 caster level.

Holy Domain Spells

1. Protection from Chaos / Evil / Good / Law: Gain +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2. Aid: Gain +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).

3. Magic Circle against Chaos / Evil / Good / Law: As protection spells, but 10-foot radius and 10 min/level.

4. †Divine Smite: Damages and blinds creatures of an opposing alignment.

5. Dispel Chaos / Evil / Good / Law: Gain +4 bonus against attacks by creatures of an opposed alignment.

6. Blade Barrier: Wall of blades deals 1d6/level damage.

7. †Divine Word: Kills, paralyzes, slows, or deafens creatures of an opposed alignment.

8. †Aura of Faith: Gain +4 to AC, +4 resistance, and SR 25 against spells cast by creatures of an opposed alignment.

9. Summon Monster IX*: Call an extraplanar creature to fight for you.

† Denotes a new spell; see Chapter 8 for details.

* May only be cast as a spell whose alignment descriptor matches your chosen alignment.

The Druid

Human druids are somewhat rare in Arcanis. When they are found, they are usually tending to a small area of wilderness that they have claimed as their protectorate. Of the Pantheon of Man, only Saluwé and Yarris number druids among their faithful. Elorii druids generally worship Belisarda, though there are a few who still pay homage to the Elemental Lords. Ss'ressen druids typically venerate the Fire Dragon. Dwarven druids are almost unheard-of. The Druid class in Arcanis differs only slightly from the core rules; none of the changes are material to this book, and all of them are presented in the *Player's Guide to Arcanis.*

Aura of Faith (Ex): A druid always has a discernible aura of faith, exactly as a cleric does. The druid's aura strength is equal to his class level. Aura levels stack between all classes that grant an aura of faith.

Elemental Worship

Elemental worshippers (often referred to as "mystery cultists") are not uncommon in the world of Arcanis. The Mother Church of Coryan would claim that the primitives who worship an element as a primal force are really just worshipping the member of the Pantheon of Man who has that element as part of his or her portfolio (for example, a cleric of Fire is really a cleric of Nier, even if he doesn't know it). These forms of worship are normally restricted to uncivilized societies, so they are limited to clerics (no paladins or priests).

Table 3-3: Elemental Clerics provides information about the most common followers of the elemental mysteries. Note that worship of a pure elemental force is not the same thing as worshipping one of the Elemental Lords of the Elorii; worship of the Elemental Lords is detailed in the *Player's Guide to Arcanis.*

Aura of Faith (Ex): An elemental cleric has an aura of faith. The aura strength is equal to his cleric level. Aura levels stack between all classes that grant an aura of faith.

Channeling (Su): All elemental clerics have an effective level for turning undead that is three levels lower than their cleric level.

Table 3-3: Elemental Clerics

Element	Domains	Favored Weapon
Air	Air, Travel*†	Quarterstaff
Earth	Earth, Strength	Warhammer
Fire	Destruction, Fire	Greatsword
Water	Water, Sea†	Spear

* Elemental clerics of Air do not gain any power to open or control Portals of Anshar.

† Denotes a new domain presented in the Player's Guide to Arcanis.

The Paladin

The *Player's Guide to Arcanis* introduced significant changes to the paladin class. Because the Gods of Arcanis do not have alignments, individual churches and temples determine which aspect to venerate and therefore which dogma will be followed. Paladins in Arcanis are treated as generic "holy warriors" and are considered a sub-class of Holy Champions (a series of new core classes that were introduced in the *Player's Guide*).

Aura of Faith (Ex): A paladin must choose a patron deity (and not all deities sponsor paladins; see below). A paladin always has a discernible aura of faith. His aura strength is equal to his class level. Aura levels stack between all classes that grant an aura of faith.

Alignment: Paladins in Arcanis need only be of good alignment (they do not have to be lawful good).

Automatic Language: Since most formal church services are still held in the ancient Tongue of Man, all paladins who worship any god from the Pantheon of Man gain Ancient Altharin (Ancient Imperial) as an automatic language.

Channeling (Su): Paladins gain the ability to channel (see the Cleric class notes) in place of the ability to turn undead. Paladins may use their daily channeling attempts to turn undead, but they suffer the deity-specific penalties to turning attempts detailed under the cleric class. (They do not suffer the default three-level penalty from the core rules; they use the deity-specific modifier instead. As a result, most paladins of Arcanis tend to be slightly better at turning undead than their core rules counterparts, especially at higher levels.)

Religion: All paladins must select a specific deity from the following list: Althares, Belisarda, Hurrian, Illiir, Nier, Sarish, and the Fire Dragon. The deities not on this list do not sponsor paladins, though they do have Holy Champions (see the Player's Guide to Arcanis for details).

The Ranger

Rangers are some of the most respected warriors of Arcanis. They are highly prized in any military organization, and frequently find themselves in positions of authority due to their battle prowess and survival skills. The rangers of Arcanis are afforded a variety of options that differ from the core rules. Most of these changes are detailed in the *Player's Guide to Arcanis*, but those that are relevant to this book are reprinted below.

Aura of Faith (Ex): A ranger has no aura of faith until such time as he gains the ability to cast divine spells. However, all rangers must choose a patron deity. As soon as the ranger has a divine caster level, the strength of his Aura of Faith is equal to his caster level. Aura levels stack between all classes that grant an aura of faith.

Class Skills: Rangers of Arcanis gain Knowledge (religion) as a class skill.

The Sorcerer

Apart from being universally feared and shunned by the public, and constantly hunted by the Harvesters of Ymandragore, the sorcerers of Arcanis differ only marginally from their core rules counterparts. The *Player's Guide to Arcanis* details some changes; those that are relevant to this book are reprinted below.

Bonus Feat: Sorcerers gain the Eschew Materials feat as a bonus feat at 1st level.

Restricted Races: Humans and half-hobgoblins may not be sorcerers due to their mundane blood. (See the hedge mage entry in **Chapter 4** for a new class that may be of interest to such characters.)

Sorcerous Spark: Sorcerers of Arcanis must choose a sorcerous spark, which identifies the source of the magic within their blood, as explained in the *Player's Guide to Arcanis.* In addition to the options presented in the *Player's Guide,* characters with the Pureblood Undir feat may choose an Elemental (Water) bloodline, and characters with the Pureblood Naori feat may choose an Elemental (Fire) bloodline. For details on the new Pureblood feats presented in this book, see **Chapter 5**.

New Action and Damage Types

The 3.5 System Reference Document introduced two new action types (immediate and swift) as well as a new type of damage (ability burn). These new rules are used throughout this book; for your convenience we present their definitions below.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve psionics or the activation of psionic items; many characters (especially those who don't use psionics) never have an opportunity to take a swift action.

Manifesting a quickened power or casting a quickened spell is a swift action. In addition, manifesting any power with a casting time of 1 swift action is a swift action.

Manifesting a power with a manifesting time or casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time – even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

Ability Burn: This is a special form of ability damage that cannot be magically or psionically healed. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

The Wizard

Wizards are another tragic class in Arcanis. Their powers make them mistrusted by the common folk while simultaneously marking them as targets of the Sorcerer-King of Ymandragore. From a game-mechanics standpoint, however, wizards of Arcanis differ little from their core rules counterparts. The *Player's Guide to Arcanis* details these changes; for purposes of this book, none of the changes are particularly important.

Chapter Four
Base Classes

In this chapter, we present several new 20-level base classes that are found in the world of Arcanis. The Altherian Artificer fuses technology and magic in a highly structured and regimented fashion, while the Hedge Mage has little or no formal training at all. The Shaman is a divine spellcaster whose gifts come from the spirit world rather than from the Gods. The Spellblade merges arcane might and martial prowess into a deadly art. The Warder is an Elorii who is completely dedicated to the defense and protection of his people and their homeland, while the Suromar hones his magical skills so that he can seek out and destroy psionic creatures wherever they may be found.

Bonus Feats: Many classes give bonus feats as part of their class feaers. When a class provides a specific named feat at a specific level, members of the class automatically gain that specific feat at that specific level regardless of whether or not they meet the normal prerequisites to take the feat. When a class provides a list of feats or a generic feat slot, however, the character must meet the prerequisites for the feat he chooses unless the class description specifically states otherwise.

Altherian Artificer

"I require powdered silver dust, mandrake root, a strip of leather cured in the blood of a freshly slain goat, a clockspring, and a gear mechanism with quarter-inch teeth."

- Eridu, Altherian Artificier

The Altherian love of technology has given rise to a strange group of researchers known as Altherian Artificers. Mingling the knowledge of arcane arts with the study of technological wonders, the Altherian Artificer is the master of crafting strange and wondrous items, including mechan-

ical "clockwork companions" that serve as faithful machine-like familiars. Altherian Artificers are highly sought after for their technological expertise.

Adventurers: Many Altherian Artificers adventure in the hopes of learning new techniques, uncovering lost knowledge, or getting hold of elusive components for spells or machines. Their engineering facilities are expensive to maintain, so the simple acquisition of treasure is not an uncommon motive for adventuring. While dangers and terrible foes are not the Altherian Artificer's favorite experiences, these individuals often have a childlike fascination with traps and puzzles, and they are invaluable companions when delving into a dungeon rife with traps and other mechanical dangers.

Characteristics: The Altherian Artificer mingles some of the best characteristics of wizards and rogues. They are very knowledgeable, and are geniuses at disabling devices of both a mundane and a magical nature. In addition, the spells they possess serve to get them out of the many tight places that their curiosity inevitably gets them into.

Alignment: Altherian Artificers can be of any alignment, but they tend to be lawful due to their meticulous eye for detail and rigorous schedules of study. They also tend towards neutrality, more interested in observing and learning about their world than changing it for either good or evil. At their best, Altherian Artificers create magical machines that can bring great good to the people of Onara. At their worst, they have crafted some of the most terrible engines of war and destruction that the world has ever seen.

Religion: While Altherian Artificers are generally more interested in the physical than the spiritual, they all follow Althares, the God of Wisdom and patron of the Republic of Altheria, from whence their tradition originated. Some also revere Sarish as the master of the Arcane.

Background: As the name implies, all Altherian Artificers hail from the Republic of Altheria. Only Altheria has the technological culture necessary to produce such artisans, and only in Altheria can a would-be Artificer learn the skills required for his craft. Most come from the upper classes; nobles have ready access to the education and funding necessary to pursue this avocation. Others are drawn from the middle classes of craftsmen. Many an Artificer got his start helping the great Altherian Master-Smiths create their works.

Races: There are Altherian Artificers from all human and demi-human races, including gnomes and half-orcs, but the vast majority are either human or Val of the Abebi bloodline.

Other Classes: Their penchant for technology sometimes makes socialization with other sentient beings difficult for the Altherian Artificers, and most have a far closer friendship with their Clockwork Companion than they will ever have with another living creature. However, Altherian Artificers respect the spellcasting classes, especially those that specialize in the crafting of magical weapons, and have a great love for Master-Smiths of all kinds. They respect the wilderness traditions of the druid and ranger, but feel that it is silly to shun civilization and technology. They are wary of rogues, as these shady individuals seem far more adept at stealing technology than creating it, though some unlikely friendships have been formed based around puzzle-solving or a fascination with complex locks and traps. Artificers have respect for fighters, realizing their necessity even while disliking their focus on destruction. Artificers have little use for barbarians, however, finding them to be uncivilized brutes that can only destroy what others have lovingly created.

Relationship with the Sanctorum: Although there is no Sanctum in the Republic of Altheria, an Altherian Artificer can become a memeber of the Sanctorum of the Arcane at character creation or any point thereafter. The capitol city of New Althré houses most of the modern Altherian Artificers, though a few are trained in other Altherian cities such as Semar. The community of Artificers focuses on the blending of magic and technology, and has a large repository of lore regarding this type of research. As a result, it is not unusual for members of the Artificers and the Sanctorum to exchange books and notes concerning topics of mutual interest.

Class Skills (4 + Int modifier per level, x4 at 1st level): Concentration, Craft (any), Decipher Script, Disable Device, Jump, Knowledge (all skills, taken individually), Listen, Profession (any), Research, Ride, Search, Speak Language, Spellcraft, Spot, Swim, Use Magic Device, and Use Psionic Device.

Starting Gold: 6d4 x 10 gold pieces (average 150 gp).

TABLE 4-1: THE ALTHERIAN ARTIFICER

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Altherian Craftsman, Sharp Intellect	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Dedication +2	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Craft Clockwork Companion	4	2	1	—	—	—	—
4th	+3	+1	+4	+4	Trapfinding	5	3	2	—	—	—	—
5th	+3	+1	+4	+4	Exploit Flaw +2	5	3	2	1	—	—	—
6th	+4	+2	+5	+5		5	3	3	2	—	—	—
7th	+5	+2	+5	+5	Master Craftsman	6	4	3	2	1	—	—
8th	+6/+1	+2	+6	+6	Bonus Craft Feat, Dedication +4	6	4	3	3	2	—	—
9th	+6/+1	+3	+6	+6		6	4	4	3	2	1	—
10th	+7/+2	+3	+7	+7	Exploit Flaw +4	6	4	4	3	3	2	—
11th	+8/+3	+3	+7	+7	Forge, Gears, and Magic	6	5	4	4	3	2	1
12th	+9/+4	+4	+8	+8	Bonus Craft Feat	6	5	4	4	3	3	2
13th	+9/+4	+4	+8	+8	Eschew Requirements	6	5	5	4	4	3	2
14th	+10/+5	+4	+9	+9	Dedication +6	6	5	5	4	4	3	3
15th	+11/+6/+1	+5	+9	+9	Exploit Flaw +6	6	5	5	5	4	4	3
16th	+12/+7/+2	+5	+10	+10	Bonus Craft Feat	6	5	5	5	4	4	3
17th	+12/+7/+2	+5	+10	+10		6	5	5	5	5	4	4
18th	+13/+8/+3	+6	+11	+11		6	5	5	5	5	4	4
19th	+14/+9/+4	+6	+11	+11		6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Exploit Flaw +8, Bonus Craft Feat, Dedication +8	6	5	5	5	5	5	4

Class Features

As an Altherian Artificer, you are always in search of new knowledge and new ways to improve upon your creations. Whether it's excavating an ancient laboratory in order to discover long-lost alchemical formulae or staging a daring rescue of a kidnapped engineer, you and your clockwork companion travel the length and breadth of Arcanis in service to Althares, the God of Wisdom and patron of inventors.

Weapon and Armor Proficiency: An Altherian Artificer is proficient with all simple weapons, plus the scimitar, flintlock pistol, and flintlock rifle. She is proficient with light armor and shields (except tower shields). An Altherian Artificer can cast Altherian Artificer spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, an Altherian Artificer wearing medium or heavy armor or using any type of shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most spells do). A multiclassed Altherian Artificer still incurs the normal arcane spell failure chance, if any, for arcane spells that she casts from her other classes.

Spells: The Altherian Artificer casts arcane spells which are drawn from the Altherian Artificer spell list (see **Chapter 8**). An Altherian Artificer must choose and prepare her spells ahead of time, as a wizard or cleric does. Intelligence is the key ability for the Altherian Artificer's spellcasting abilities. To learn, prepare, or cast a spell, the Altherian Artificer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an Altherian Artificer's spell is 10 + the spell level + the Altherian Artificer's Intelligence modifier. Her caster level for these spells is equal to her Altherian Artificer class level.

Like other spellcasters, an Altherian Artificer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 4-1: The Altherian Artificer**. In addition, she receives bonus spells per day if she has a high Intelligence score. Like a wizard, the Altherian Artificer may know any number of spells, which she records in her spellbooks (see below). She must choose and prepare her spells ahead of time by getting a good night's sleep and spending one hour each day studying her spellbook. While studying, the Altherian Artificer decides which spells to prepare.

Spellbooks: An Altherian Artificer must study her spellbook each day to prepare her spells. She cannot prepare any spell that is not recorded in her spellbook, except for *read magic*, which all Altherian Artificers can prepare from memory.

An Altherian Artificer begins play with a spellbook containing all 0-level Altherian Artificer spells plus three 1st-level spells of her choice. For each point of Intelligence bonus the Altherian Artificer has, the spellbook holds one additional 1st-level spell of her choice. At each new Altherian Artificer level, she gains two new spells of any spell level or levels that she can cast (based on her new Altherian Artificer level) which she may add to her spellbook at no cost. For all other spells that she adds to her spellbook, she follows the same rules and pays the same costs as wizards do. Following the same rules as wizards, an Altherian Artificer can add spells that she discovers in other spellbooks to her own (but she may still only scribe spells that appear on the Altherian Artificer spell list).

Altherian Craftsman: The Altherian Artificer is trained from a young age in the ways of the forge; therefore she begins play with the Altherian Craftsman feat as a bonus feat.

Sharp Intellect (Ex): Starting at first level the Altherian Artificer gains the extraordinary ability to analyze mechanical objects, traps, and puzzles with amazing precision. The Artificer gains a +2 competence bonus on all Search and Disable Device checks made to locate or disable mechanical traps and other mechanical devices. The Artificer also gains a +2 competence bonus on ability checks and Knowledge skill checks that she is required to make in the process of unraveling any sort of puzzle or riddle.

Dedication (Ex): At second level, the Altherian Artificer chooses a Craft skill (alchemy, armorsmith, flintlocks, trapmaking, or weaponsmithing) as her preferred Craft skill. She gains a +2 bonus on all checks made with that Craft skill and on all Knowledge (architecture and engineering)

checks. At 8th, 14th, and 20th level, the bonus increases by +2, reaching a maximum of +8 at 20th level.

Clockwork Companion: At third level the Altherian Artificer gains Craft Clockwork Companion (see **Chapter 5**) as a bonus feat. This allows her to craft a clockwork companion. Creating a clockwork companion requires 30 days, the consumption of 1,000 gold pieces worth of raw materials, and the expenditure of 100 XP. The clockwork companion must be of Medium size, and may be either Humanoid or Animalistic in appearance (see Appendix I).

As the Artificer advances in level, she may modify and upgrade her clockwork companion as shown on **Table 4-2: Clockwork Companion Advancement**. If the Artificer's clockwork companion is ever destroyed (reduced to 0 hit points), she must immediately attempt a DC 15 Fortitude saving throw. Failure means she loses 100 experience points per Altherian Artificer class level; success reduces the loss to one-half that amount. However, an Artificer's experience point total can never go below 0 as the result of her companion's demise. When time permits, she may construct a new clockwork companion, which costs the same amount of time, money, and experience as the original, with the exception that if the original construct's body can be recovered, it offsets the materials cost by 500 gold pieces.

Clockwork companions require ongoing maintenance on the part of the Altherian Artificer. The Altherian Artificer must possess a Clockwork Maintenance and Repair Kit (see **Chapter 7**) and at the end of every day she must spend one hour tightening bolts and oiling gears on her companion. If she does not perform the required daily maintenance on her companion then it begins to suffer malfunctions. This takes the form of a -2 penalty on all attack rolls, damage rolls, skill checks, ability checks, and saving throws made by the companion. The penalty is cumulative for each day that the Artificer does not perform the required maintenance, and the necessary maintenance time increases by 1 hour for each day of neglect. When the penalty reaches -10, the clockwork companion breaks down and will no longer function at all until the Artificer does a complete rebuild, which requires 24 uninterrupted hours of work and costs 250 gold pieces for materials.

Trapfinding: Starting at fourth level, an Altherian Artificer gains the ability to detect and disable traps exactly as a rogue does. This allows the Artificer to use the Search skill to detect mechanical traps with a Search DC of 20 and higher, as well as magical traps (which have a Search DC of 25 + spell level).

Additionally, the Artificer may use the Disable Device skill to disarm magical traps. Magical traps usually have a Disable Device DC of 25 + spell level.

Finally, if the Artificer exceeds the Disable Device DC of a trap by 10 or more then she may study the trap, figure out how it works, and bypass it (and allow others to bypass it) without disarming it.

Exploit Flaw (Ex): Starting at fifth level, as a standard action, an Altherian Artificer can analyze an object to determine its inherent weaknesses. This involves making an appropriate Craft check for the item to be analyzed (weaponsmithing for weapons, armorsmithing for armor, and so forth). The DC for this check is 15 for normal items, 20 if the item is masterwork, 25 if it is greater masterwork and 30 if the item is of legendary quality. If the item has a magical enhancement bonus, the check DC increases by +2 for each point of enhancement bonus. Success on the check gives the Artificer a +2 bonus on attack and damage rolls made against the object (including sunder attempts).

This ability may also be used against animated objects, except that the DC is 15 plus the Hit Dice of the animated object. Finally, it may also be applied to golems, such as a stone golem, if the Artificer has at least 5 ranks in an appropriate Craft skill (such as sculpting or stonemasonry in the case of a stone golem). The DC for applying this ability to golems is 20 plus the Hit Dice of the Golem.

For every five levels beyond 5th, the bonus on attack and damage rolls granted by this ability increases by +2, to a maximum of +8 at 20th level.

Master Craftsman: As the Altherian Artificer advances and perfects her skills, she begins to understand some of the finer points of the smithy. At 7th level, the Altherian Artificer gains the Master Craftsman feat with her preferred Craft skill.

Bonus Craft Feat: Starting at 8th level and every 4 levels thereafter, the Altherian Artificer gains a bonus magic item creation feat which must be chosen from the following list: Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, or Forge Ring. The Artificer must meet the caster level prerequisite for the chosen feat.

Forge, Gears, and Magic (Su): An 11th level Altherian Artificer can channel stored spell energy into *repair* spells (see **Chapter 8**) without needing to prepare the spell beforehand. The Altherian Artificer may lose any prepared spell in order to cast any *repair* spell of the same spell level or lower (for purposes of this ability, a *repair* spell is any spell from the Artificer class spell list with "Repair" in its name, as well as *make whole* and *mending*).

Eschew Spell Requirements (Su): When crafting a magical item, an Altherian Artificer of at least 13th level may ignore any spell prerequisites needed for the item's construction by making a successful Use Magic Device check (DC 25 plus the level of the spell to be ignored). In the case of items that require multiple spells to create, the Altherian Artificer must make a separate Use Magic Device check for each spell. If the Altherian Artificer fails her skill check, the item is not immediately ruined; she may spend an additional 10 days and 250 gold pieces in raw materials to gain another attempt. If the Altherian Artificer fails the roll a second time the item is ruined. She loses half the gold required to craft the item as well as the time spent thus far. The Artificer may not take 10 on her Use Magic Device checks in conjunction with this ability, even if she has another feat or ability that would normally allow her to take 10 on Use Magic Device skill checks.

Clockwork Companions

An Altherian Artificer can't help but modify and upgrade her clockwork companion. As the Artificer advances in level and her knowledge of Engineering and Spellcraft strengthens, so does the complexity and usefulness of her clockwork companion. At third level she creates a standard Clockwork Creature (Medium size, her choice of Humanoid or Animalistic design). As her Artificer level increases, her clockwork companion advances, as detailed on **Table 4-2: Clockwork Companion Advancement**.

Clockwork Companion Basics: Use the base statistics for a Clockwork Construct of the chosen kind (See **Appendix 1: Constructs of Arcanis** for details) but make the following changes.

Class Level: This is the character's Altherian Artificer level. The Altherian Artificer's class levels stack with levels of any other classes that are entitled to a clockwork com-

TABLE 4-2: CLOCKWORK COMPANION ADVANCEMENT

Class Level	Bonus HD	Natural Armor Adj.	Intelligence Adj.	Upgrades	Special
3	+0	+0	+1	1	Instant Inspection
4-5	+2	+2	+1	1	Evasion
6-8	+4	+4	+1	2	
9-11	+6	+6	+2	2	Multiattack
12-14	+8	+8	+2	3	Improved Evasion
15-17	+10	+10	+3	3	
18-20	+12	+12	+4	4	

panion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra ten-sided (d10) Hit Dice. Remember that extra Hit Dice improve the clockwork companion's base attack and base save bonuses. A clockwork companion's base attack bonus is the same as that of an Altherian Artificer of a level equal to the clockwork companion's HD. A clockwork companion has no good saves. A clockwork companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice. Also note that as the companion gains additional HD its size increases as indicated on the Advancement line in the creature entry in **Appendix 1**.

Natural Armor Adjustment: The number noted here is an improvement to the clockwork companion's existing natural armor bonus.

Intelligence Adjustment: Add this value to the clockwork companion's Intelligence score. Intelligence increases do not retroactively grant skill points to the companion.

Saving Throws: For each saving throw, use either the clockwork companion's base save bonus (as detailed above) or the master's, whichever is better. The clockwork companion uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Upgrades: The value given in this column is the total number of "upgrades" that the clockwork companion may be fitted with. The Altherian Artificer does not have to pay the normal time, gold, or XP costs that are needed to add these upgrades, but she must acquire any special materials she may need for the upgrade (such as the quantitiy of adamantine required for Improved Hardness) and she must meet the listed prerequisites for crafting the upgrade. Once the Altherian Artificer installs an upgrade, it can't be changed. Refer to **Appendix 1** for a list of the available upgrades.

Clockwork Companion Ability Descriptions: All clockwork companions have special abilities depending on the master's combined level in classes that grant clockwork companions, as shown on the table below. The abilities given on the table are cumulative.

Instant Inspection (Su): An Altherian Artificer gains the supernatural ability to mentally monitor the relative position and general condition of her clockwork companion. The Altherian Artificer is aware of the direction and distance to her companion's location and a general sense of its condition (unharmed, damaged, disabled, or destroyed). Distance does not affect this ability as long as they are on the same plane of existence. If the Artificer or the companion leaves the plane, or if the companion is destroyed, this ability ceases to function.

Evasion (Ex): If a clockwork companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Multiattack (Ex): The clockwork companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the companion instead gains the ability to make a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a clockwork companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Hedge Mage

"Once I met a peasant girl working in a lonely grove near the borders of the Vastwood in Milandir. She had an aura of power around her. It was subtle, but I could sense it with the gift of my blood. I approached her, but she became afraid. I tried to calm her fear, but to no avail. As I approached, her form melted before me into that of a raven, and she flew away.

"I asked the people of the village about her, but none seemed to know her. Their deception was weak, but their desire to protect this girl was strong. Later that day, an elderly woman came to me. I did not realize it at first, but she was of our family. She took my hand and said in a thick Cancerese accent, 'Cousin, long have I watched the Blessed Children of our Lord. She is no danger to you or your Church, but she fears the fires to which so many others have been consigned as fuel. She is not alone. She and all her kind are gifts of our Lord. I am old, so I charge you with their protection.'

"As this venerable old lady charged me, so now I charge you. Protect these blessed children from the ignorance of others. Now, let me tell you what I have learned of them…"

— Altrin val'Mehan, Priest of Sarish, to his children as he lay on his deathbed

Across Onara, there are a few humans born with a latent spark of magic in their blood. They are not Val or dark-kin; they are nothing more and nothing less than regular humans that have the gift. With time, perhaps that gift could be trained into full-blown wizardry, but neither the Sanctorum of the Arcane nor the Harvesters of Ymandragore commonly find those born in the rural backwoods of Onara. Instead, those with the gift learn to intuitively channel the energies within and around them. In rare cases, one of these individuals comes under the tutelage of an older relative who also possesses the gift. Regardless, these individuals are commonly known as "hedge mages." Since she lacks formal training, a hedge mage suffers from an incomplete understanding of magic, but she learns unique ways to compensate for her lack of power and skill. Indeed, hedge mages exhibit a versatility and adaptability which often catches other spellcasters by surprise.

Adventurers: A hedge mage may decide to leave the confines of her community and explore the world for a variety of reasons, each of which is decidedly personal. Few hedge mages have the sorts of lofty goals that are normally associated with clerics and wizards, or heroes in general. Instead, they see themselves as the tie between a local community or group and the world at large. Sometimes a hedge mage is forced to leave her home community because of superstition and prejudice concerning the source of her abilities.

Characteristics: The hedge mage relies on her intuition more than most characters, so Wisdom becomes an important characteristic. Wisdom is also the key ability for the hedge mage's spellcasting. Charisma is the key attribute for a number of her abilities and skills, so it is also important to the hedge mage.

Alignment: Hedge mages may be of any alignment. The treatment they receive as children (and even as adults) can cause them to either follow the path of good, helping their community, or evil, seeking revenge on any perceived persecutor.

Religion: Hedge mages can follow any religious tradition that suits them. Due to their upbringing on the fringes of civilization, they rarely have a formal religious education. Due to the nature of their power, many have been accused of heresy, and so few seek close ties with the Mother Church.

Background: Hedge mages usually come from rural communities that lack strong communication with more sophisticated urban areas. It is rare to find hedge mages in large cities, but they do exist, usually as part of

TABLE 4-3: THE HEDGE MAGE

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Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Aura, Spells, Hedge Mage's Education	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Summon Familiar, Intuition	5	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Poison Use	6	3	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Brew Potion	6	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Adaptable Magic	6	4	3	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	4	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Hedge Mage's Lore	6	5	4	3	1	—	—	—	—	—
8th	+4	+2	+2	+6		6	5	4	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		6	5	5	4	3	1	—	—	—	—
10th	+5	+3	+3	+7	Hedge Mage's Lore, Adaptable Magic	6	5	5	4	3	2	—	—	—	—
11th	+5	+3	+3	+7		6	5	5	5	4	3	1	—	—	—
12th	+6/+1	+4	+4	+8		6	5	5	5	4	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Circle Magic, Hedge Mage's Lore	6	5	5	5	5	4	3	1	—	—
14th	+7/+2	+4	+4	+9		6	5	5	5	5	4	3	2	—	—
15th	+7/+2	+5	+5	+9	Adaptable Magic	6	5	5	5	5	4	4	3	1	—
16th	+8/+3	+5	+5	+10	Hedge Mage's Lore (Greater)	6	5	5	5	5	4	4	3	2	—
17th	+8/+3	+5	+5	+10		6	5	5	5	5	4	4	4	3	1
18th	+9/+4	+6	+6	+11		6	5	5	5	5	4	4	4	3	2
19th	+9/+4	+6	+6	+11	Hedge Mage's Lore (Greater)	6	5	5	5	5	4	4	4	4	3
20th	+10/+5	+6	+6	+12	Circle Mastery, Adaptable Magic	6	5	5	5	5	4	4	4	4	3

TABLE 4-4: HEDGE MAGE SPELLS KNOWN

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

poor or disenfranchised families who have practiced this craft for generations. Relatives who themselves have the gift may try to teach a gifted child if they learn about the child's powers, but most hedge mages discover their abilities on their own as they grow older.

Race: Only humans and half-hobgoblins with mundane blood (i.e., those who can not become sorcerers in Arcanis) can become hedge mages. Half-orcs and human subraces whose blood is mingled with magical creatures (such as Kio and Undir), dark-kin, dwarves, Elorii, gnomes, and Val may not become hedge mages.

Society: Unlike the wizard and sorcerer whose magical experimentation and power inspires suspicion and fear among the common people, the hedge mage has learned to be subtle. Many blend in with their communities, not holding themselves as greater than the peasant classes, as is usual among the clerics and wizards of the world. This has allowed even those hedge mages with ill reputations to become confidants and assistants to the common people, and many will turn to these wise people before they turn to the clergy or other spellcasters.

Other Classes: The fear of persecution keeps many hedge mages from forming friendships, as supposed friends have betrayed others to the Inquisition. Still, once someone proves his worth to a hedge mage, he will have made a friend for life. Clergy of the Mother Church, including clerics, druids, holy champions, and priests, have the hardest time interacting with a hedge mage, for this class has seen its greatest persecution at the hands of the Church.

Relationship with the Sanctorum: Hedge mages may not start out as members of the Sanctorum of the Arcane. If they encounter members during their adventuring career, then they can be recruited for membership. As the hedge mages' magic is a hybrid of arcane and divine energies, most members of the Sanctorum do not know how to classify them. Still, their adaptability allows them to become potent allies… and prime targets for the Harvesters of Ymandragore.

Class Skills (4 + Int modifier per level, x4 at 1st level): Bluff, Craft (any), Diplomacy, Handle Animal, Heal, Knowledge (local), Knowledge (nature), Listen, Perform (any), Profession (any), Sense Motive, Spot, Survival, and Use Magic Device.

Starting Gold: 2d4 x 10 gold pieces (average 50 gp)

Class Features

As a hedge mage, you live in a world where your powers are frightening and suspicious – even to you. You lack formal training in magic, but somehow you came to the realization that you have the ability to make things happen and over the years you have managed to develop a certain degree of control. Perhaps you travel the world of Arcanis because you have lost your home and family, cast out of the rural community where you were born; perhaps you travel to learn more about this gift that the Gods have given you – a gift that can easily be mistaken for a curse. Your powers might be the reason you were the only survivor of a terrible tragedy that left you alone in the world. Or perhaps you left home not in fear, but out of a need for understanding. You might be the local "wise one" of your village, seeking knowledge to bring back to your people. You and your strange gift might be the only hope of those who wait for you back home, praying that you will return to save them in their darkest hour.

Weapon and Armor Proficiency: A hedge mage is proficient with all simple weapons. They are proficient with light armor, but not with shields. A hedge mage suffers the standard arcane spell failure chance when she wears any type of armor or uses any type of shield.

Aura of Faith (Ex): Hedge mages derive their magical powers from a mixture of arcane and divine traditions. As a result, they have a palpable aura of faith, much like a cleric. The power of a hedge mage's aura of faith is equal to one-half her hedge mage class level (minimum 1st level) plus any other class levels that provide a divine aura.

Spells: The hedge mage's approach to magic is unlike any other spellcaster, and each hedge mage ultimately follows a unique magical path. However, all hedge mages do share one feature: they follow an intuitive approach to learning magic. As such, Wisdom is the key ability for their spellcasting. To learn or cast a spell, the hedge mage must have a Wisdom score of at least 10 + the spell level. The Difficulty Class for a saving throw against a hedge mage's spells is 10 + the spell level + the hedge mage's Wisdom modifier. Her caster level for these spells is equal to her hedge mage class level.

A hedge mage casts spells which are drawn from the Hedge Mage class spell list (see **Chapter 8**). As her tradition is an amalgamation of arcane and divine magics, so too the spells that she casts are considered both arcane and divine spells (see Hedge Mage's Education, below). Like other spellcasters, a hedge mage can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 4-3: The Hedge Mage**. In addition, she receives bonus spells per day if she has a high Wisdom score.

A hedge mage's selection of spells is extremely limited. She begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new class level, she gains one or more new spells, as indicated on **Table 4-4: Hedge Mage Spells Known**. (Unlike spells per day, the number of spells a hedge mage knows is not affected by her Wisdom score; the numbers on Table 4-4 are fixed.)

Upon reaching 4th level, and at every even-numbered hedge mage level after that (6th, 8th, and so on), a hedge mage can choose to learn a new spell in place of one she already knows. In effect, the hedge mage "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell the hedge mage can cast. A hedge mage may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. The new spell must still be chosen from the class spell list.

Unlike a wizard or a cleric, a hedge mage need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. She does not have to decide ahead of time which spells she will cast.

Multiclassing: The magic of a hedge mage is an unusual blend of arcane and divine magic. Those who have tried to understand the nature of their magic remain mystified by this unification of energies. It is because of this that a hedge mage can freely multiclass into either arcane or divine spellcasting classes, using her eclectic knowledge with either type of spellcasting. Characters of other classes may choose to multiclass into the hedge mage class as long as they meet the racial prerequisites; this most often occurs with members of non-spellcasting classes. For example, a human fighter might discover in the heat of battle that he has a previously-unrealized spark of magical talent.

When determining spellcasting prerequisites for joining prestige classes, a hedge mage is treated as if she has the ability to cast both arcane and divine spells, but only at a level of one-half (rounded down) the highest level of hedge mage spells she can currently cast. (For example, a 9th-level hedge mage has the ability to cast 5th-level spells from the hedge mage class list. She is therefore treated as if she can cast 2nd-level arcane spells and 2nd-level divine spells for the purpose of qualifying for prestige classes that have a spellcasting prerequisite.)

Hedge Mage's Education (Ex): The intuitive nature of a hedge mage's magical art provides her with a level of adaptability not seen in most formal magical traditions, allowing her to more easily blend her knowledge with that of other spellcasting professions. As such, if a hedge mage decides to multiclass into another spellcasting class (whether arcane or divine), her eclectic knowledge allows her to add one-half of her hedge mage class level (rounded down) to the spellcasting level of the new class. This bonus to caster level does not affect the number of spells per day that the character can cast from her new class, nor does it affect the number of spells known. It only affects the caster level in determining the effects of a spell cast through the new class.

For example, an 8th-level hedge mage who multiclasses into wizard will cast all her wizard spells at caster level 5 (1 from wizard + 4 from hedge mage), but she will still only have the spells known and spells per day of a 1st-level wizard. The character does not gain the ability to cast 2nd- or 3rd-level wizard spells, nor does she get to add four levels' worth of extra spells to her wizard spell book. The area, range, duration, damage, and other level-dependent variables of her wizard spells are increased.

This bonus applies only to the first spellcasting class into which the hedge mage multiclasses. After the character has trained in a particular tradition, her knowledge of magic becomes more formalized and dogmatic; her levels of hedge mage can not influence her caster level in any additional spellcasting classes.

The intuitive nature of the hedge mage's magical path, while providing her with versatility, has one flaw. The hedge mage's class spell list does not qualify her for activating spell completion or spell trigger items (such as scrolls, staffs or wands) other than those she crafts herself. Instead, to activate one of these items, the hedge mage must succeed on a Use Magic Device check (exactly as a rogue would). Furthermore, even if she multiclasses into another spellcasting class, the Hedge Mage is still restricted to using the Use Magic Device skill to activate spell completion and spell trigger items. This restriction is also retroactively imposed on any character of another class that multiclasses into the hedge mage class.

Additionally, because the hedge mage does not receive proper training in magical theory, she is not skilled enough to make spontaneous modifications to her spells, and she has no exposure to formal magical crafting methods. Thus, a hedge mage is prohibited from gaining magic item creation feats or metamagic feats (except those received as bonus feats from the hedge mage class itself, such as the Brew Potion feat gained at 4th level). This restriction on metamagic and magic item creation feats is lifted if and when the hedge mage multiclasses into any spellcasting class that prepares its spells instead of casting them spontaneously.

Due to the hybrid nature of their magic, hedge mages find it harder to identify spells cast by other characters. As such they take a –5 penalty on all skill checks (such as Spellcraft checks) made to identify spells as they are being cast and to identify the magical auras and schools of existing spells.

Finally, the blending of arcane and divine traditions makes all spells cast by a hedge mage susceptible to any ability that affects either arcane or divine spells, for good or for ill.

Summon Familiar: At 2nd level the hedge mage can obtain a familiar, exactly as a sorcerer can. Refer to *Core Rulebook I* for details on summoning times, costs, and associated benefits and risks. A character may only have one familiar at a time, regardless of how many classes grant her the ability to summon one.

Intuition (Ex): A hedge mage quickly develops a sixth sense that aids in her survival. At 2nd level, the hedge mage gains a +1 insight bonus on Spot, Listen, and Sense Motive checks. She also gains a +1 insight bonus on Heal checks made to identify poisons and to assist another character's saving throw against a poison.

Poison Use (Ex): At 3rd level, the hedge mage gains a +4 bonus on Craft (alchemy) checks made to prepare poisons. In addition, the hedge mage does not run the risk of accidentally harming herself when using poisons.

Brew Potions (Ex): A hedge mage picks up all sorts of folklore, old wives' tales, and herbal remedies. She gains Brew Potion as a bonus feat at 4th level.

Adaptable Magic (Ex): The hedge mage is continously adapting her magic to new challenges. At 5th level, and every five levels thereafter, she gains a bonus metamagic feat. This feat may be any metamagic feat for which she meets the prerequisites and that doesn't modify the effective

spell level by greater than +2 levels. Typical selections include Enlarge Spell, Extend Spell, Silent Spell, and Still Spell. A hedge mage who makes use of a metamagic feat increases the casting time of the spell to a full-round action, exactly like a sorcerer or bard does.

Alternatively, a hedge mage who has multiclassed with the wizard class may sacrifice one of her Adaptable Magic feat slots in order to be able to prepare her hedge mage spells as a wizard does. She may choose to prepare none, some, or all of her daily spells. Spells that are prepared and have metamagic feats applied to them do not have a modified casting time, but a prepared spell may not be changed until the next day when the hedge mage's spellcasting abilities refresh.

Hedge Mage's Lore: A hedge mage gains the ability to perform many unusual magical tricks. At 7th, 10th, and 13th level the Hedge Mage may select an ability from the following list.

Hand of Power (Su): The touch of a hedge mage can harm or heal, but not both. A good-aligned hedge mage gains the ability to heal, while an evil-aligned hedge mage can harm. Those hedge mages who are neutral can choose to either heal or harm with their touch; once this choice is made, it cannot be changed. Activating this ability and touching a creature within reach (or the hedge mage herself) is a standard action that does not provoke attacks of opportunity.

The healing hand can heal, divided between any number of uses, the hedge mage's class level times her Charisma modifier in hit points each day. This healing can be used to harm negative-energy-based undead with a successful melee touch attack. Intelligent undead creatures receive a Will save (DC 10 + one-half the hedge mage's class level + the hedge mage's Charisma modifier) for half damage.

The harming hand can deal, divided between any number of uses, the hedge mage's class level times her Charisma modifier in hit points each day. This requires a successful melee touch attack, and the victim receives a Will save (DC 10 + one-half the hedge mage's class level + the hedge mage's Charisma modifier) for half damage. This attack, as a negative energy attack, can be used to heal negative-energy-powered undead creatures.

Hexencraft (Ex): Hedge Mages with this ability are capable of crafting lesser and greater fetishes (see the Craft Fetish feat in **Chapter 5** for details).

Presence (Su): The spiritual presence of the hedge mage is enhanced, making it difficult for foes to bring themselves to harm her. Three times per day, as a standard action, the hedge mage may surround herself with an aura of power. This aura behaves as a *sanctuary* spell, cast at her hedge mage class level, with a Will save DC of 10 + half her hedge mage class level + her Charisma modifier. Even if a particular foe successfully saves and is therefore able to attack her, that foe suffers a –2 morale penalty on attack and damage rolls made against the hedge mage. Creatures that are unaffected by *sanctuary* are likewise unaffected by this ability.

Second Sight (Su): Some hedge mages can see spirits and sense the presence of supernatural creatures. This ability allows the hedge mage to see invisible and ethereal creatures within 30 feet (obviously, she must have line of sight in order to see a particular creature). Activating this ability is a standard action, and thereafter requires concentration (to a maximum duration of one minute per Hedge Mage level per day). Dismissing this ability is a free action, and the Sight lasts for the remainder of the hedge mage's turn." This ability otherwise functions exactly as the *see invisibility* spell.

***Spell Knowledge (Ex)*:** The hedge mage may add two additional spells to her list of spells known. These two spells must be of different spell levels, and may be chosen from any spells on the hedge mage class list that she is currently a high enough level to cast. Once these two spells have been chosen, they may not be changed later, not even through the class ability to swap spells known at even-numbered levels. This ability may be chosen more than once.

Wyrd Working (Su): A hedge mage can reach out and alter the *wyrd*, or fate, of a chosen person. This ability is usable a number of times per day equal to the hedge mage's Charisma modifier (minimum 1). It applies an insight modifier to the next attack roll, saving throw, skill check, or ability check of a chosen creature (it may not be used on the hedge mage herself, although two hedge mages could affect each other). Using this ability is a standard action, and there is no saving throw. The hedge mage must make an obvious somatic gesture (pointing, spitting, etc.) in the target's direction and must speak an audible phrase that indicates in general terms what the effect will be (such as "your sword strikes true!" or "you shall stumble and fall!"). The hedge mage declares both the type of roll to be affected and whether she is giving the subject a bonus or a penalty. The subject knows that its luck has been altered, and whether the luck is good or bad, but not the specific details except for what he can surmise from the hedge mage's spoken phrase. If the subject creature does not make the appropriate type of roll within one minute, then the effect has failed and the use of the ability is still expended. The modifier is equal to one-sixth the hedge mage's class level, rounded down (+1 from 7th to 11th level, +2 from 12th to 17th level, and +3 from 18th level onwards). The ability may be dispelled before it is triggered; an active *wyrd* radiates moderate Transmutation magic and is considered to be the equivalent of a 4th-level spell cast at the hedge mage's caster level.

Hedge Mage's Lore, Greater: At 16th and 19th level, the hedge mage gains Greater Lore, enabling her to select an ability from the following list. She must meet the prerequisite listed, if any, for an ability before she may select that ability.

Greater Potion (Ex): With this ability, the hedge mage becomes a master of potion crafting. Unlike most casters, who are limited to producing potions of spells of 3rd level or lower, a hedge mage who selects this ability may craft potions of up to 5th-level spells. The potions otherwise follow all the normal rules for the use of the Brew Potion feat.

Hand of Might (Sp): (Prerequisite: Hand of Power.) If the hedge mage has a healing touch, then she may produce a *restoration* effect once per day with but a touch. Alternatively, if she has a harming touch, she may produce an *enervation* effect once per day (but as a melee touch attack instead of as a ray). Both of these effects still require a standard action to use, and have a caster level equal to the hedge mage's class level.

Harmony (Su): (Prerequisite: Second Sight.) The hedge mage's attunement and sensitivity to the invisible world becomes enhanced, allowing her to occaisonally touch incorporeal beings as if she were one herself. For 10 rounds each day, divided into as many or few uses as she desires, all of the hedge mage's attacks act as if she were under the effect of the *ghost touch* weapon enhancement. This affects attacks she makes with both natural and manufactured weapons as well as offensive spells that she casts. The hedge mage may instead apply the *ghost touch* property to include her armor and other defensive items, as well as any spells she casts that give her an armor or natural armor bonus, allowing their AC bonus to count against incorporeal touch attacks.

The hedge mage can have both the offensive and defensive properties active at the same time, but doing so drains the ability twice as fast. Thus a hedge mage could cover both her armor and weapons with the effect of *ghost touch*, but she may only do so for 5 rounds each day. Each part of this ability drains one round of use for each round it is active. The hedge mage may decide, at the start of her turn, which combination of the abilities to have active. Activating or deactivating this power (regardless of the combination) is a swift action.

For the purposes of dispelling this effect, the caster level is the hedge mage's class level. The ability may be resumed on the hedge mage's following turn if it is dispelled, however. While it is active, this ability radiates moderate Transmutation and is treated as a 5th-level spell.

Quick Study (Ex): (Prerequisite: Spell Knowledge.) The hedge mage can add any two spells from either the cleric list or the sorcerer/wizard list to her spells known, providing that she has seen the spells previously cast by a character of the class in question. She may choose only 1st- through 6th-level spells. For the hedge mage, the spell is considered to be one spell level higher than normal for a character of the appropriate class. If a particular spell appears on both the cleric and sorcerer/wizard spell lists, she casts it at one level higher than the higher of the two. If that means that the hedge mage would cast the spell as a 7th or higher-level spell, then she may not choose that spell. Spells learned using this ability may not be changed; once selected they are fixed. This ability can be taken multiple times.

Seer (Su): (Prerequisite: Second Sight.) The hedge mage gains the ability to see into the future and to discern the fate of those around her. Once per day per four character levels, the hedge mage may use the *divination* spell without the required material components. She may only pose questions about others in the vicinity, never about herself.

Splendor (Sp): (Prerequisite: Presence.) The spiritual presence of the hedge mage can be used to fog the minds of creatures who see her and to exert control over them. Once per day, the hedge mage may produce a *dominate monster* effect. This effect is cast at her hedge mage class level. The target of this effect must be within 30 feet, and is granted a Will save (DC 19 + the hedge mage's Charisma modifier) to resist the effect. The subject also recieves a new save against the effect on each subsequent day. The hedge mage may only have one creature under her control at a time, and may release a creature from her control as a free action. The target of this effect and the hedge mage both radiate strong Enchantment as long as the effect is active.

Wise Crafting (Ex): (Prerequisite: Hexencraft.) The hedge mage's ability to imbue magical powers into material objects has now increased. She may acquire any one magic item creation feat as a bonus feat, provided she meets the prerequisites. This ability may be taken a second time to learn an additional crafting feat.

Wyrd Mastery (Su): (Prerequisite: Wyrd Working.) The hedge mage has learned to see and manipulate the fine strands of fate that encircle each person. Once per day, the hedge mage can force any other intelligent creature (Intelligence score of 3 or greater) within 30 feet to reroll any one die roll. She must choose to force this reroll before the results (success or failure, if any) of the original roll are known, and the subject of this effect must accept the results of the new roll, even if it is worse than the previous roll. There is no saving throw against this ability. As with Wyrd Working, the hedge mage must make a visible somatic gesture towards the subject and must speak an audible phrase that encompasses the reason for the reroll (for example, "you shall not die this day!" to allow an ally a second saving throw, or "you shall not escape my wrath so easily!" to force a foe to reroll a saving throw.) As with her other abilities that involve fate, the hedge mage may not use this ability on herself.

Circle Magic (Ex): At 13th level, the hedge mage learns how to pool the energies of a group of people to enact powerful rituals that can create amazing effects. The group must consist of at least 3 other arcane or divine spellcasters plus the hedge mage herself and can have no more than 13 members. (The remaining members do not have to have spellcasting ability as long as at least the minimum number of spellcasters is present.) The ensuing ritual requires 1 hour of uninterrupted chanting and meditation, at the end of which the group can then cast a *limited wish* spell, but only to duplicate the effects of another spell. The experience cost is divided equally among the participants. Participants who do not have the Circle Magic ability suffer 2 Constitution damage at the end of the ritual. A hedge mage may only lead a circle once per week (but may participate in circles led by other hedge mages).

Circle Mastery: At 20th level, the hedge mage has mastered the power of Circle Magic. She may, at her choice, invoke a more powerful series of rituals when leading a circle. This allows the circle to make use of a *wish* spell instead of a *limited wish*. Again, the power is limited to duplicating the effects of another spell. As with Circle Magic, the experience costs are shared between the participants, who may also suffer Constitution damage as detailed under the Circle Magic ability. This ability still counts as leading a Circle for the once per week limitation. Other than the change above, this ability functions exactly as the Circle Magic ability.

Shaman

"Listen, child, do you hear that? It is the wailing of the spirits. They speak of innocent blood spilled. They whisper warnings of terrible dangers to come. They tell of the fall of cities and Empires. Do you not hear their cries? No? Then you will surely fall to the doom they announce."

—Al'Falin, Yhing hir shaman

Across Onara, there are those who hear the calling of the spirits, the song of the wind, the whispers of trees, and the gentle murmuring of water. Though the civilizing influence of the Coryani Empire has swayed many to the Mother Church, there are still those who honor and pay homage to the powerful spirits that constantly surround all living things.

Their names may change from culture to culture, but most know these men and women as shamans: the speakers of spirit. Though they are discounted by the Church as heretics, infernalists, or simply ignorant savages, the power of the shaman is not to be scorned or scoffed at. They can sway the forces of nature to do their bidding and summon spirits that could make the most faithful Beltinian quake with fear. Yet, there is a painful price to be paid for these powers – for to become a spirit speaker, one must dwell on the tenuous border between the worlds of waking and dreaming.

Adventurers: The calling of the spirits may lead the shaman across the face of Onara. While many serve their people or tribe, others strike off on their own spirit quests.

Characteristics: Because his ability to interact with spirits is based on their force of personality, Charisma is a primary attribute for a shaman. As his connection to the spirit world increases, a shaman experiences a growing sense of disconnection from the mundane world. Having a

high Wisdom score can offset some of the penalties caused by this slow withdrawal from reality into the "waking dream."

Alignment: Shamans can be of any alignment. Most are concerned with the welfare of their own people, helping to protect and guide them, and are therefore good-aligned. Others spend so much of their time on dream quests and in dialogue with the spirits that they become more or less indifferent towards the world of the living. However, some shamans contact evil spirits, whether by accident or design, and are thereby turned to a path where they seek to cause pain and suffering.

Religion: The shaman sees spirits in all creation, honoring each for its unique perspective and power. While they may honor the Gods as well, shamans do not worship the Gods as others do. To a shaman, a God is nothing more than a particularly powerful spirit, after all. Most of the shaman's time is spent making and reinforcing his contacts in the spirit world.

Background: A character does not choose the path of the shaman; it chooses him. He comes to his power because the spirits have taken notice of him. Those who are not born "sensitive" may become so as a result of a particular experience or because of the deliberate intervention of a willful spirit. A formerly mundane person's perceptions may undergo a shift due to a serious illness, a near-death experience, or a traumatic encounter with the supernatural.

Race: Humans and half-humans are those most typically drawn to the way of the shaman. While not prohibited from following this path, it is rare for Elorii or dwarves to catch the attention of the spirits. Perhaps this is because their own spirits are shackled in such powerful and unique ways. During character generation, only humans or half-humans who are of Undir or Pengik heritage or who come from the Hinterlands can become shamans. After first level, a character of any race may multiclass into the shaman class (with the GM's permission and a suitable in-character explanation, of course).

Society: Most shamans serve as spiritual advisors to a particular tribe, village, or other group of people. Some find that their calling drives them away from their community however; those who see the spirit quest as a more personal path rarely stay in one place to forge connections with a community. Due to their sense of isolation from the day-to-day world of the living, many shamans have problems interacting with general society. This can cause the shaman to seek out friends (in order to help him navigate the mundane details of life) or to isolate himself even more.

Other Classes: Clerics, holy champions, paladins, and priests tend to have difficulties understanding the shaman's way; indeed a great many servants of the Gods would automatically consider any shaman to be a heretic for "worshipping" spirits. Elorii tend to be more understanding, since they are familiar with the cycle of death and rebirth, but even they are a little unnerved by the shaman's otherworldly demeanor. Most wizards and sorcerers would find a shaman intriguing, because the spirits grant their mortal allies power that does not seem to follow the normal rules of either arcane or divine magic. Fighters and rogues tend to appreciate the power that a shaman can wield, while druids and rangers have perhaps the highest appreciation, since by their very nature shaman tend to be in harmony with the natural world around them. No matter who they are, though, a shaman's allies must learn to accept the fact that he is not always with them in spirit as he is in the flesh; his mind and perhaps even his soul are often elsewhere, soaring on gossamer wings.

Relations with the Sanctorum: A shaman is considered a divine spellcaster, and few of them seek out traditional sources of scholarly learning, so they typically have little to do with the Sanctorum of the Arcane. It is not completely unheard-of for a member of the Sanctorum to catch the attention of the spirits, but it is rare for one of them to heed that call.

Class Skills (2 + Int modifier per level, x4 at 1st level): Craft (any), Diplomacy, Dreaming*, Heal, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (the planes), Knowledge (the planes: spirit creatures)*, Knowledge (the planes: spirit world)*, Listen, Profession (any), Sense Motive, Spellcraft, Spot, and Survival.

* New skill, see **Chapter 10** for details.

Starting Gold: 2d4 x 10 gold pieces (average 50 gp)

TABLE 4-5: THE SHAMAN

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Spirit Calling, Channeling, Between Worlds, Spirit Guide	2	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Edge of Perception	2	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Query	3	2	0	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		3	3	1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Spirit Journey	3	3	2	0	—	—	—	—	—	—
6th	+4	+5	+2	+5	Admonish Spirit	4	3	2	1	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	0	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Edge of Perception	4	4	3	2	1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Spiritual Presence	4	4	3	3	2	0	—	—	—	—
10th	+7/+2	+7	+3	+7	Spirit Gift, Query (divination)	5	4	4	3	2	1	—	—	—	—
11th	+8/+3	+7	+3	+7		5	4	4	3	3	2	0	—	—	—
12th	+9/+4	+8	+4	+8		5	4	4	4	3	2	1	—	—	—
13th	+9/+4	+8	+4	+8		5	4	4	4	3	3	2	0	—	—
14th	+10/+5	+9	+4	+9	Spiritual Presence	5	4	4	4	4	3	2	1	—	—
15th	+11/+6/+1	+9	+5	+9	Greater Spirit Gift	5	4	4	4	4	4	3	2	0	—
16th	+12/+7/+2	+10	+5	+10		5	4	4	4	4	4	3	2	1	—
17th	+12/+7/+2	+10	+5	+10	Spiritual Presence	5	4	4	4	4	4	4	3	2	0
18th	+13/+8/+3	+11	+6	+11		5	4	4	4	4	4	4	3	2	1
19th	+14/+9/+4	+11	+6	+11		5	4	4	4	4	4	4	4	3	2
20th	+15/+10/+5	+12	+6	+12	Greater Spirit Gift, Spiritual Presence	5	4	4	4	4	4	4	4	3	2

Class Features

The shaman stands between the worlds of spirit and flesh. As such he gains a variety of spells, spell-like abilities, and supernatural abilities. However, all of these gifts are tied up in his relationships with the spirits. He must observe the wishes of his spirit guides and obey the taboos that they set for him or else he will lose their favor and thereby lose their blessings. This class opens up a lot of roleplaying opportunities by its very nature, as many of the taboos (of necessity) are somewhat abstract in nature, requiring a willingness on the part of both the player and the game master to work together to find a mutually acceptable interpretation that will increase everyone's enjoyment of the game. It is important that the taboos not be so overwhelmingly difficult to follow that the character becomes unplayable, but it is also important that they represent more than just words on a page, because in many cases, the game abilities of the taboos have been balanced against one another based on how onerous the associated restrictions are. It is never a good idea to trade a strictly mechanical benefit for a strictly roleplaying restriction or drawback, so we have tried to strike a balance when designing the shaman's abilities.

Armor and Weapon Proficiency: Shamans are proficient with all simple weapons. Shamans are proficient with light armor and shields (except for the tower shield). However, their spirit oaths restrict them to armor and shields that are not made of metal. A shaman who wears metal armor or uses a metal shield immediately loses all his class abilities until such time as he stops using the metal item and for a period of 24 hours thereafter.

At first level, the shaman also gains proficiency with one martial weapon that is appropriate for his culture. For Undir this is the Unden knife. For Yhing hir it is the short bow. For Pengik it is the hand axe. For other cultures, it is any simple or martial weapon of the character's choice (subject to GM approval).

Spells: A shaman casts divine spells that are drawn from the Shaman spell list (see **Chapter 8**). A shaman does not prepare his spells in advance; he may cast any spell he knows as long as he has an available spell slot of the appropriate level.

Charisma is the key ability for a shaman's divine spellcasting. To learn or cast a spell, the shaman must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against spells cast by a shaman is 10 + the spell level + the shaman's Charisma modifier. Like other spellcasters, the Shaman can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 4-5: The Shaman**. In addition, he receives bonus spells per day if he has a high Charisma score. When the table indicates that the shaman gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to for that spell level (if any) based on his Charisma score.

The shaman's selection of spells known is extremely limited. A shaman begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new class level, he gains one or more new spells known, as indicated on **Table 4-6: Shaman Spells Known**. (Unlike spells per day, the number of spells the shaman knows is not affected by his Charisma score; the numbers on **Table 4-6** are fixed.) Certain abilities, such as a Greater Spirit Gift (see below), may enable the shaman to learn new spells from other classes' spell lists.

Upon reaching 4th level, and at every even-numbered shaman level after that (6th, 8th, and so on), the shaman can choose to learn a new spell in place of one he already knows. In effect, the shaman "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level shaman spell the character can

TABLE 4-6: SHAMAN SPELLS KNOWN

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

cast. The shaman may swap only a single spell at any given class level, and he must choose whether or not to swap a spell at the same time that he chooses his new spells known for that level.

Unlike a wizard or a cleric, the shaman need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he will cast. However, unlike most other spontaneous casters, the shaman must meditate to commune with his spirit guides each day in order to refresh his available spell slots. This meditation occurs twice a day, at dawn and at dusk. For thirty minutes at sunrise and sunset, the shaman must honor the spirits that he is allied with. Although he must observe both periods of meditation, only one of the two (dawn or dusk) is the time when his spell slots refresh. Upon taking his first level as a shaman, the character must choose which of the two periods of meditation will renew his spell slots. Shamans of good alignment typically regain their spells at dawn, while evil shamans typically regain their spells at dusk, but this is not absolute.

Spirit Calling: This is not a profession one enters into on a whim. It is a serious calling, where the spirits themselves have chosen the character to serve as a bridge between worlds. Usually, the chosen one undergoes an ordeal, such as a devastating illness or a life-threatening attack that takes him to death's door. As such, this class may only be chosen at character creation, or after the character has suffered an effect that permanently reduces one of his attribute scores or causes a level loss (such as death or permanent ability drain from a disease). In the latter case, where the class was taken after character creation, the character can never have the lost level or ability score point(s) returned by magical means, including *restoration*, *miracle*, and *wish*. Doing so prevents the character from ever advancing further down the path of the shaman. (Obviously, if the character lost a level due to dying or energy drain, he can gain the level back by earning enough XP to regain the level; likewise, if he lost an ability score point to a permanent drain, he can replace that point with one of the attribute-advancement points earned every 4 levels. He simply cannot have the lost level or attribute point returned to him via magical means.)

Channeling (Su): Beginning at 1st level, a shaman can channel divine energy as a cleric would channel positive energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A shaman may channel a number of times per day equal to his Charisma modifier (minimum 1). This does not grant the shaman the ability to turn, rebuke, or control undead as a cleric does; instead, the shaman uses his channeling attempts to power a number of his class features (as detailed below). A shaman may gain feats that require the expenditure of channeling attempts or that have the ability to channel as a prerequisite, except for those feats that relate specifically to turning undead, because the shaman's channeling attempts are not equivalent to undead-turning attempts.

Between Worlds (Ex): The Shaman exists between the mortal and spiritual worlds, sensing events in both. As time passes, however, his consciousness dwells more and more in the realm of the spirit and his attention drifts farther and farther away from the mortal world. As the shaman gains class levels, certain gifts he receives from his spirit guides come with a reduction on either skill checks or initiative rolls. At first level, this disconnection manifests as a –1 penalty on all Listen and Spot skill checks, and on all initiative checks. Any and all penalties imposed by the shaman's class features stack with one another.

Spirit Guide (Su): During each new shaman's initial ordeal, a spirit comes to the character to guide him through this dark night of the soul. The spirit guide remains as a link to the spirit world, and as a spiritual ally to the shaman. Upon taking his first level of shaman, the character chooses a spirit guide. Each potential spirit guide has certain traits that it embodies, specific gifts that it grants the shaman, specific lessons that it teaches the shaman, and lastly, each guide has a series of services or commitments that it requires the shaman to uphold. Additionally, each spirit guide is represented by a sigil, totem, or similar device that the shaman must carry with him at all times. This symbol is the shaman's link to his spirit guide, and is the divine focus for his spells.

It is possible to anger your spirit guide. The simplest way of doing this is to break the commitments that your spirit guide demands of you. More complex methods involve betraying the ideals of the spirit guide. Once you have lost your spirit guide you must either receive an *atonement* cast by another shaman (of similar alignment, but the spirit guide need not be the same) or find a new spirit guide (a similarly arduous task). A shaman who currently has no spirit guide loses all access to the supernatural and spell-like class abilities. He is also incapable of casting divine spells, since his divine focus is no longer a link to the source of his power.

Edge of Perception (Su): The shaman's perception of the spiritual world becomes heightened, allowing him to

perceive spirits. At 2nd level, the shaman learns to see, hear and smell incorporeal creatures. This allows him to reduce the incorporeal miss chance to 20% (provided he has a magical weapon to attack with). At 8th level, this enhanced perception allows the shaman to fully percieve incorporeal creatures (negating the incorporeal miss chance completely when attacking with a magic weapon). This applies only to the shaman's melee attacks (including melee touch attacks). It does not apply to his ranged attacks or to spells that he casts with a range of greater than touch.

At 8th level, the shaman can sense ethereal creatures, allowing him to see, hear and smell such creatures. Because of this sense, the shaman automatically knows when he enters an area where the Ethereal Plane is inaccessible.

This ability imposes a –1 penalty to the shaman's Listen and Spot checks. At 8th level, this penalty increases to –2.

Query (Su): The shaman can question the spirits of an area about events that have occurred either in the mortal or spiritual realms. All places have a corresponding location in the spiritual realm, and to a shaman, every item has a spirit. So it is usually not difficult for a shaman to find those that can help. Beginning at 3rd level, the shaman can spend one of his daily channeling attempts, attempting to affect a creature whose HD equal his shaman level. If successful, the shaman may ask one question plus one question per two shaman levels (maximum 6 at 10th level) of the spirits in the area. The spirits only answer with yes, no and unclear; thus if a question is posed that cannot be answered by a yes or no answer, the spirits answer with unclear. Similarly, the spirits may not know the answer, in which case they answer unclear.

At 10th level, the shaman may use this ability to mimic a *divination* spell. To do so, the shaman must channel and obtain a result that would allow him to affect a creature whose HD exceeds his shaman level by two (for example, a 10th-level shaman must affect a 12 HD creature). As with any *divination* spell, there is a chance of failure, except this effect is treated as if cast two levels higher than the shaman's class level. As with the above, if the spirits do not know the answer, they cannot provide one. In this instance their response will indicate their lack of knowledge rather than simply returning a result of unclear, however.

Spirit Journey (Su): Starting at 5th level, a shaman learns to send his soul into the realm of the spirits. This realm, usually refered to as *dreamtime* (see **Chapter 10**), is both a learning place and a place of danger. To that end, the shaman may bring one willing companion per two shaman levels (maximum 10 companions at 20th level).

Going on a spirit journey is both complicated and draining. Typically, a shaman spends the day prior to the journey making preparations and perfoming ritual sacrifices to appease potentially angry or detrimental spirits from interfering with the journey. These sacrifices are minor, and usually involve the burning of pleasant incenses and the gift of various foods to the spirits.

Starting the journey requires that the shaman spend one of his daily channeling attempts. The check result (HD affected) becomes the number of hours that the journey may last. For example, if a 5th-level shaman gets a check result of "level + 2" then the journey into dreamtime may last for a maximum of 7 hours. Roll the channeling damage as normal. When the spirit journey ends, the shaman and all his companions take damage equal to the channeling damage due to the rigors of the journey. If the shaman prematurely ends the trip (which he may do at any time as a full-round action) then he takes three times the channeling damage and all his companions suffer two times the channeling damage.

Finally, following a spirit journey, the shaman and all companions must make DC 20 Will saves or be fatigued for a period of time equal to the amount of time they were away on the spirit journey. If the journey was undertaken without the shaman having spent the day before in preparation, the save DC is increased by +5.

A typical spirit journey is used to find information about lost items or people. These journeys are also used to consult the spirits about the future, or to learn about or gain an understanding of actions in the past. It is also possible to use the dream world to speak with the dead, remove curses, exorcise spirits, and break powerful enchantments. What can be accomplished is determined by the shaman's spirit guide and how well the shaman succeeds on the task set to him by his spirit guide.

In LIVING ARCANIS, a shaman may use this ability to duplicate either a *locate object*, a *locate person,* or a *speak with dead* spell. These spells are cast at the shaman's class level, or the minimum caster level (whichever is higher). Other uses of this ability may be detailed in some adventures.

This ability imposes a –1 penalty to all the shaman's Initiative, Spot, and Listen checks.

Admonish Spirit (Sp): A shaman of 6th level and higher can admonish the spirits. Doing so is a full-round action that provokes attacks of opportunity. The shaman targets an extraplanar creature within 60 feet with the Elemental, Fey, Infernal, or Outsider type or the Incorporeal subtype. (Infernals and Outsiders with the Native subtype are not affected by this ability as they are not considered spirits.) To affect the creature the shaman must spend one of his daily channeling attempts and achieve a check result of at least the target creature's Hit Dice + 2. If the check succeeds, the shaman's channeling damage is applied as direct hit point damage against the creature (this damage is not considered to be of any specific energy type, so it cannot be resisted). If the creature possesses spell resistance, then the shaman must make a successful caster level check before he can affect that creature with this ability.

Spiritual Presence (Su): The spiritual power of the Shaman grows to express itself on both the mortal and spiritual realm. At 9th level, the Shaman gains a +4 bonus on all Intimidate checks.

At 14th level, the shaman gains an aura of fear. The shaman must decide at the beginning of his turn, as a free action, whether to radiate the aura or not. While the aura is active, those within 20 feet of the shaman who attempt to attack the shaman must make a Will save (DC 10 + one-half the shaman's class level + the shaman's Charisma modifier) or become shaken for 1 round. At 17th level, those affected by this ability become panicked for 2 rounds. At 20th level, affected creatures are paralyzed with fear for 3 rounds. This is considered a mind-affecting fear effect.

Spirit Gift (Ex, Sp, Su): As the Shaman journeys in the spirit world, he gains allies to assist him in his work. At 10th level, and every five levels thereafter, the shaman gains a spirit gift. This gift is represented by a fetish that honors the spirit that gave the gift. Should the shaman ever lose or be denied access to this fetish, then he is denied access to the gift (but must still follow the geas associated with the gift).

Each gift from the spirits has an associated geas which usually manifests as a required behavior pattern. This geas must be satisfied at least once per week, and if the shaman should fail to do so, he loses the benefits of the gift until he has atoned with the spirits. Atoning for this type of transgression requires a week of meditation and the sacrifice of 100 gp worth of incense per shaman class level. It should also be noted that some of the restrictions imposed by spirit gifts may

conflict with others. For example, the Cat and Dog spirits demand contradictory behaviors. The shaman may select two such gifts, but because he cannot satisfy them both, he will always be atoning for one or the other.

Once a gift is selected, it may not be exchanged for another. Additionally, the shaman may not select a Greater Gift until he is at least 15th level. Some Greater Gifts have prerequisites that must be met before those spirits will grant a gift to the shaman.

Each gift the shaman receives (regardless of type) imposes a –1 penalty on his Bluff, Diplomacy, and Sense Motive checks.

Lesser Spirit Gifts

Ant

Benefit (Ex): The shaman may provide an additional +1 bonus to another character's attack roll or Armor Class when using the Aid Another option.

Geas: *Community.* The shaman must always work, live, or travel with other humanoids and can spend no more than one hour alone each day. This includes any form of confinement, such as prison. In addition, she must work to establish accord within any community of which she is a member, helping disputing parties to find an accord whereby both sides, and thus the community, can prosper.

Bear

Benefit (Su): A shaman with a Charisma score of 12 or higher can heal wounds (others' or her own) by touch. Each day she can heal a total number of hit points of damage equal to her shaman level x her Charisma bonus. A shaman may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. The shaman may not use this ability to damage undead, unlike other similar abilities.

Geas: *Protector of the Weak.* While bears can be ferocious, the spirit of Bear is benevolent. She is a healer and mother, and her lesson to the shaman is that all beings have a time when they need help or comfort. The shaman may never use the coup de grace action against any creature, and must always ensure that children and any others who are unable to defend themselves are protected.

Butterfly

Benefit (Su): As a swift action, the shaman can invoke the spirit of the butterfly's speed and agility, enabling her to act as though affected by a *haste* spell for a number of rounds equal to her Charisma modifier each day. The duration of the *haste* effect need not be consecutive rounds. The effective level of the spell is the shaman's class level.

Geas: *Spreader of Joy.* As butterflies bring joy to the wise, so too does the shaman bring joy to the people of the world. Firstly, the shaman must never wear drab or dark colors, for as the Butterfly is bright and colorful, so too must the shaman be clad. Additionally, the shaman must strive to bring art and music to the people. To this end, the shaman must either create a piece of art, or a musical performance, in each city, town or village she visits. If she creates a work of art, it must be gifted to someone who lives in that location or left in a public place; if a performance, it must be seen or heard by at least one resident.

Cat

Benefit (Ex): The shaman gains the spry alertness of a cat. She gains the Uncanny Dodge ability, allowing her to retain her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized.

Geas: *Independent.* Cat teaches that each creature must be independent, free from an oppressive overseer or superior. The shaman who accepts Cat's gift also learns the lesson of independence, and thus may never be a member of a hierarchical organization that demands obedience. If the shaman is already a member of such an organization when this spirit gift is chosen, she must leave the organization. If leaving would endanger the shaman's life, such as with leaving a secret society, the shaman may remain a member, but she must give up any but the most basic level of membership. Thereafter, the shaman feels no need to accept jobs or report to the organization. This may lead to the organization kicking her out, of course, but such is life.

Dog

Benefit (Ex): The shaman's sense of smell improves. She gains the Scent special quality as described in *Core Rulebook III*.

Geas: *Loyalty and obedience.* The lesson of Dog teaches the shaman how to be a benefit to his companions and superiors. The character must join a hierarchical organization, or become part of a band in which there is a definite designated leader. If already a member of such an organization, the character must totally commit to the organization, trying to complete any mission assigned. The shaman will always report back to the organization with extra information, even if not on a specific mission. Usually, the shaman becomes a loyal companion and advisor to the group's leader. The shaman with this gift rarely becomes a leader of any organization, instead being content to serve as an advisor.

Dolphin

Benefit (Ex): The shaman gains a swim speed equal to her base movement rate. Having a swim speed also allows the shaman to take 10 on Swim checks even if distracted or endangered. The shaman can use the run action while swimming, provided she swims in a straight line.

Geas: *Playful.* Dolphin is a playful spirit, always joyously ready to riddle or game with his friends and allies. The shaman begins to love games of all kinds, and can rarely pass up the opportunity to learn or play a new game. Once per week, and at least once per city, town or village visited, the shaman must organize some kind of group game or activity just to have fun.

Dragonfly

Benefit (Ex): The shaman's base movement speed when wearing light or no armor and carrying no more than a light load increases by 10 feet and she gains a +1 bonus on all Reflex saving throws.

Geas: *Mistaken identity.* The shaman may never reveal her true identity, always assuming a false identity, usually by painting her face or wearing a mask. If her true identity is discovered or revealed, the geas is broken.

Eagle

Benefit (Ex): The shaman's channeling attempts are treated as if she were one level higher for all purposes, including the HD of creatures affected and the channeling damage. This benefit does not extend to channeling attempts made through other classes that also grant the ability to channel.

Geas: *Nobility.* The shaman must in all ways maintain a dignified demeanor. She can never do anything that would be considered foolish or frivolous.

Fire

Benefit (Sp & Ex): Once per day, the shaman may cast *burning hands* as a 5th-level sorcerer. The shaman also gains fire reistance 5.

Geas: *Passion.* The shaman must do all in her power to discover and encourage the passions and dreams of those that she meets. This is easily done among friends, but the shaman must look outside of her circle of friends and acquaintances. At least once per week, the shaman must aid one individual in fulfilling a passion. This could be offering money to help someone form a business, go to a school, or even just move. It could also mean spending time helping a farmer achieve a good harvest or a forelorn lover find a mate (or rekindle an old flame).

Horse

Benefit (Ex): The shaman's speed is not reduced when wearing medium or heavy armor or when encumbered by a medium or heavy load. Her Strength score is treated as if it were 4 points higher for the purpose of determining her carrying capacity.

Geas: *Freedom.* The shaman begins to long for wide-open spaces. The shaman must avoid confined spaces whenever possible. For instance, if she has an option of sleeping in an inn or outside, she will choose to sleep outside.

Lightning

Benefit (Sp & Ex): Once per day, the shaman may cast *shocking grasp* as a 5th-level sorcerer. The shaman also gains electricity resistance 5.

Geas: *Spontaneity.* At least once per week, the Shaman must perform some action or make an abrupt change of course on the spur of the moment. This must be a tangible act – it is not as simple as randomly shouting at the other characters, walking counterclockwise around town, or giving someone an unexpected hug. Based on the circumstance, the shaman may spontaneously decide to throw a party for an NPC who is a little down, or present a passing stranger with an item of personal significance with no thought of repayment. The character must avoid predictability.

Lion

Benefit (Su): The shaman is immune to fear effects.

Geas: *Leadership.* The shaman must become a leader by example. This is not leadership though words, but by actions. Whether it is the shaman taking the point position in a march, or being the first to introduce herself to others, the shaman should always lead by example. This also includes presenting an exemplary and dignified demeanor. The Lion is not a buffoon, and neither should the shaman be.

Lizard

Benefit (Ex): The shaman's skin thickens, granting her a +2 increase to her existing natural armor (if she did not previously have natural armor, she now has a +2 natural armor bonus). Her appearance does not change enough to cause others to notice, but anyone touching her skin will find it rough and leathery.

Geas: *Conservation.* The Lizard teaches the shaman to conserve her energies, never to tire herself out. For every three rounds of vigorous activity (such as being in combat) the shaman must sacrifice her standard action to recover her own energy. This means that the shaman is limited to a single move action during the rounds when she is recovering her energy, and the geas also prohibits her from using swift actions (such as casting a quickened spell) during that round. The sacrifice does not provoke attacks of opportunity. The geas also means that the shaman cannot use the run action for more than three consecutive rounds without slowing back down to a walk for a round.

Rabbit

Benefit (Ex): The shaman gains the Evasion special ability, as detailed in *Core Rulebook I*.

Geas: *Humility.* Rabbit teaches the shaman to accept that each person is valuable and that all are equal. To think of yourself as greater than others goes against Rabbit's teachings. The shaman may never boast about her exploits or be prideful of her abilities. In addition, she must initially decline all visible awards or honors that are offered to her (such as medals, trophies, etc.). If the individual presenting the award/honor insists, or if it would give serious offense to refuse, then the shaman can accept. This does not prevent the shaman from becoming a leader of a group, but she will not boast about her leadership.

Owl

Benefit (Ex): The knowledge of the owl is imparted to the shaman, granting a +2 bonus on all Knowledge checks. This does not, however, allow the shaman to make untrained Knowledge checks.

Geas: *Introspection.* The shaman must spend an additional hour each day meditating upon her inner world, seeking to gain a better understanding of her own motivations and being. Additionally, the shaman should share some aspect of her internal life with one of her companions, usually by revealing some secret part of her soul or psyche. This could be as easy as confessing love for another, or as complex as explaining her motivations for taking part in a given mission. The shaman undertakes this confession to help others think about, or consider, their own inner worlds.

Shaman Ancestor

Benefit (Ex): The shaman may learn two additional spells from the class list upon receiving this gift. The spells may be drawn from any level of spells that the shaman can currently cast. These spells may not be changed once the gift is received.

Geas: *Teacher.* The shaman must always seek to teach those around her something about the world or about themselves. During each adventure, the shaman must impart knowledge in some fashion to each of her traveling companions and to at least one other individual. Merely giving a lecture to a group of people does not satisfy the geas. Instead, the knowledge given must have personal significance or serve a useful purpose for the other character. It could be as simple as educating a fellow traveler on the social customs of the Yhing hir, as practical as teaching someone who has never been in the wilderness how to build a campfire, or as profound as helping someone struggling

with their faith to find the answer to a religious question. The player is encouraged to find something appropriate to the adventure and to the other characters.

Spider

Benefit (Su): Once per day, the shaman may look into the webs of fate and rewrite the future. The shaman may reroll any one roll that she has just made. The reroll must be made before learning whether the original roll was a success or a failure. You must abide by the result of the reroll, even if it's worse than the original roll.

Geas: *Creative.* Spider teaches that the act of creation brings us closer to the divine, but also that creativity must be shared and fostered. As each person expresses their individual creativity, all people grow closer to the divine and less constrained by their own fears. Once per week, the shaman must create an artistic item through a handicraft, such as knitting, sewing, weaving, carving, etc. This item must then be given away to an individual who can make use of it. Furthermore, the Shaman must spend resources and time either during or between adventures helping to foster creativity among the members of a community. These gifts cannot be given to immediate companions of the shaman, and instead must be given to communities in which she is transient. Typically, Spider requires the shaman to spend a day in each village that she passes through, assisting craftsmen or helping to build things that will benefit the villagers, such as thatching roofs or fixing damaged items.

Stone

Benefit (Ex): The shaman gains the Toughness feat as a bonus feat. Her base chance to stabilize when below 0 hit points increases from 10 percent to 50 percent.

Geas: *Stalwart.* The shaman learns from Stone that the stalwart companion is the greatest of all gifts. The shaman must provide some form of aid to every companion she is traveling with when the opportunity presents itself. While this could be as simple as healing them or lending them money, the shaman is encouraged to find something more meaningful to show that she is a stalwart companion.

Thunder

Benefit (Sp & Ex): Once per day, the shaman may cast *sound burst* as a 5th-level cleric. The shaman also gains sonic resistance 5.

Geas: *Boisterous.* Thunder is loud and proud, and teaches the shaman to share in some of these qualities. The shaman must announce her presence, skills, exploits, and opinions at all opportunities. Trying to remain incognito or to be humble is a foreign concept to Thunder, and if the shaman ever adopts such a tactic, the geas is broken.

Warrior Ancestor

Benefit (Ex): The shaman recieves a +2 bonus on all weapon damage rolls (but not to any form of spell damage).

Geas: *Bravery.* The shaman must always participate in battle, never hiding from her duty to fight for her friends and family. This does not prohibit the shaman from using her magic during combat. She may not leave the field of battle until victory is achieved or all of her companions have safely escaped (in other words, she must be the last one to flee – she is not prohibited from fleeing if that is obviously the right course of action).

Water

Benefit (Ex): The shaman is able to breathe water as easily as she breathes air. This does not require an action or even conscious thought on her part.

Geas: *Fluidity.* The shaman may never permanently take a rigid stance on any topic. She must always be willing to hear all sides of an argument. The shaman must demonstrate her fluid nature occasionally, by changing her stance on a given topic or course of action. This change must be a true commitment, and not merely playing the devil's advocate.

Winter

Benefit (Ex): The shaman gains cold resistance 10.

Geas: *Sternness.* The shaman's demeanor becomes icy and cold. Not only does she become less forgiving of transgressions, she also becomes less tolerant of excuses and incompetence. Whenever confronted with a personal or legal transgression, such as theft or lies, or flat-out incompetence, the shaman must confront the perpetrator about it. She will not let the issue rest until the other person has admitted their culpability or rectified the situation.

Wolf

Benefit (Ex): The shaman recieves a +1 insight bonus on all melee attack rolls (including melee touch attacks).

Geas: *Tactician.* Wolf knows when to fight and when not to fight. The safety of the pack is always foremost in Wolf's mind, and to waste the pack on a meaningless fight is foolish. The shaman learns this lesson from Wolf. The shaman must look for all possible ways of avoiding a fight. If a fight occurs, however, the shaman can not hold back. She must be an active participant, seeking to put down the enemy and ensure the safety of her pack. The shaman is not prohibited from healing companions during a fight, but she cannot hang back and wait for the situation to develop – she must engage the enemy and seek to win the day for her side.

Greater Sprit Gifts

East Wind

Benefit (Ex): The shaman gains immunity to all charms and compulsions.

Geas: *Intuition.* The lessons of East Wind deal with trusting your own instincts. The shaman must always follow her intuition, even if it means going against her traveling companions. If the shaman ever rejects her gut feelings for another's plan, the geas is broken.

Moon

Benefit (Sp): The shaman gains the ability to cast one (and only one) of the following spells once per day: *greater shadow conjuration*, *greater shadow evocation*, or *true seeing*. These abilities are cast at the shaman's class level. The DC for saving throws against these spells (if any) is 10 + the spell's level on the Sorcerer/Wizard class list + the shaman's Wisdom modifier. This greater gift may be selected a second time, allowing the shaman to choose a second ability from the list.

Geas: *Light-blind.*The shaman gains the Light Sensitivity trait, as defined in *Core Rulebook III*. If this gift is chosen a second time, the penalties double.

Mountain

Prerequisite: The shaman must have selected *Stone* as one of her lesser spirit gifts.

Benefit (Ex): The shaman gains DR 3/-. This stacks with similar damage reduction from other sources.

Geas: *Unmoving.* The shaman becomes as unmoving as the Mountain. Once the shaman has decided on a course of action, she can not deviate from it. In addition, the shaman does not look for indirect routes, or subtle manipulations; instead she takes direct action or uses blunt language to deal with people. If the shaman ever tries to subtly manipulate another character or initiates an indirect assault, such as coming in through the back entrance of an enemy hideout instead of the front door, the geas is broken. This does not stop the shaman's companions from using these methods, but the shaman may not partake of them.

North Wind

Benefit (Su): The shaman is under the effects of a continuous *freedom of movement*.

Geas: *Immaculate.* The shaman must always set an example. She must live an affluent lifestyle, with clothing to match. The shaman must never dress in anything less than a noble's outfit, and must always carry at least 1,000 gp worth of non-magical riches or other symbols of status (such as fine horses for Yhing hir). Lastly, the shaman must have a signet ring worth 250 gp or more inscribed with her personal insignia. This ring must be worn at all times and occupies one of the shaman's magical ring slots. The ring may not have any other magical properties.

Ocean

Prerequisite: The shaman must have selected *Water* as one of her lesser spirit gifts.

Benefit (Su): The shaman is under the effects of a continuous *mind blank* as long as she is within 50 miles of an ocean or other body of water of at least 100 feet in diameter. Those who attempt to read her thoughts hear only the roar of the ocean.

Geas: *Tempestuous.* Ocean teaches the shaman that the truth of her being is hidden deep within, but that the surface is where our emotions flow. The shaman learns to unlock her emotions, including rage and love, but to keep her deepest truths hidden. The shaman can not hide her emotions or feelings about a situation; nor can she refrain from emotional outbursts, save for those few personal secrets. Personal secrets could include the shaman's unrequited love for a traveling companion, or her hatred of a particular person or group with whom she is forced to work on a regular basis. The shaman should maintain a list of these secrets. The entries on this list are things that should not be mutable, changing each adventure; these are feelings that develop and stay with the shaman for a long time. The shaman may seem superficial, but there is actually a depth to her that few ever see.

Shaman Ancestor

Prerequisite: The shaman must have selected this spirit gift as one of her lesser spirit gifts.

Benefit (Ex): The shaman may learn three spells from her class spell list upon gaining this gift. These spells may be drawn from any level of spells the shaman can currently cast, but they may not all be of the same level. The shaman may also choose to draw one (and only one) of these spells from the cleric class list instead of the shaman class list, but such a spell is cast by the shaman at one level higher than it would be cast by a cleric. The shaman may not choose from domain lists, only from the base cleric list.

Geas: *Historian.* The shaman must maintain meticulous records of her journeys and experiences so that she can later apply that knowledge to teach others. This includes writing down even information that others would consider secret or sensitive in some fashion; the shaman cannot voluntarily forego recording anything important or the geas is broken. Furthermore, the shaman must honor the history of her spirit ancestor. She must pay for the construction of a small shrine dedicated to her ancestor's memory. This shrine must be open to the public so that all can learn her of spirit ancestor's deeds. The shrine costs 5,000 gold pieces to construct and 100 gold pieces per month for maintenance.

South Wind

Prerequisite: The shaman must have selected at least two of *Butterfly, Dragonfly,* or *Owl* with her lesser spirit gifts.

Benefit (Su): The shaman is under the effects of a continuous *overland flight* spell. She may begin or end her flight as a swift action. This ability may be used for a total of no more than 1 hour per day, but the duration can be broken up as the shaman sees fit.

Geas: *Good Heart.* The shaman must show kindness, goodness and forgiveness to everyone she meets. She can never hold a grudge, nor refuse a just offer for aid. This includes healing enemies that may be dying, or forgiving a thief of a crime, and even giving the thief something because he was obviously in need. It is not that the shaman is naïve, but that she has a genuinely good and giving heart. In addition, the shaman can never accept payment for a job in which the outcome promotes the greater good of all beings.

Sun

Benefit (Su): The shaman is under the effects of a continuous *death ward* (as the spell of the same name).

Geas: *Restless Provider.* The shaman must always ensure that those around her, or that she meets, are well-fed and clothed. To this end, she must spend either time or money each week helping to ensure the comfort and security of others.

West Wind

Benefit (Sp): The shaman gains the ability to cast *greater dispel magic* twice per day. Her caster level for this ability is equal to her shaman class level.

Geas: *Esoteric Understanding.* The West Wind requires that its students learn the truth of the universe, so that they can better understand themselves. If there is an option of uncovering hidden or lost lore, the shaman must pursue it, even into danger. Additionally, the shaman must always maintain maximum ranks in at least two of the following skills: Dreaming, Knowledge (arcana), Knowledge (nature), Knowledge (the planes), or Spellcraft.

Spirit Guides

Every shaman is a bridge between the mortal and spiritual realms. His anchor and ally in the spiritual world is his spirit guide. The spirit guide's detailed characteristics are unique to each individual shaman. Some manifest as ancestral spirits, while others appear as animals. Every shaman begins play with a spirit guide, who serves as the shaman's advisor and teacher.

Spirits can be capricious, and wise shamans learn that the way to gain the trust of spirits is to honor them. This lesson is first learned with the spirit guide. The shaman honors his guide, and ultimately honors himself, through the observa-

tion of taboos. Through these acts of devotion and sacrifice, the shaman grows in wisdom and power. If the shaman fails to fulfill the listed requirements, he loses all access to the spirit guide. He must seek atonement for this act by spending 30 days fasting and meditating. If a shaman deliberately neglects his geas or taboos entirely, then he loses his connection with the spirit realm, becoming an ex-shaman.

The spirit guide is neither corporeal nor incorporeal, and only through the shaman can it make its presence felt and heard. Also, because of this the spirit patron cannot attack or be attacked through any means. Its only way to interact with the physical world is through the shaman. The only place that the spirit patron can be seen is on the Ethereal Plane, and even here the spirit patron is only seen as a misty glowing form of ether that always hovers no more than 5 feet from its charge.

The shaman can channel the power and skill of his spirit guide by making a channeling attempt. Prior to making the attempt, the shaman must choose the power he seeks to manifest. The target HD of the attempt is listed in the spirit guide's description. If the channeling attempt is successful, the shaman opens himself to the spirit world, allowing the spirit guide to manifest within him and creating a specific effect. The exact abilities granted depend upon the guide.

Some gifts emulate spell effects. The caster level of these effects (for all purposes other than range and duration) is the shaman's class level. The duration and range are specified in the gift's description, and are usually either fixed (in the case of range) or dependent on the amount of channeling damage rolled (in the case of duration).

List of Spirit Guides

The Defender (typical appearance: lion, bear, or ancestor)

The Defender is a protector of his fellow man. Always willing to come to the aid of the weak and less fortunate, followers of the Defender may find themselves in many places, doing anything from running soup kitchens to acting as combat medics in times of war.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains the benefits of the Skill Focus (Heal) feat for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to AC for one round per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's AC for one round per two points of channeling damage (round down).

Special: The shaman can grant an ally a divine bonus on their saving throws equal to his Charisma modifier by making a successful channeling attempt against the target's HD + 2. The bonus lasts for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Defender teaches the shaman how to protect his fellows. Examine Martial Technique (see the *Player's Guide to Arcanis*) is a class skill for those that follow the Defender.

Geas/Taboo: A follower of the Defender must always be the last to accept healing after an encounter – all his charges must be healed first. He may never retreat from battle when an injured or unconscious ally or any innocent person is still on the field or endangered. Additionally, followers of the Defender must be of good alignment.

The Dreamer (common appearance: spider, winged serpent, cat, or ancestor)

The spirit of the Dreamer emphasizes communication with the realms beyond. Followers of the Dreamer often seem to lose touch with the material world, as they focus on the world of spirits even more so than most shamans.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on all Will saves for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Perform or Diplomacy skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Perform or Diplomacy checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can grant himself or an ally spell resistance by making a channeling attempt against the target's HD + 2. The spell resistance is equal to the channeling damage minus 10, and lasts for a number of rounds equal to the shaman's Charisma modifier (minimum 1).

Lessons: The spirit of the Dreamer teaches the shaman to focus inward. Those who follow the Dreamer gain Autohypnosis as a class skill. Those who follow the Dreamer are always neutral in at least one component of their alignment (though they tend toward true neutral).

Geas/Taboo: Those with a Dreamer totem tend to lose their connection with the material world faster than other shamans. Therefore, they must always make a successful Concentration check (DC 15 + spell level) to cast a spell, as their mind is always on the spirit world rather than the material world. Further, they must find ways of encouraging others to express their innate creativity.

The Healer (typical appearance: ancestor, bear, or spider)

The spirit of the Healer is nurturing and compassionate. Likewise, those shamans who follow this totem tend to the wounds and suffering of others.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: For 1 minute per point of channeling damage, all Conjuration (Healing) spells cast by the shaman heal +1 hit point per die of healing. (For example, a *cure serious wounds* spell, which normally heals 3d8 + caster level, would gain a +3 bonus to the amount healed).

9 HD: The shaman selects a number of targets up to his Charisma modifier (minimum 1) to be affected by a *remove disease* or *neutralize poison* effect. The total HD of creatures to be affected must be less than or equal to the channeling damage rolled, or the effect fails.

Special: The shaman can heal himself or an ally by making a channeling attempt against the target's HD. The target is healed of physical damage equal to twice the channeling damage. Any excess healing is lost and this healing may not be divided up among multiple targets.

Lessons: The spirit of Healing teaches the shaman to respect life in all forms, learning to show compassion for all races and cultures. Those who follow the Healer gain Knowlege (geography) as an additional class skill. Healer shamans must be good-aligned.

Geas/Taboo: A Healer shaman must never cause permanent harm or death to another living creature. They can only

deal non-lethal damage in combat (including spells). Since most spells do not have an option to deal non-lethal damage, this can force some difficult decisions on the shaman. The shaman may injure and destroy non-living creatures, including undead, constructs, and any other creature that is immune to non-lethal damage.

The Hunter (typical appearance: ancestor, tiger, or wolf)

The Hunter lives off the bounty of nature. The Hunter is unafraid to kill in order to preserve his own life, whether that means hunting for food or standing the line in battle. Hunters are not brash, but will do what they feel necessary without compunction.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +5 bonus on all Survival checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Hide or Move Silently skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Hide or Move Silently checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can grant an ally or himself a divine bonus on all attack rolls equal to his Charisma modifier by making a channeling attempt against the target's HD + 3. The bonus lasts for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Hunter teaches the shaman to move without being heard. The shaman who follows the Hunter gains Hide and Move Silently as class skills. Those that follow the Hunter are always neutral in some component of their alignment, and many are true neutral. The ethos of self-preservation does not always leave a lot of room for moral considerations.

Geas/Taboo: A Hunter Shaman must always live off the land and must never stay at an inn or eat in a tavern. While they may accept offered hospitality, as that is the way of most shamanic people, they are expected to provide a gift of meat to their host in thanks for the hospitality.

The Loner (typical appearance: ancestor, lynx, lizard, wolf, or vulture)

Shy but self-reliant, the Loner lives on the fringes of society. Always watching and listening, they are rarely involved in society as a whole, only entering the larger arena when they feel something important is at stake.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on all Spot and Listen checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Knowledge (nature) or Survival skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Knowledge (nature) or Survival skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can grant an ally or himself resistance equal to 5 plus his Charisma modifier against acid, electricity, cold and fire by making a channeling attempt against the target's HD +3. The bonus lasts for one round per two points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Loner teaches the shaman to be circumspect in his actions. The shaman who follows the Loner is immune to non-lethal damage from environmental sources and forced marches. Loners can be of any alignment, though like many of the other totems, those who adopt the mantle of the Loner tend toward neutrality.

Geas/Taboo: A Loner shaman may never make use of the Aid Another action, either as the individual granting the aid or the one receiving it. Additionally, the shaman may not cooperate on skill checks.

The Meddler (typical appearance: ancestor, mouse, squirrel, chipmunk, or magpie)

The spirit of the Meddler just can't leave well enough alone. As a result, his followers are driven to interfere, and interject their opinions at every opportunity. They also tend to be gossip-mongers, believing that they are helping any situation by spreading around everything they have learned.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +10 bonus on Sense Motive checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Diplomacy or Gather Information skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Diplomacy or Gather Information skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman may make a channeling attempt against a creature within 30 feet that is being dominated or controlled in some fashion. If the shaman succeeds at affecting a creature of that HD or greater, the target recieves a new saving throw against the effect, with a divine bonus equal to the shaman's Charisma modifier (minimum 1). This bonus only applies to the newly-granted save, and does not have any duration beyond that save.

Lessons: The spirit of the Meddler teaches the shaman to find out all he can. Those who follow the Meddler gain Gather Information as a class skill. Those who follow the Meddler are always chaotic, tending toward chaotic neutral.

Geas/Taboo: A Meddler shaman can never keep a secret. Any privileged information he gains must be passed to at least two other sentient beings that did not already know this information at the soonest opportunity. This does not apply to obviously false information passed on to the shaman intentionally (if he knows someone is lying or that the information is incorrect, he feels no compulsion to pass it on unless doing so would be entertaining or useful to his own ends).

The Nimble (typical appearance: ancestor, antelope, monkey, or grasshopper)

The spirit of the Nimble teaches that the best way to avoid conflict is simply not to be there. Followers of this totem quickly learn to be quick of wit as well as quick on their feet.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on all Reflex saves for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Jump or Tumble skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Jump or Tumble skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can grant an ally or himself a dodge bonus to Armor Class equal to his Charisma modifier (minimum 1) by making a channeling attempt against the target's HD + 3. The bonus lasts for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Nimble teaches the shaman to keep out of harm's way. Those who follow the Nimble gain Tumble as a class skill. Those who follow the Nimble may be of any alignment, though they tend toward chaotic.

Geas/Taboo: A Nimble shaman must never wear any armor that imparts an armor check penalty greater than 0. They may never carry any equipment that takes them beyond a light encumbrance (normal equipment only; carrying an injured companion would be acceptable).

The Peacemaker (typical appearance: ancestor, dove, swan, or dog)

The spirit of the Peacemaker embodies the desire for well-being and cooperation. Followers of the Peacemaker learn to help resolve disputes without resorting to needless bloodshed.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +5 bonus on all Diplomacy checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Handle Animal or Sense Motive skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Handle Animal or Sense Motive skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can emanate an aura of *calm emotions*. To do so he must make a channeling attempt, rolling an extra 1d6 with the channeling damage. All creatures within 60 feet of the shaman who would be affected by the channeling attempt are potentially affected. The damage, including the extra 1d6, is the total Hit Dice that can be affected, starting with the closest creatures to the shaman first. Creatures who are affected receive a Will save (DC 10 + one-half the shaman's class level + Charisma modifier) to negate this effect. Creatures that are immune to *calm emotions* are immune to this ability.

Lessons: The spirit of the Peacemaker teaches the shaman how to communicate. Speak Language is a class skill for those that follow the Peacemaker. Those who follow the Peacemaker are always good-aligned, usually neutral good.

Geas/Taboo: Though they can defend themselves and their followers when needed, a Peacemaker shaman can never initiate conflict. A follower of the Peacemaker must never intentionally kill an opponent.

The Perfectionist (typical appearance: ancestor, hummingbird, mouse, or ant)

The Perfectionist teaches that scrutiny and attention to detail are the keys to success in any endeavor. Followers of the Perfectionist tend to be very detail-oriented and believe that everything must be in its proper place, or done in the correct fashion. They often exhibit obsessive-compulsive behaviors.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on a single Craft or Profession skill of his choice for 10 minutes per point of channeling damage. Upon deciding to follow the Perfectionist, the shaman must choose one Craft skill and one Profession skill to which this ability will apply; once chosen the skills cannot be changed.

9 HD: The shaman gains his Charisma bonus as a divine bonus to all his Appriase and Search skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Appriase or Search skill checks for one minute per two points of channeling damage (round down).

Special: The shaman can grant himself or an ally a +2 divine bonus to an ability score of the shaman's choice by making a channeling attempt against the target's HD + 4. The bonus lasts for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Perfectionist teaches the shaman to do everything to the best of his ability and to accept nothing less than the best from others. Those who follow the Perfectionist gain Appraise as a class skill. Those who follow the Perfectionist are always lawful in outlook, tending toward lawful neutral.

Geas/Taboo: A Perfectionist shaman must always use the best available equipment. He cannot purchase or accept any equipment that is not at least Masterwork quality or better. The only time this restriction is waived is during character creation when the shaman is buying his initial set of equipment.

The Seeker (typical appearance: ancestor, ferret, weasel, dog, or cat)

The Seeker is the spirit that always wants to find the hidden and learn the unknown. Followers of the Seeker tend to be very goal-driven and curious. They will follow their instincts and ferret out any hidden thing, whether a lost artifact or a buried secret, that they can find.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on all Gather Information and Search checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Concentration or Sense Motive skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Concentration or Sense Motive skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can discern a creature's alignment and thoughts, as per the *know alignment* and *detect thoughts* spells, so long as the target is within 30 feet. To do so, the shaman must make a channeling attempt against the target's

Hit Dice. Additionally, the shaman's class level plus Charisma modifier must exceed the target's Hit Dice plus the target's Wisdom modifier. If the target is affected, she recieves a Will save (DC 10 + one-half the shaman's class level + the shaman's Charisma modifier) to negate the effects. The effect lasts for one minute per two points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Seeker teaches the shaman to find that which has been obscured. Those who follow the Seeker gain Search as a class skill. Those who follow the Seeker may be of any alignment, though they tend toward chaotic.

Geas/Taboo: A Seeker shaman must always strive to uncover the truth in any situation, or uncover those things that others want forgotten. They cannot merely turn away from undiscovered truths.

The Serpent-Tongued (Typical appearance: Ancestor or serpent)

The Serpent-Tongued is a spirit of deceitfulness and cunning. He teaches his followers to get what they want by convincing others to do it for them. Followers of the Serpent-Tongued prefer to keep their hands clean and let others do the dirty work.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on all Bluff and Sense Motive checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Disguise or Forgery skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Disguise or Forgery skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can implant a *suggestion*, as per the spell, in the mind of a target within 30 feet. To do so, the shaman must succeed on a channeling attempt that would affect a creature of the target's Hit Dice. The target may make a Will save (DC 10 + one-half the shaman's class level + the shaman's Charisma modifier) to negate the effect. The spell lasts for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Serpent-Tongued teaches the shaman to speak convincingly. Those who follow the Serpent-Tongued gain Bluff as a class skill. Those who follow the Serpent-Tongued are always chaotic, usually chaotic neutral.

Geas/Taboo: A follower of the Serpent-Tongued must never let his real name be revealed to others. This includes writing his name on documents and swearing oaths. Taking an alias is acceptable; indeed most followers of the Serpent-Tongued have a variety of cover identities in different locations. This may create problems for the character in terms of oaths, however, particularly those sworn by Sarish. It is not possible to fool a Sarishan oath by posing as someone else.

The Trickster (typical appearance: ancestor, raccoon, monkey, raven, or coyote)

The Trickster dislikes complacency and the status quo. The Trickster is not an evil spirit bent on causing strife and misery; quite the contrary. The Trickster is a benevolent spirit who uses deception and tricks to better others' lives.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +5 bonus on Disguise checks for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Bluff or Perform skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Bluff or Perform skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: Once per day, the shaman can grant himself or a chosen ally within 60 ft. a dodge bonus to Armor Class and a dodge bonus on Reflex saves equal to his Charisma modifier (minimum 1) by making a channeling attempt against his own Hit Dice plus 3. The bonus lasts for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Trickster teaches the shaman how to mask his features and how to change his appearance. Disguise is a class skill for those that follow the Trickster. Those who follow the Trickster are always chaotic, but usually chaotic good.

Geas/Taboo: A Trickster shaman must "count coup" against the most difficult or dangerous available opponent in every combat. This means making a successful touch attack against the opponent but doing no damage (this does provoke attacks of opportunity unless the shaman has the Improved Unarmed Strike feat). This must be done before the opponent is rendered unconscious or killed. (If an opponent is killed before the shaman gets a combat action, or while the shaman is trying to approach that oppoinent, then that opponent does not count for purposes of this taboo, but the shaman cannot deliberately delay approaching a powerful foe in hopes that someone else will kill it before he gets there.)

The Vengeful (typical appearance: ancestor, crocodile, jackal, or scorpion)

The spirit of the Vengeful is an angry patron, who demands redress for wrongs, whether recent or from long ago. Followers of the Vengeful are often outcasts from society, operating on its fringes. They are often vigilantes.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains the benfits of the Hostile Mind feat (see the *Expanded Psionics Handbook)* for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Bluff or Intimidate skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Bluff or Intimidate skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman may swear vengeance upon a known foe. Doing so takes one minute, and requires the shaman to know the foe's name (or an alias used by the foe). The shaman must also succeed on a channeling attempt against the foe's HD plus 2. The oath of vengeance lasts for one week, during which time the shaman gains a +2 sacred bonus on his attack rolls and a sacred bonus on damage rolls equal to his Charisma modifier against that foe. (The

bonus to damage does not apply to spell damage.) The shaman cannot swear another oath of vengeance while the first one is still active, but defeating a sworn foe in combat (which does not necessarily require the foe's death) fulfills the oath and ends the effect.

Lessons: The spirit of the Vengeful teaches the shaman how to exact justice. Intimidate is a class skill for those that follow the Vengeful. Those who follow the Vengeful are always lawful. Many of them are lawful evil.

Geas/Taboo: The Vengeful shaman believes punishment must be absolute. Once an opponent is chosen, the Vengeful must not rest until that opponent is vanquished. In combat, that means the shaman must defeat every opponent that he engages. If another person lands the final blow, the follower of the Vengeful must take a move action on his next turn to symbolically strike the foe's body. If an opponent escapes from combat with the shaman, he must pursue that opponent if possible, but not to the point of doing something obviously suicidal. The shaman must also defeat any foe against whom he has sworn an oath of vengeance, or die trying. The shaman cannot run from such a combat.

The Wanderer (typical appearance: ancestor, albatross, buffalo, or wolf)

The Wanderer is a restless Spirit who is never satisfied in staying one place too long. The followers of the Wanderer always want to see what is beyond the next horizon.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains a +2 bonus on Fortitude saves for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Knowledge (geography) or Survival skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Knowledge (geography) or Survival skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: Once per day, the shaman can protect himself and those around him from the elements. To do so, the shaman selects a number of companions equal to his Charisma modifier (the shaman himself is always included and does not count as a target) and makes a channeling attempt. The result is compared to the HD of all the targeted individuals; any whose HD exceeds the check result are unaffected. All those who are affected are protected by an *endure elements* effect that lasts for one hour per point of channeling damage (maximum 24 hours).

Lessons: The spirit of the Wanderer teaches the shaman to know where he is in the world. Those who follow the Wanderer gain Knowledge (geography) as a class skill. Those who follow the Wanderer may be of any alignment, though they tend toward neutrality.

Geas/Taboo: A Wanderer shaman cannot stay in any geographic region for longer than one month at a time. A region may be as small as a single city or town, or as large as an entire country, depending on the circumstances.

The Warrior (typical appearance: ancestor, leopard, mongoose, or badger)

The spirit of the Warrior embodies strength and aggressiveness. Those who adopt this totem constantly seek out battle and conflicts to prove and better themselves through tests of arms.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains the Power Attack feat as a bonus feat for 10 minutes per point of channeling damage.

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Examine Martial Technique or Intimidate skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Examine Martial Technique or Intimidate skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman is capable of overcoming any foe's defenses in combat. The shaman can make a channeling attempt against any foe within 60 feet that the shaman has seen to have some form of Damage Reduction. If the channeling check result meets or exceeds the foe's HD, then the shaman can ignore the first 10 points of that foe's damage reduction for one round per five points of channeling damage (round down, minimum 2). This ability does not apply to spell resistance or energy resistance.

Lessons: The spirit of the Warrior teaches the shaman how to better himself in battle. Examine Martial Technique is a class skill for those that follow the Warrior. Those who follow the Warrior may be of any alignment, though they tend to have a lawful outlook.

Geas/Taboo: A Warrior shaman must never pass up an opportunity for honorable combat. The followers of the Warrior may never multiclass into any other spellcasting or psionics-using base class (this does not include prestige classes).

The Wise (typical appearance: ancestor, owl, cat or snake)

The spirit of the Wise is a counselor to all those who follow him. His followers therefore tend to become revered elders among their own people.

Gifts: The shaman chooses one of the following powers to manifest, and then makes a channeling check against the listed HD value.

4 HD: The shaman gains the ability to make Bardic Knowledge checks for 10 minutes per point of channeling damage. Treat the shaman's class level as his bard level for determining the check modifier, but otherwise the ability is identical to that of a bard (see *Core Rulebook I*).

9 HD: The shaman gains his Charisma bonus as a divine bonus to either Knowledge (arcana), Spellcraft, or Psicraft skill checks for one minute per point of channeling damage. He may, instead, grant half his Charisma bonus (round down, minimum 1) as a divine bonus to a companion's Knowledge (arcana), Spellcraft, or Psicraft skill checks for one minute per two points of channeling damage (round down). Once the target skill is selected, the choice cannot be changed.

Special: The shaman can empower his friends, guiding them with his wisdom. To do so, the shaman selects a number of companions equal to his Charisma modifier and makes a channeling attempt. (The shaman may include himself as one of the targets, but he counts against the total.) The channeling check result is compared to the HD of all targeted individuals. Any who have more Hit Dice than the shaman was able to affect do not gain any benefit. All those who are affected gain a +1 divine bonus to weapon attack rolls, weapon damage rolls, and saving throws for one round per five points of channeling damage (round down, minimum 2).

Lessons: The spirit of the Wise teaches the shaman to learn all that he can before acting. Those who follow the

Wise gain any two Knowledge skills of their choice as class skills. The choice must be made at first level and cannot be changed thereafter. Those who follow the Wise may be of any alignment, though they tend toward neutrality.

Geas/Taboo: A Wise shaman must never pass up an opportunity to gain knowledge. The followers of the Wise may never multiclass into any class (whether base class or prestige class) that does not offer some form of spellcasting progression or psionic power progression. This can be additional caster/manifester levels or a separate spell/power list.

Spellblade

"I don't know how to explain it, sir. I mean, our sources said he was just an ordinary mage. I thought our men could take him easily, sir, especially with our priest placing him in a field of silence. We charged him, rushed him before he knew what was happening. It should have been over in seconds. But sir, he drew a sword. A mage with a sword! And he was good with it. He held us off until he could maneuver out of the zone of silence. Then all hell broke loose."

- Report by Zuri of the Cohort of Searing Purity

For most the study of the arcane involves a life devoid of athletic pursuits. The archetypical mage is thin and weak of body, huddling behind stronger companions and raining death upon their enemies from the safety of the back rank. There are those, however, who refuse to cloister themselves with their books. For a spellblade, martial prowess and arcane might are never in opposition to each other. The path of a spellblade is rigorous, requiring intense personal discipline and a balance of might and intelligence, but any who have fought these formidable warriors bear witness to their prowess. Spellblades are thought to be quite rare, as the hidden nature of mages encourages them to remain alike to their fellows in appearance and manner, but the Sanctorum of the Arcane does keep a force of these elite warrior-wizards for protection, and it is said that on the Black Isle of Ymandragore spellblades are the common front-line troops of the Sorcerer-King.

Adventures: Most spellblades become adventurers. Their combination of arcane might and combat prowess leaves them uniquely suited for the task. Many become bound guardians to mages of the Sanctorum, while others conceal their arcane power and hire themselves out as mercenary muscle. Spellblades tend to be loners, their rigorous mixture of study and practice leaving little time for friendship or a social life. Many become obsessed with perfecting their fusion of warrior tradition and magical training.

Characteristics: A spellblade is most known for his potent mixture of magic and combat prowess. Their spells are best used in the midst of combat, and as they grow in experience and power they gain the ability to cast quickened spells even while hacking their enemies to pieces.

Alignment: Any. There is no limitation on a spellblade's alignment. Those trained within a military setting are usually lawful, while those trained in the criminal underworld are more prone to use their full power to ensure that they get what they want, no matter who it hurts. Those trained in the Sanctorum have a deep respect and commitment to their fellow mages, and tend towards a good alignment.

Religion: Like many mages, most spellblades at least pay lip service to Sarish, God of Magic. However, a large number of spellblades find their combat experiences take them more toward the worship of Nier, God of War, or Hurrian, the Reluctant Warrior.

Background: Most spellblades are discovered to have "the gift" at a young age. With luck, they are brought to the Sanctorum of the Arcane before they end up on the Isle of Ymandragore, either recruited or Harvested into the Sorcerer-King's service. They begin their training like most mages in study, but either due to difficulty grasping the basics of magical art, or because of their keen physical acumen, they are soon recruited to become spellblades. On the Black Isle, spellblades are given rigid training from harsh instructors who will hone their bodies and minds into sharp weapons for His Majesty Sorcery. Within the Sanctorum the method of training is more individual, more independent, though sometimes another spellblade or a martially-inclined mage will find several candidates and teach them as a class.

Races: Any race may become a spellblade, though the twisted physical form of gnomes leaves them unlikely to follow this course. Many dark-kin, striving to come to grips with the violence that boils within their infernally-tainted blood, find balance along the path of the spellblade.

Other Classes: Spellblades are rarely social. Depending on why they became spellblades in the first place, they may regard other mages as weaklings, or else be jealous of their superior magical abilities. They get along well with Holy Champions, Rangers, and Psychic Warriors, as these classes share their mix of martial and magical ability. Once they get past the spellblade's intense exterior, most

TABLE 4-7: THE SPELLBLADE

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0th	1st	2nd	3rd
1st	+0	+2	+0	+2	—	1	-	-	-
2nd	+1	+3	+0	+3	Bonus feat	2	-	-	-
3rd	+2	+3	+1	+3	—	2	-	-	-
4th	+3	+4	+1	+4	Summon Familiar	2	1	-	-
5th	+3	+4	+1	+4	Bonus feat	2	2	-	-
6th	+4	+5	+2	+5	—	3	2	-	-
7th	+5	+5	+2	+5	—	3	2	1	-
8th	+6/+1	+6	+2	+6	Bonus feat	3	2	2	-
9th	+6/+1	+6	+3	+6	—	4	3	2	-
10th	+7/+2	+7	+3	+7	Battlemagic I	4	3	2	1
11th	+8/+3	+7	+3	+7	Bonus feat	4	3	2	2
12th	+9/+4	+8	+4	+8	—	4	4	3	2
13th	+9/+4	+8	+4	+8	—	4	4	3	2
14th	+10/+5	+9	+4	+9	Bonus feat, Battlemagic II	4	4	3	2
15th	+11/+6/+1	+9	+5	+9	—	4	4	4	3
16th	+12/+7/+2	+10	+5	+10	—	4	4	4	3
17th	+12/+7/+2	+10	+5	+10	Bonus feat	4	4	4	3
18th	+13/+8/+3	+11	+6	+11	Battlemagic III	4	4	4	4
19th	+14/+9/+4	+11	+6	+11	—	4	4	4	4
20th	+15/+10/+5	+12	+6	+12	Supreme Battlemagic, Bonus feat	4	4	4	4

adventuring parties are glad to have someone capable of both close combat and magical augmentation.

Abilities: The spellblade will find that he has use for almost every statistic. Although Strength for combat ability and Intelligence for skills and spellcasting top the list, a good Constitution and Dexterity are also very useful.

Relationship with the Sanctorum: Balson Virs of the Legion of Vigilance was one of Nurion val'Assanté's personal bodyguards. When Nurion abdicated the throne, Balson went with him, swearing to defend Nurion from the Harvesters. Through Balson, Nurion was able to locate others of similar ability who joined the nascent Sanctorum movement. These individuals trained others in the dual arts of the spellblade. One of their most famous students was Aleena val'Virdan, who went on to found the Via Proeliatoris. The Sanctorum harbors most of the known spellblades on Onara to this day.

Class Skills (2 + Int modifier per level, x4 at 1st level): Balance, Climb, Concentration, Craft (any), Examine Martial Technique, Handle Animal, Intimidate, Jump, Knowledge (arcana), Knowledge (warfare and tactics), Profession (any), Ride, Spellcraft, Swim, and Tumble.

Starting Gold: 6d4 x 10 gold pieces (average 150 gp)

Class Features

As a spellblade, you merge your martial and magical abilities to good effect. You can serve as a front-line fighter if necessary, but you are often at your best as a skirmisher or when you have allies to help confound and distract your foes. Your attack progression is not as good as a fighter's, and your spellcasting progression is not as powerful as that of a pure arcane caster, but your combat-focused spell selection and your ability to use your spells even in close quarters makes you a foe to be reckoned with.

Weapon and Armor Proficiency: A spellblade is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). A spellblade can cast her class spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spell caster, a spellblade wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (which most do). A multiclass spellblade still incurs the normal arcane spell failure chance for the arcane spells she casts from her other classes.

Spells: A spellblade casts arcane spells that are drawn from the Spellblade class spell list (see **Chapter 8**). A spellblade must choose and prepare her spells ahead of time (as a wizard does).

Intelligence is the key ability for a spellblade's arcane spellcasting. To learn, prepare, or cast a spell, the spellblade must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spellblade's spell is 10 + the spell level + the spellblade's Intelligence modifier.

Like other spellcasters, a spellblade can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 4-7: The Spellblade**. In addition, she receives bonus spells per day if she has a high Intelligence score.

Like a wizard, a spellblade may know any number of spells as long as they are scribed into her spellbook. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the spellblade decides which spells to prepare.

Spellbooks: A spellblade must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which all spellblades can prepare from memory.

A spellblade begins play with a spellbook containing three 1st-level spells of her choice. For each point of Intelligence bonus the spellblade has, her spellbook holds one additional 1st-level spell of her choice. At each new spellblade level, she gains two new spells of any spell level or levels that she can cast (based on her new spellblade level) for her spellbook. If she has time and access, a spell-

blade can also add spells found in other spellblades' spellbooks to her own. This is done following the normal rules for sharing spells between wizards found in *Core Rulebook I.*

Bonus Feats: At 2nd level, a spellblade gets a bonus combat-oriented feat. The spellblade gains an additional bonus feat every three levels thereafter (5, 8, 11, 14, 17 and 20). These bonus feats must be drawn from the list of feats noted as fighter bonus feats. The spellblade must still meet all prerequisites for any feat she wishes to gain as a bonus feat, including ability score and base attack bonus minimums as well as class requirements. A spellblade cannot choose feats that specifically require levels in the fighter class unless she is a multiclass character with the requisite levels in the fighter class.

Spellblade bonus feats are in addition to the feats that a character of any class gains every three levels. A Spellblade is not limited to fighter bonus feats when choosing these other feats.

Summon Familiar: At fifth level, the spellblade can obtain a familiar (see *Core Rulebook I*). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal, and is unusually tough and intelligent. The creature serves as a companion and servant. The spellblade chooses the kind of familiar she gets. As the spellblade advances in level, her familiar also increases in power, although the spellblade is treated as if she were a sorcerer of four levels lower when determining her familiar's abilities (but not the familiar's hit points, which are calculated as normal).

If the familiar dies or is dismissed by the spellblade, she must immediately attempt a DC 15 Fortitude saving throw. Failure means she loses 200 experience points per spellblade level; success reduces the loss to one-half that amount. However, the spellblade's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Battlemagic: Starting at 10th level, the spellblade gains the ability to spontaneously apply the Quicken Spell feat to any 1st-level spellblade spell she has prepared. This changes the casting time of the spell to 1 swift action (and does not increase the casting time in any way, as spontaneous metamagic usually does). Spells with a casting time of greater than 1 standard action may not be affected by this ability.

The spellblade may use this ability once per day per point of Charisma bonus (minimum 1). At 14th level she may apply Battlemagic to any prepared spellblade spell of 2nd level or below. At 18th level she may apply Battlemagic to any prepared spellblade spell of 3rd level or below.

Supreme Battlemagic: At 20th level all arcane spells prepared by the spellblade with a range of Personal or Touch are cast as swift actions. This does not count against her daily uses of the Battlemagic ability.

Suromar ("Psihunter")

"Some would say that the ways of the suromari are no longer needed, and indeed they claim that continuing to maintain such a tradition is dangerous. I think it would be dangerous to let the tradition die, for just as a tree puts forth new leaves in the spring, so too could any of our ancient enemies sprout anew and threaten our people once more. Just because the Ssethregorans exterminated a race does not mean that the race in question did not deserve extermination."

- Magros, Elder Elorii of Malfea

In ancient times, the Elorii were the trusted servants of the Ssethregoran Empire. They were used as important servants in positions of power, not as common laborers. Whenever the Ssanu masters of the Empire desired to exterminate rival elder races, the Elorii were entrusted with the task. Many of the elder races of Onara were psionically talented, and the Elorii suffered many setbacks in their campaigns. In answer, the Sseth began to train their servants to counteract and turn aside the psionic assaults of their foes. Thus were the suromari born.

TABLE 4-8: THE SUROMAR — HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Slippery Mind	2	–	–	–	–	–	–
2nd	+1	+0	+3	+3	Bonus Feat, Iron Will	3	0	–	–	–	–	–
3rd	+2	+1	+3	+3	Lack of Focus	3	1	–	–	–	–	–
4th	+3	+1	+4	+4	Psionic Resistance	3	2	0	–	–	–	–
5th	+3	+1	+4	+4	Unyielding Will	3	3	1	–	–	–	–
6th	+4	+2	+5	+5	Bonus Feat	3	3	2	–	–	–	–
7th	+5	+2	+5	+5		3	3	2	0	–	–	–
8th	+6/+1	+2	+6	+6	Unstoppable Will	3	3	3	1	–	–	–
9th	+6/+1	+3	+6	+6		3	3	3	2	–	–	–
10th	+7/+2	+3	+7	+7	Bonus Feat	3	3	3	2	0	–	–
11th	+8/+3	+3	+7	+7		3	3	3	3	1	–	–
12th	+9/+4	+4	+8	+8	Psionic Bane	3	3	3	3	2	–	–
13th	+9/+4	+4	+8	+8		3	3	3	3	2	0	–
14th	+10/+5	+4	+9	+9	Bonus Feat	4	3	3	3	3	1	–
15th	+11/+6/+1	+5	+9	+9		4	4	3	3	3	2	–
16th	+12/+7/+2	+5	+10	+10	Astral Disruption	4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18th	+13/+9/+3	+6	+11	+11	Bonus Feat	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Quicker Than The Mind	4	4	4	4	4	4	4

Adventures: A suromar adventures to gain experience for the great war that he knows will come eventually. There are no psionic Elorii for the suromari to test themselves against, so they must look outside the forests of their homelands in search of psionic foes to confront.

Characteristics: A suromar is both a competent fighter and a good spellcaster. He pits his muscle, his arcane magic, and his own mental fortitude against the unholy psionic powers of abominations beyond imagination. However, most suromari are mindful of their race's history. No less than twelve elder races were exterminated by the Elorii during their years of servitude to Ssethregore. Although there is debate among the Elorii as to whether or not all of these races were in fact deserving of their fate, the fact remains that with the Ssethregoran Empire gone, should any of those races reemerge, they will most likely want to take their vengeance out upon their Elorii tormentors. Thus, every suromar is prepared for war to erupt at any moment and to give his life in defense of his people.

Alignment: A suromar must be of lawful alignment; the rigors of the training begin at a young age and impart a demanding discipline.

Religion: Suromari venerate the Elorii Gods, particularly Belisarda, but many are also active worshippers of the Elemental Lords. Some believe that when the time is right Belisarda will resurrect the Elemental Lords and the Elorii Pantheon as a whole will lead their people to victory over the foes that surround them on all sides.

Background: Most of the time, an Elorii chooses the path of a suromar – or, perhaps it would be better to say, the path chooses the Elorii – at a very young age. The training and study that are required to fortify one's mind and soul against the onslaught of powerful psionic energies require near-absolute dedication and many years of practice. However, there are some who come to study the ways of the suromari later in life, most often because of a traumatic encounter with a psionic monster of some sort. These "late bloomers" often become among the most fervent suromari, dedicated to wiping out not only the specific creature that they faced, but all other members of that creature's race, to ensure that such horrors can never harm anyone else ever again.

Races: Only an Elorii may begin his career as a suromar, and the vast majority of suromari are drawn strictly from the ranks of the Elorii. However, under rare circumstances, a handful of members of other races have been allowed to train as suromari. For a non-Elorii to be trained as a suromar requires there to be a member of the order who is willing to take responsibility for the outsider's training and behavior. Thus far, only select Undir and Kio that worship the Elorii Gods have been shown this path.

At the game master's option, the player of an Elorii may choose to make suromar his character's favored class for purposes of multiclassing. This decision replaces the normal favored class of the Elorii. This decision must be made at character creation and cannot be changed.

Other Classes: Suromari tend to work well with members of most other classes. For obvious reasons, they have a strong inherent distrust of Val, particularly psionically-active Val. In general, however, a suromar will work with any companions who can demonstrate the willingness and aptitude for the destruction of psionic creatures.

Abilities: Wisdom is greatly prized by a suromar, for it augments his Will saves against psionic attacks. Intelligence is the key ability for his arcane spellcasting, and all of the physical attributes are important for his combat ability.

Relationship to the Sanctorum: Suromari are often among the most widely-traveled of all Elorii, as they constantly seek out psionic foes. They follow up on rumors of strange activities. Oftentimes those rumors will lead a suromar not to a hive of ancient evil, but rather to a safe house of the Sanctorum of the Arcane. As arcane spellcasters themselves, and as defenders of their people, suromari understand the mindset of the Sanctorum quite well, and so while they have no real need of membership, they often work together with the Sanctorum to defeat mutual foes. There are rumors that the Sorcerer-King has begun to consider amassing psionic individuals as well as arcanely-gifted individuals; if that happens then the suromari and the Sanctorum will have an entirely new set of things to worry about.

Class Skills (4 + Int modifier per level, x4 at 1st level): Autohypnosis*, Balance, Climb, Concentration, Craft (any), Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (psionics)*, Knowledge (warfare and tactics), Listen, Move Silently, Profession (any), Psicraft*, Search, Sense Motive, Spellcraft, Spot, Swim, Survival, Tumble, and Use Psionic Device*.

* New skill found in the *Expanded Psionics Handbook.*

Starting Gold: 5d4 x 10 gold pieces (average 125 gp)

Class Features

As a suromar, your ancient charge is to seek out and destroy psionic foes before they can become a threat to your people. It remains to be seen whether the Val, who were gifted by their Gods with the power of psionics, will be an ally or an enemy in the dark times ahead, but they are certainly a group that bears close scrutiny.

Weapon and Armor Proficiency: A suromar is proficient in all simple weapons and with light armor. A suromar can cast suromar spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a suromar wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (which most do). A multiclassed suromar still incurs the normal arcane spell failure chance when he casts arcane spells received from other classes.

Spells: A suromar casts arcane spells that are drawn from the Suromar class spell list (see **Chapter 8**). A suromar must choose and prepare her spells ahead of time (as a wizard does). Unless specifically noted otherwise in the spell's description, all suromar spells follow the magic-psionics transparency rule from the *Expanded Psionics Handbook.*

Intelligence is the key ability for a suromar's arcane spellcasting. To learn, prepare, or cast a spell, the suromar must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a suromar's spell is 10 + the spell level + the suromar's Intelligence modifier.

Like other spellcasters, a suromar can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 4-8: The Suromar**. In addition, he receives bonus spells per day if he has a high Intelligence score. When the table indicates that the suromar gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to for that spell level (if any) based on his Intelligence score.

Like a wizard, a suromar may know any number of spells as long as they are scribed into his spellbook. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the suromar decides which spells to prepare.

Spellbooks: A suromar must study his spellbook each day to prepare his spells. He cannot prepare any spell not record-

ed in his spellbook, except for *read magic*, which all suromari can prepare from memory.

A suromar begins play with a spellbook containing four 0-level spells and two 1st-level spells of his choice. For each point of Intelligence bonus the suromar has, his spellbook holds one additional 1st-level spell of his choice. At each new suromar level, he gains two new spells of any spell level or levels that he can cast (based on his new suromar level) for his spellbook. These new spells are free; for any other spells that the suromar wishes to add to his spellbook, he must spend the same time and pay the same costs as a wizard. If he has time and access, a suromar can also add spells found in other spellbooks to his own (as long as they are on his class list). This is done following the normal rules for sharing spells between wizards found in *Core Rulebook I*.

Slippery Mind (Ex): If a suromar is affected by an enchantment spell or effect or by a psionic power of the Telepathy discipline and he fails his saving throw, one round later he can attempt the saving throw again at the same DC. The suromar only gets this one extra chance to succeed on his saving throw.

Iron Will: At 2nd level, the suromar's mind becomes toughened from the rigors of his training and he gains Iron Will as a bonus feat.

Bonus Feat: Starting at 2nd level and at every 4 levels thereafter, the suromar may choose any of the following feats as a bonus feat. He must meet all the prerequisites of any feat chosen through this ability. Suromar bonus feats are drawn from the following list: Alertness, Antipsionic Magic[3], Closed Mind[3], Combat Casting, Darkvision[1], Difficult Target[1], Force of Will[3], Great Fortitude, Hidden Presence[1], Hostile Mind[3], Improved Initiative, Improved Quick Draw[2], Lightning Reflexes, Mental Resistance[3], Quick Draw, Psionic Hole[3], Spell Focus, Track, Trackless Step[1], Uncanny Reaction[2], Unfazed[2], Wary[2], Weapon Focus, and Weapon Specialization (the suromar must have at least a +4 BAB, but does not need to have four levels of fighter to take this feat).

[1] Denotes a feat from *Eldest Sons: the Essential Guide to Elves*
[2] Denotes a feat from the *Player's Guide to Arcanis*
[3] Denotes a feat from the *Expanded Psionics Handbook*

Lack of Focus (Ex): The suromar becomes so skilled at distracting a psionic opponent during battle that a psionic opponent cannot gain his psionic focus while occupying any square that the suromar threatens.

Psionic Resistance (Su): Suromari are naturally resistant to the powers of psionic creatures. At 4th level the suromar gains power resistance equal to 11 + his suromar class level. Since the suromar spends so much time focusing on psionics, this resistance is only one-half as effective (round down) against magic spells and effects.

Unyielding Will (Ex): At 5th level, the mind of the suromar has become very unyielding. If a suromar makes a successful Will save against an attack that allows a Will save for half damage (such as *hostile empathic transfer*), the suromar instead takes no damage. He still takes full damage on a failed save, however.

Unstoppable Will (Ex): At 8th level, the mind of the suromar becomes even more untouchable. This ability works like Unyielding Will, except that the suromar only takes half damage even on a failed save.

Psionic Bane (Su): At 12th level, the suromar gains the ability to channel the energy of his arcane spells into a powerful weapon against psionic foes. As a standard action, the suromar may drop a prepared spell of 3rd level or higher to empower a single weapon with the *bane* ability against a specific type of psionic foe (Val, il'Huan, etc.). The suromar must have a piece of flesh or a vial of blood from the type of creature in question, which he uses as the focus of this ability. The *bane* property causes the weapon to have a +2 increase in its enhancement bonus and deal +2d6 points of damage against foes of the chosen type. The power lasts for 1 minute per suromar class level, and remains active even if the suromar is disarmed of the weapon or gives it to someone else. However, this power does not stack with any other *bane* ability, and the suromar may only have one *psionic bane* weapon active at any given time. If he attempts to bestow the power on a second weapon before the duration has ended for the first weapon, the ability simply fails. If he has the weapon in hand, the suromar can dismiss this ability as a standard action.

Astral Disruption (Su): At 16th level, the suromar gains the ability to channel the energy of his arcane spells to destroy and disrupt astral constructs and other ectoplasmic entities. As a standard action, the suromar may drop a prepared spell of 5th level or higher to empower a single weapon with the *disrupting* property (as detailed in *Core Rulebook II*). However, the property only affects astral constructs. If an astral construct is struck by a weapon with this power active, it must succeed on a Will save (DC 10 plus one-half the suromar's class level plus the suromar's Intelligence modifier) or be utterly destroyed.

A psionic creature in *ectoplasmic form* is not subject to being destroyed by the *astral disruption* weapon, but the weapon ignores the damage reduction granted by the power and it is capable of scoring critical hits against a creature in *ectoplasmic form* if that creature is normally vulnerable to critical hits.

The *astral distruption* power is also effective against psionic powers that draw ectoplasm into the Material Plane, including *ectoplasmic cocoon, ectoplasmic shambler,* and *wall of ectoplasm*. If the suromar strikes such an effect with his active *astral disruption* weapon (which counts as a melee attack), he make may an immediate targeted dispel check against that effect, using his full suromar class level for the opposed level check against the manifester of the effect.

Spell and power resistance do not apply against this effect. The enhancement persists for 1 round per suromar class level, but it fades immediately if the suromar is disarmed or drops the weapon or or gives it to someone else.

Quicker than the Mind: At 20th level, the suromar has become such a swift and effective hunter that he is able to take action before anyone else is able to react. Once per day per point of Charisma bonus (minimum 1), the suromar may gain a single standard action before initiative is rolled. Furthermore, the suromar gains a +10 bonus on Listen and Spot checks specifically for noticing an ambush.

Warder

He followed us for miles, though how he managed to sneak up behind us without Kvirk knowing I'll never understand. The trees fell silent and though he never spoke, I sensed that he was keeping us in bow range. When he vanished amid a strange fog, Obser nudged me and winked. "Don't be alarmed. He's just one of the locals."

The warder is a paragon of the Elorii. All of his time is devoted to honing the skills and talents inherent to his race, such as stealth, light weapon fighting and defense, tracking, and natural magic.

Ask a warder what he does in his spare time and you may only get a blank stare. This is not indicative of the Elorii's lack

of intelligence, as some may think, but rather his disdain toward such a patently ridiculous question. As an Elorii, he has no time for petty hobbies or secondary occupations! His work is his life and if he cannot be the best possible, he is not worthy of the name Warder.

Though his errands may take him far from home, the warder remains resolutely dedicated to his race and to the Gods of his people. He has deep ties to his homeland, and an almost supernatural knowledge of their environs. While there could be no better guide through the Elorii forests, no warder would willingly endanger these ancient woods by guiding outsiders unless ordered or allowed to do so by the leaders of his forest nation. While his social skills may not be the best, those who win a warder's loyalty will find he treats them with strong devotion – but they must keep in mind that his heart and soul will always choose his homeland over his friends.

Adventures: Warders seldom adventure; their focus lies in protecting their people and homeland from the ambitious and countless younger races. A few leave their protectorates when the need is great and no one else can be trusted to put the interests of the Elorii first. When they do leave, it is most often to recover objects or rescue fellow Elorii who have been captured or enslaved. Occasionally, they leave their forests to perform "first strikes" against growing populations of evil humanoids or greedy men. The rarest warders are those who have accepted the entire Elorii race as their charge and actively seek out evils that could one day endanger their people. As rare as these individuals are, these protectors of the Elorii are the warders most likely to be found mingling with the other civilized races.

Characteristics: Warders combine martial training with their natural arcane birthright to protect Elorii lands from invasion. They gain and learn spells like a sorcerer, though at a reduced rate and with a smaller spell list focusing on defense, combat ability, and nature-oriented spells. Their fighting skills are most useful when defending their homelands, and are best suited to attacking from ambush and at range. Few warders can go toe to toe with a fighter of equal level, but a wise warder will never let such an encounter occur. Attack and withdraw – attack and withdraw. These are the tactics best suited to this class. The warder also has good access to a variety of useful wilderness skills, allowing the character to spend long periods of time alone or in pursuit of his nation's enemies.

Alignment: A warder's alignment almost always matches that of his protectorate, and never strays further than one step away. That said, communities that produce a large number of warders tend to be lawful, so the majority of warders encountered will be lawful as well. Morally, warders range to both extremes – good and evil. The desire to protect does not have to be a selfless one.

Religion: Warders revere the Elorii Gods, particularly Belisarda, but most of them have an even greater reverence for their homeland. While the duties required of the class take up a great deal of time, the warders remain devout followers of Belisarda and the lost Elemental Lords.

Background: A young Elorii is trained by his whole village. The local wizards develop his arcane talents. Rogues and rangers nuture his wilderness skills, and the fighters and warriors of his tribe train him in the martial arts. The child who shows promise in all these tasks is encouraged to follow the path of the warder.

Races: It goes without saying that warders are exclusively drawn from the Elorii. At the game master's option, the player of an Elorii may choose to make warder his character's favored class for purposes of multiclassing. This decision replaces the normal favored class of the Elorii. This decision must be made at character creation and cannot be changed.

Other Classes: The warder is a loner; he prefers to work alone, or with others of his own class. This is not typically a matter of snobbery, but of practicality. The warder does not like to compensate for the perceived weaknesses of others. When forced to seek out teammates of other classes, he chooses like-minded, multi-talented characters. Divine spellcasters of the Elorii are his most preferred teammates.

Abilities: A warder has use for almost every statistic, and cannot afford to shirk his training in any way – Strength for combat ability, Dexterity for AC and skill checks, Constitution to overcome his natural weakness, Intelligence and Wisdom for skill points and his important class skills, and Charisma for spellcasting.

Relations with the Sanctorum: Warders have no established connection to the Sanctorum of the Arcane, though some of those who are widely-traveled know of the organization's existence and will work with Sanctorum members when the safety of an Elorii is at sake.

TABLE 4-9: THE WARDER

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+2	Track, Homeland Defense	3	1	-	-	-	-	-
2nd	+1	+3	+3	+3	Bonus feat	4	2	-	-	-	-	-
3rd	+2	+3	+3	+3	—	5	2	-	-	-	-	-
4th	+3	+4	+4	+4	—	5	2	-	-	-	-	-
5th	+3	+4	+4	+4	Homeland Defense	6	2	1	-	-	-	-
6th	+4	+5	+5	+5	—	6	3	2	-	-	-	-
7th	+5	+5	+5	+5	Bonus feat	6	3	2	-	-	-	-
8th	+6/+1	+6	+6	+6	—	6	3	2	-	-	-	-
9th	+6/+1	+6	+6	+6	—	6	4	2	1	-	-	-
10th	+7/+2	+7	+7	+7	Homeland Defense	6	4	3	2	-	-	-
11th	+8/+3	+7	+7	+7	—	6	4	3	2	-	-	-
12th	+9/+4	+8	+8	+8	Bonus Feat	6	4	3	2	-	-	-
13th	+9/+4	+8	+8	+8	—	6	4	4	2	1	-	-
14th	+10/+5	+9	+9	+9	—	6	4	4	3	2	-	-
15th	+11/+6/+1	+9	+9	+9	Homeland Defense	6	4	4	3	2	-	-
16th	+12/+7/+2	+10	+10	+10	—	6	4	4	3	2	1	-
17th	+12/+7/+2	+10	+10	+10	Bonus Feat	6	4	4	4	2	2	-
18th	+13/+8/+3	+11	+11	+11	—	6	4	4	4	3	2	-
19th	+14/+9/+4	+11	+11	+11	—	6	4	4	4	3	2	1
20th	+15/+10/+5	+12	+12	+12	Homeland Defense	6	4	4	4	3	2	2

Class Skills (4 + Int modifier per level, x4 at 1st level): Climb, Concentration, Craft (any), Heal, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (local), Knowledge (nature), Listen, Move Silently, Profession (any), Search, Spellcraft, Spot, Survival, Swim, and Use Rope.

Starting Gold: 4d4 x 10 gold pieces (average 100 gp)

Class Features

As a warder, your paramount task is the defense of your homeland and your people. You will sacrifice all other goals and fearlessly throw yourself at any obstacle or challenge that stands in the way of your sworn task.

Weapon and Armor Proficiency: The warder is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). A warder can cast his class spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a warder wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (which most do). A multiclassed warder still incurs the normal arcane spell failure chance when casting arcane spells received from his other classes.

Spells: A warder casts arcane spells, which are drawn from the Warder class list (see **Chapter 8**). He can cast any spell he knows without preparing it ahead of time, exactly as a sorcerer does.

Charisma is the key ability for the warder's arcane spellcasting. To learn or cast a spell, a warder must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a warder's spell is 10 + the spell level + the warder's Charisma modifier.

Like other spellcasters, a warder can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 4-9: The Warder**. In addition, he receives bonus spells per day if he has a high Charisma score. When the table indicates that the warder gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to for that spell level (if any) based on his Charisma score.

The warder's selection of spells is extremely limited. A warder begins play knowing two 0-level spells and one 1st-level spell of his choice. At most (but not all) new warder levels, he gains one or more new spells, as indicated on **Table 4-10: Warder Spells Known**. (Unlike spells per day, the number of spells a warder knows is not affected by his Charisma score; the numbers on Table 4-10 are fixed.)

Upon reaching 5th level, and at every third warder level after that (8th, 11th, and so on), a warder can choose to learn a new spell in place of one he already knows. In effect, the warder "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level warder spell the warder can currently ast. A warder may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a warder need not prepare his spells in advance. He can cast any spell he knows at any time, assum-

TABLE 4-10: WARDER SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	2	1	-	-	-	-	-
2nd	3	1	-	-	-	-	-
3rd	3	2	-	-	-	-	-
4th	3	2	-	-	-	-	-
5th	4	2	1	-	-	-	-
6th	4	3	1	-	-	-	-
7th	4	3	2	-	-	-	-
8th	4	3	2	-	-	-	-
9th	4	3	2	1	-	-	-
10th	4	3	3	1	-	-	-
11th	4	3	3	2	-	-	-
12th	4	3	3	2	-	-	-
13th	4	3	3	2	1	-	-
14th	4	3	3	3	1	-	-
15th	4	3	3	3	2	-	-
16th	4	3	3	3	2	1	-
17th	4	3	3	3	2	1	-
18th	4	3	3	3	3	2	-
19th	4	3	3	3	3	2	1
20th	4	3	3	3	3	2	2

ing he has not yet used up his allotment of spells per day for the spell's level. Like a sorcerer, a warder can use his higher-level spell slots to caster lower-level spells if he so chooses.

Track (Ex): The warder gains Track as a bonus feat at first level.

Homeland Defense (Ex): At 1st level, the warder chooses a homeland – a terrain type or geographical area. The warder's knowledge of the terrain and environment gives him an advantage over invaders. He gains a +2 bonus to weapon damage rolls, to ranged damage rolls if the target is within 30 feet, and to all Bluff, Listen, Sense Motive, Spot, and Survival skill checks while in his homeland. At 5th level and every five levels thereafter (10th, 15th, and 20th) the warder may choose another homeland, for which he starts out at a +2 bonus, and the bonus he gains from each of his previous choices increases by +2. For example, a 10th level warder would have a total of three homelands, with bonuses of +6, +4, and +2.

Homelands can be defined as a simple terrain type (Aquatic, Desert, Forest, Hill, Marsh, Mountains, Plains, Underground, or Urban) or as a fixed geographical area of multiple terrain types within an area not more than 50 miles in diameter. A note on the general terrain types: With the exception of Urban, to gain the bonus a warder must be in a relatively wild example of his chosen homeland. A cultivated field is not Plains; an orchard is not Forest; and a man-made dungeon does not count as Underground. Any significant intelligent inhabitation is enough to preclude the bonus. To receive a bonus for an inhabited area, the warder should choose the more restrictive geographical area (such as a specific city). Note also that each city counts as a different homeland choice.

Bonus Feat (Ex): At 2nd level and every five levels thereafter (7th, 12th and 17th level) the warder gains a bonus feat. He must meet the normal prerequisites for any feat his wishes to gain through this ability. Warder bonus feats are drawn from the following list: Blind-Fight, Combat Reflexes, Combat Casting, Dodge, Expertise, Extend Spell, Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, and Weapon Focus. He may also select the Skill Focus feat, but it can only be applied to skills that are class skills for the warder class.

Chapter Five
Feats

In this chapter we present a variety of new feats. Some of these feats were originally presented in the *Player's Guide to Arcanis* or other products from Paradigm Concepts. In all cases, the version of any feat presented herein is the most current and should be considered an update to the text that was originally presented in the earlier sourcebook.

New Feat Types

Background: This feat type represents the training and studies undertaken by a character before starting his or her adventuring career. These feats may **only** be taken during character creation. Many of these feats have specific race or nationality requirements. Some background feats are part of a chain, and lose the Background notation once they have been taken once (meaning that they may be taken as General feats thereafter). These feats are indicated with an asterisk (*) next to the Background notation.

Bardic Tradition: These feats may be taken by characters that possess the Bardic Music ability. These feats allow access to new bard songs as well as some interesting new powers that are activated by spending bardic music attempts. They are otherwise treated as General feats.

Bloodline: This feat type represents abilities that deal with the bloodline powers of the various Val families. As such, these feats are not available to non-Val characters. They are otherwise treated as General feats.

Channeling: This feat type requires you to have the ability to channel. Each of these feats allows you to spend channeling attempts in order to accomplish some kind of special effect. If you do not have any channeling attempts remaining for the day, then you cannot activate the feat. Unless the feat states that it requires a certain type of channeling ability, it may be powered by any type of channeling attempt. (For example, some of these feats require you to spend undead-turning attempts.) These feats are otherwise treated exactly the same as General feats.

Elorii: This feat type deals with special aspects of the Elorii race and their specific abilities. As such, these feats are not available to non-Elorii characters. They are otherwise treated as General feats.

Profession: This feat type represents a character's current or former profession. Characters with these feats will often refer to themselves as a member of that profession. These types of feats are sometimes taken at character creation, but other characters don't pursue a profession until many years after they have begun an adventuring career. Unless the feat description specifies otherwise, a character must spend at least half a year (180 days) out of play for each Profession feat taken after character creation. This represents the time and effort needed to study the profession, which necessarily takes the character away from adventuring.

Scion: This feat type represents a particular type of sorcerous spark. As such, only a character with at least one level of the sorcerer class may gain one of these feats. The source could be an Infernal or Celestial bloodline, an affinity for a particular element, etc. These feats are treated as General feats; as long as the prerequisites are met, the feat does not have to be taken at character creation. Sometimes it takes years for these latent powers to manifest themselves. However, a character may never possess more than one Scion feat in his or her lifetime.

Soul Fragment: This feat type represents an extra piece of spirit that was bound into your soul at the time Beltine spun you out of her Cauldron. Soul fragments can have both positive and negative effects upon your character, and can make excellent role-playing devices. Because their souls do not come from the Cauldron, dwarves and Elorii cannot take these feats. Soul Fragment feats are treated exactly the same as General feats, but you must take the first feat in this chain (Patchwork Soul) as a Background feat (see above).

Spelltouched: This type of feat requires that the character have been affected by certain specific spells, as detailed in the prerequisites for the feat. Due to the requirement, these feats cannot be taken during character creation. They are otherwise treated as General feats.

TABLE 5-1: NEW FEATS

Background Feats	Prerequisites	Benefit
Bloodline of Song	Bard level 1, val'Trisin or Osalikene Elorii	+1 effective level for bardic music effects and bardic knowledge checks
Dual Voice	Bardic music ability, dark-kin or gnome	Use two bardic music effects at the same time, but at double the cost
Harvester Nemesis	Member of the Sanctorum or Favored Enemy (Ymandrake)	Gain a special countermeasure against one of the Fingers of Ymandragore
Patchwork Soul	Any race except Elorii or dwarf	Gain a soul fragment
Prodigy	Caster or manifester level 1	Increase caster/manifester level by 2 once per day
Pureblood Naori	Human	Gain new racial traits as a human subtype
Pureblood Undir	Human	Gain new racial traits as a human subtype
Resilient Soul Gem	Dwarf	When carrying your soul gem, gain a +4 bonus on saves vs. negative energy and undead abilities
Vitality of the Orumar	Elorii	You heal more quickly, and healing spells cast upon you heal an extra +1 point per die rolled

Bardic Tradition Feats	Prerequisites	Benefit
Air's Grace	Bard level 6, Perform 9 ranks, Osalikene Elorii	Inspire other Elorii with more courage, faster movement, and a bonus on Reflex saves
Altherian Mantra	Bard level 6, Perform 9 ranks, worshipper of Althares	Inspire other followers of Althares with more courage, skill bonuses, and +1 to psionic power DCs
Angelic Chorus	Bard level 6, Perform 9 ranks, ability to channel, good alignment	Spend a bardic music use and a channeling attempt to increase the power of a summoning spell used to summon celestials and other good-aligned Outsiders
Benedictions of Sarish	Bard level 6, Perform 9 ranks, worshipper of Sarish	Inspire other Sarishans with more courage and a +1 bonus to caster level
Blissful Hymn	Bard level 6, Perform 9 ranks, Knowledge (religion) 5 ranks	Inspire divine spellcasters of the same faith with a +2 caster level bonus for healing spells
Coryani War Chant	Bard level 6, Perform 9 ranks, Coryani nationality	Inspire other Coryani with more courage and removal of fatigue
Elegaic Song	Bard level 6, Perform 9 ranks, worshipper of Beltine	Inspire other Beltinians with more courage and a bonus on channeling checks
Haunting Melody	Dual Voice, bard level 9, Perform 12 ranks	Enemies who hear the haunting melody must make a Will save or become shaken
Keleos' Wrath	Bard level 6, Perform 9 ranks, Kelekene Elorii	Inspire other Elorii with more courage, better Will saves, and a bonus on Intimidate checks
Life's Chorus	Bard level 6, Perform 9 ranks, Ardakene Elorii	Inspire other Elorii with more courage, or spend additional bardic music uses to heal allies
Martyr's Dirge	Bard level 6, Perform 9 ranks, worshipper of Anshar	Inspire other Ansharans with more courage, better Fortitude saves and Constitution ability checks, and a conversion of lethal damage to non-lethal damage, but you suffer damage as long as you sing
Mesmerizing Hymn	Bard level 6, Perform 9 ranks	Sing a song that distracts foes in combat, lowering their attack rolls
Nerothian Dirge	Bard level 6, Perform 9 ranks, worshipper of Neroth	Reverse the inspire courage bard song so that it instead demoralizes your enemies
Piercing Note	Bard level 9, Perform 12 ranks	Spend three bardic music uses to create a burst of sound that may stun those who hear it
Rain's Crescendo	Bard level 6, Perform 9 ranks, Berokene Elorii	Inspire other Elorii with more courage and resistance to acid, electricity, and fire
Rage of Nier	Bard level 6, Perform 9 ranks, worshipper of Nier	Inspire other Nierites with more courage, a bonus to Strength, and a bonus on Will saves, but they suffer a penalty to AC
Shadow's Silent Symphony	Bard level 6, Perform 9 ranks, worshipper of Cadic	Sing a totally silent "song" that enables you and your allies to move stealthily
Song of Defiance	Bard level 6, Perform 9 ranks, worshipper of Hurrian	Inspire other Hurrianites with more courage, a bonus to AC, and a bonus to resist trip and disarm attempts
Songs of the Deep	Bard level 6, Perform 9 ranks, worshipper of Yarris	Inspire other followers of Yarris with more courage and a bonus to AC, or allow allies to walk on water
Song of the Faithful	Bard level 6, Perform 9 ranks, member of any church	Inspire other members of your church with more courage and demoralize members of other churches
The Exaltations of Larissa	Bard level 6, Perform 9 ranks, worshipper of Larissa	Inspire other Larissans with more courage, a bonus on saves, attack rolls, damage, and AC
The Majesty of Illiir	Bard level 6, Perform 9 ranks, worshipper of Illiir	Compel those who hear your song to speak only the truth
Voice of Stone	Bard level 6, Perform 9 ranks, Mârokene Elorii	Inspire other Elorii with more courage, a bonus on Fortitude saves, and a bonus on bull rush attempts

Whispers of the Woods	Bard level 6, Perform 9 ranks, worshipper of Saluwé	Inspire other followers of Saulwé with more courage and grant them a natural armor bonus to AC

Bloodline Feats	**Prerequisites**	**Benefit**
Arcane Bloodline	Val	Gain a +2 bonus on save DCs for spells from your family's preferred school of magic, -2 on all others
Blood of the Divine	Val, ability to channel	Take 2 points of Constitution burn to gain an additional channeling attempt
Blood of My Lord	Val, must worship the God that is favored by your bloodline	Take 2 points of Constitution burn to gain an additional use of one of your bloodline powers
My Blood, My Will	Val, ability to channel	Take 1 point of Constitution burn to gain a +2 bonus on your next channeling attempt
Potent Blood	Val, blood rank 3 or higher	Your blood rank is treated as if it were 2 points higher for purposes of your Val racial traits and bloodline abilities

Channeling Feats	**Prerequisites**	**Benefit**
Darkest Embrace	Character level 6, worshipper of Neroth	Make a channeling check to covert your life energy into negative energy for a short period of time
Dominion Over Her Children	Worshipper of Saluwe	You may use your channeling attempts to rebuke or command normal animals
Embrace of Our Father	Character level 6, worshipper of Illiir	Make a channeling check to cause your body to shed light the way a lantern archon does
Empower Channeling	Wis 15+	Spend an additional channeling attempt to increase your channeling damage by 50%
Enhanced Turning	Wis 13+, ability to channel to turn undead	Add one-half your Wisdom bonus (minimum 1) to your effective level for turning undead
Fires of Heaven	Worshipper of Nier, ability to channel to turn undead	Spend a channeling attempt to call down a pillar of holy fire that burns undead creatures
He Provides	Worshipper of Althares	Spend a channeling attempt to create a normal item, as the fabricate spell, or to summon blast powder
Her Passageways are Mine	Worshipper of Anshar	Spend a channeling attempt to open a Portal of Anshar
His Warmth Shields Us	Worshipper of the Fire Dragon	Make a channeling check to give yourself either the Cold subtype or the Fire subtype
Improved Deific Focus	Ability to cast 3rd-level divine spells	Spend channeling attempts to increase the power of a divine spell you cast
Kiss of Our Mother	Worshipper of Belisarda	Make a channeling check to heal an ally
Larissa's Foresight	Worshipper of Larissa	Make a channeling check to give yourself an insight bonus to AC and Reflex saves
Reprise from the Deepest Chill	Worshipper of Yarris	Make a channeling check to give yourself or an ally cold resistance
Sanctify Weapon	Ability to channel to turn undead	Make a channeling check to make one of your weapons ghost touch
Shadow's Little Gift	Worshipper of Cadic	Make a channeling check to form a magical weapon from any shadow within your reach
Stormlord's Child	Worshipper of Hurrian	Make a channeling check to give yourself or an ally electricity resistance
Ward Against the Darkness	Worshipper of Beltine	Make a channeling attempt to give yourself and your allies a buffer against ability damage and negative energy

Profession Feats	**Prerequisites**	**Benefit**
Altherian Craftsman	Native of Altheria, Skill Focus (Craft [flintlocks])	You may craft Altherian-quality flintlocks, repair and modify flintlocks, and use the Craft (flintlocks) skill in other special ways
Grand Scholar of the Great Libraries	Scholar of the Great Libraries, Profession (scribe) 12 ranks, at least 12 ranks in three different Knowledge skills	You gain a +5 bonus on all Knowledge checks and Research checks. You gain the bardic knowledge ability or a +5 bonus to bardic knowledge checks if you already have the ability
Master Craftsman	Skill focus (any Craft skill) or dwarf	You gain the ability to craft greater masterwork items, or legendary items if you are a dwarf
Scholar of the Great Libraries	Scribe of the Great Libraries, Profession (scribe) 9 ranks	You gain a +2 bonus on all Knowledge checks, Research checks, and bardic knowledge checks
Scribe of the Great Libraries	Profession (scribe) 5 ranks	You gain a +1 bonus on all Knowledge checks, Research checks, and bardic knowledge checks

Scion Feats	**Prerequisites**	**Benefit**
Scion of the Air	Osalikene Elorii or Pureblood Kio	Gain access to bloodline spells and cast those spells at +1 caster level
Scion of the Earth	Marokene Elorii	Gain access to bloodline spells and cast those spells at +1 caster level
Scion of Fire	Kelekene Elorii or Pureblood Naori or Ss'ressen worshipper of the Fire Dragon	Gain access to bloodline spells and cast those spells at +1 caster level
Scion of Heaven	Val or dwarf	Gain access to bloodline spells and cast those spells at +1 caster level
Scion of the Infernal	Dark-kin or other Tainted character	Gain access to bloodline spells and cast those spells at +1 caster level
Scion of Water	Berokene Elorii or Pureblood Undir	Gain access to bloodline spells and cast those spells at +1 caster level

Soul Fragment Feats	Prerequisites	Benefit
Arch-Wizard's Soul	Patchwork Soul, Scholar's Soul, must have been killed by arcane magic	Gain a +2 bonus on Spellcraft checks and a variable increase to your caster level for arcane spells, but you may only advance in arcane spellcasting classes
Scholar's Soul	Patchwork Soul	All Knowledge skills are class skills for you, and you gain a +1 bonus on Knowledge checks, but you are compelled to seek out knowledge of all sorts and you suffer from an unseemly pride

General Feats	Prerequisites	Benefit
Additional Spell	Ability to cast spells	Gain one additional spell slot
Arcane Discipline	Prodigy (arcane), ability to spontaneously cast spells	Prepare some of your spells ahead of time instead of casting them spontaneously
Arcane Duality	Prodigy (arcane), ability to prepare and cast spells	Prepare two spells of a lower level in a single higher-level slot; the one you don't cast fades away
Arcane Insight	Prodigy (arcane)	Add two free spells to your list of spells known or to your spellbook
Arcane Kinetics	BAB +4, any metamagic feat, ability to cast arcane spells	Burn a prepared spell as a swift action to increase the damage of a thrown weapon or projectile
Arcane Knack	Cha 13+, dark-kin, Elorii, or val'Mehan	Gain the ability to cast a small number of 0-level spells each day
Arcane Knack, Focused	Greater Arcane Knack	Caster level for your Arcane Knack spells increases to one-half your character level
Arcane Knack, Greater	Improved Arcane Knack	Gain the ability to cast a small number of 2nd-level spells each day
Arcane Knack, Improved	Arcane Knack	Gain the ability to cast a small number of 1st-level spells each day
Arcane Multiplicity	Arcane Discipline or Arcane Duality, caster level 9 or higher	Prepare two spells in a single spell slot 4 levels higher and cast both spells with one action
Arcane Study	Ability to cast 1st-level bard spells	Add a wizard/sorcerer spell that isn't on the bard class list to your list of spells known
Arcane Training	Int 13+, member of the Sanctorum of the Arcane	Gain the ability to cast a small number of 0-level spells each day
Arcane Training, Focused	Greater Arcane Training	Caster level for your Arcane Training spells increases to one-half your character level
Arcane Training, Greater	Improved Arcane Training	Gain the ability to cast a small number of 2nd-level spells each day
Arcane Training, Improved	Arcane Training	Gain the ability to cast a small number of 1st-level spells each day
Blast Powder Arcana	Craft (alchemy) 10 ranks, Spell Focus (Evocation), worshipper of Althares	Use blast powder as an additional material component to cause a fire or sonic spell to deal additional damage
Blessing of the Damned	Spell Focus (Necromancy), ability to channel, ability to cast create undead	Spend a channeling attempt to make undead that you create more powerful
Cast on the Run	Combat Casting, Dodge, Mobility	You may move both before and after casting a spell whose casting time is no more than a standard action
Charming	Cha 13+	Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks against members of the opposite sex of your race / species
Divine Fervor	Worshipper of Cadic, Hurrian, Illiir, or Nier	When you are reduced to 25% or less of your maximum hit points, gain a +2 bonus to Strength, Dexterity, and Constitution
Domain Focus	Access to one or more clerical domains	Spells you cast from a chosen domain gain a +1 bonus to the save DC
Efficient Study	--	Spells that you scribe into your spellbook are treated as one level lower for calculating the scribing cost
Elemental Affinity	Elemental subtype, Pureblood Kio, Naori or Undir, or elemental-focused Pengik	Change the energy descriptor of spells that you cast to match your own elemental affinity
Elemental Focus	--	Spells you cast that have the chosen elemental descriptor gain a +1 bonus to the save DC
Elemental Influx	Elemental Affinity	Regain spells when you suffer 20 points of damage of the type that matches your elemental affinity
Elemental Precision	Elemental Focus	Manipulate spells that you cast with your chosen energy descriptor in a variety of ways
Elemental Specialization	Elemental Focus, caster level 6	Spells you cast that have the chosen elemental descriptor gain another +1 bonus to the save DC
Elemental Weapon	Elemental Affinity or Elemental Focus, able to cast 2nd-level spells	Sacrifice a spell to infuse your melee weapon with elemental energy
Encode Spell	Int 13+, Decipher Script 5 ranks, Forgery 5 ranks	Make your spellbooks extremely difficult for anyone else to recognize or decipher
Extra Music	Bardic Music ability	Gain an extra 4 uses of your bardic music per day
Experienced Caster	Spellcraft 6 ranks	Increase your caster level by one-half your total number of levels in spellcasting classes; can't increase your caster level above your HD
False Pretenses	Failed a saving throw against a charm or dominate effect	You can pretend to be charmed or dominated when you really aren't
Graze	Point-Blank Shot, Precise Shot	Take a -6 penalty on the attack roll to deal non-lethal damage with a ranged weapon
Holy / Unholy Infusion	Domain Focus (any domain)	Half the damage of spells you cast from your focus domain is treated as holy / unholy damage
Improved Familiar, Onaran	Ability to summon a familiar, additional prerequisites	Acquire a non-standard familiar

Lace Elemental Spell	Elemental Focus	Spells you cast that deal damage of your focused energy type deal an extra 1d6 points of damage
Lace Spell	Any Scion feat	Drop a prepared spell to add extra damage to another spell
Mark of the Storm Lord	Worshipper of Hurrian or val'Tensen	Gain a +2 bonus on saves against cold, electricity, or wind-based effects
Metamagic Mastery	Knowledge (arcana) 10 ranks, Spellcraft 10 ranks, caster level 10+, any three metamagic feats	Reduce the level increase of a single metamagic feat you know by 1 level
Might of the Elements	Elemental Focus, Elemental Specialization, ability to cast 5th-level spells	Gain one extra spell slot of each level spell you can cast, which may only be used to cast spells of your chosen elemental specialization
Quick Study	--	Learn and scribe spells in half the normal time; gain a +2 bonus on Spellcraft checks for learning new spells
Ranged Smite	Ability to smite (regardless of type)	Use your smite ability when making a ranged attack
Sadistic Euphoria	Evil alignment	Gain benefits when one of your spells kills another creature
Sanctified Summons	Worshipper of Sarish, ability to channel	Make a channeling check while casting any summoning spell to give a bonus on saves to the summoned creatures
Scarred but Unbroken	Must have died as the result of a failed Fortitude save	Gain a +2 bonus on Fortitude saves
Scholarly Pursuit	--	Gain a +2 bonus on any two Knowledge skills
Secret Lore	Int 15+, bardic knowledge or lore ability	Roll two dice and keep the better result when making bardic knowledge or lore checks
Spell Rejuvenation	Divine Fervor or Endurance	You require only 4 hours of rest instead of 8 in order to regain your spells each day
Spell School Specialization	Spell Focus (any), Spellcraft 15 ranks	Gain a +1 caster level increase when casting any spell from your specialized school
Strengthen Shadow Magic	Worshipper of Cadic or val'Borda	Shadow conjurations and shadow evocations that you cast have their effects increased
Summon Thy Own	Augment Summoning, Expert Summoning, dark-kin or val'Mehan	Damage yourself while summoning Infernal creatures in order to give them maximum hit points
Vieomantic Magic	Wis 13+, Iron Will, other prerequisites	Gain 1 additional vieomantic surge point, or cause a surge even if you are out of points by taking 2 points of Wisdom burn

Item Creation Feats	**Prerequisites**	**Benefit**
Brew Greater Potion	Brew Potion, caster level 7th	Brew potions of spells up to 5th level
Craft Clockwork Construct	Craft Magic Arms and Armor, Craft Wondrous Item	Create, repair, and upgrade clockwork constructs
Craft Fetish	Native of the Hinterlands, caster level 3rd	Craft magical fetishes that tap into both arcane and divine powers
Craft Fetish, Lesser	Caster level 1st	Craft lesser fetishes, which behave like scrolls but utilize a different medium
Imbue With Essence	Wis 13+, Craft 13 ranks, no ability to cast spells, no other item-creation feats	Imbue items that you create with magical energy. This replicates the effects of Craft Magic Arms and Armor or Forge Ring
Inscribe Runes	Sculpt Runic Item	Inscribe magical runes on equipment and weapons
Sculpt Runic Item	Native of the Hinterlands or dwarf; Craft 5 ranks; caster level 1st	Sculpt runic items, which behave like scrolls but utilize a different medium
Sculpt Runic Item, Greater	Sculpt Runic Item	Sculpt runic items that can be activated by anyone

Metamagic Feats	**Prerequisites**	**Benefit**
Bind Spell	Lesser Postpone Spell, caster level 10th	Bind a spell to a ranged weapon so that the weapon's next hit triggers the spell
Ghost Spell	Knowledge (the planes) 10 ranks	Spell cannot be ignored by incorporeal creatures
Nurturing Spell	Ability to channel positive energy, worshipper of Saluwe or Belisarda	Spell bestows the benefits of an aid spell upon its target in addition to its normal effects
Postpone Spell	Knowledge (arcana) 9 ranks	Spell does not take effect until 1 round after it is cast
Postpone Spell, Improved	Postpone Spell	Spell does not take effect until up to 1 minute after it is cast, as you decide
Postpone Spell, Greater	Improved Postpone Spell	Spell does not take effect until up to 1 hour after it is cast, as you decide
Rapid Summoning	Caster level 12th, dark-kin, Conjuration specialist wizard, or Elementalist	Reduce the casting time of a summoning spell from a full round to a standard action
Ready Spell	Quicken Spell, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks	Ready a spell with a range of Personal or Touch to be cast as a swift action
Ready Spell, Greater	Ready Spell	Ready a spell with a range of Personal or Touch to be cast as an immediate action
Reduce Spell	Enlarge Spell	Shrink a spell's area of effect
Rending Spell	Spell Focus (Necromancy), non-good alignment, ability to channel negative energy or cast 4th-level Necromancy spells	Necromancy spells that you cast inflict additional damage, or deal negative energy damage in addition to their normal effects
Soften Spell	Any other metamagic feat	Spells that deal hit point damage deal nonlethal damage instead of lethal damage
Suspend Spell	Extend Spell	Halt a spell's duration and then resume it again later
Vengeance from the Grave	Any other metamagic feat, caster level 10th	Prepare a single spell that triggers on any creature that reduces you below 0 hit points

Additional Spell [General]

You are able to cast one additional spell per day.

Prerequisite: Spellcasting level 1+

Benefit: You can cast an additional spell of a spell level you are already able to cast. The spell level chosen must be lower than the highest spell level you can cast. (For example, if the highest-level spell you can currently cast is 5th level, you may choose to gain one additional spell slot of any level from 1st to 4th when you gain this feat.) Once the additional spell level is chosen, it can not be changed.

Special: You may gain this feat more than once.

Air's Grace [Bardic Tradition, Elorii]

Osalikene Elorii take their natural grace and fleetness from their patron element of air. Devoted bards can learn the songs of air and share these benefits with their Elorii kin.

Prerequisites: 6th level bard, 9 ranks in Perform, Osalikene Elorii

Benefit: An Osalikene bard can weave the ethereal sounds of air into her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any Elorii (regardless of bloodkine) affected by the bard's *inspire courage* has the morale bonus increased by +1, gains a +5 ft. enhancement to base speed, and the morale bonus from the song also applies to Reflex saves.

Altherian Craftsman [Profession]

You have learned the secret crafting techniques gifted by the god Althares to his chosen people.

Prerequisites: Native of Altheria, Skill Focus (Craft [Flintlocks]).

Benefit: You may craft Altherian-quality flintlocks and perform other special techniques when using the Craft (Flintlocks) skill. See the *Player's Guide to Arcanis* (Chapter 7) for details.

Altherian Mantra [Bardic Tradition]

The rational power of the mind is of the utmost value to the worshippers of Althares and the calming mantras learned by his bards are of use in focusing the powers of the mind.

Prerequisites: 6th level bard, 9 ranks in Perform, Worshipper of Althares

Benefit: A bardic worshipper of Althares can calm those affected by her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any follower of Althares affected by the bard's *inspire courage* has the morale bonus from the song increased by +1 and also receives the song's bonus on all Concentration and Craft skill checks, as well as a +1 morale bonus to the save DCs of psionic powers they manifest.

Angelic Chorus [Bardic Tradition]

Your strength in your faith and the conviction of your words inspires the blessed.

Prerequisites: 6th level bard, 9 ranks in Perform, the ability to channel, Good alignment

Benefit: By expending a channeling attempt and an additional usage of your daily bardic song allotment for the day you may incorporate a song of faith into any summoning spell cast by you or an ally within 30 feet. Celestial or half-celestial creatures and outsiders with the Good subtype summoned by the affected spell gain a +2 morale bonus to attack rolls, damage, and all saves for the duration of the spell, so long as your song is still in effect.

Arcane Bloodline [Bloodline]

You possess a natural ability with a particular school of magic but find you are unable to master the intricacies of other schools of magic.

Prerequisite: Val

Benefit: Some Val posess a particular knack with a particular school of magic. Refer to **Table 5-2: Arcane Bloodlines** to find the school that corresponds to your particular bloodline. A character who takes this feat gains a +2 to the saving throw DC when casting spells from their family's preferred school of magic, but suffers a -2 penalty to all spell DCs when casting spells from all other schools. Val'Holryn characters use the preferred school for the Val family whose bloodline powers they manifest.

TABLE 5-2: ARCANE BLOODLINES

Val Bloodline	Preferred School
Major Bloodlines	
val'Abebi	Divination
val'Assante	Evocation
val'Borda	Illusion
val'Dellenov	Transmutation
val'Emman	Evocation
val'Inares	Enchantment
val'Ishi	Transmutation
val'Mehan	Conjuration
val'Mordane	Necromancy
val'Ossan	Transmutation
val'Sheem	Divination
val'Tensen	Abjuration
val'Virdan	Evocation
Minor Bloodlines	
val'Baucisz	Necromancy
val'Haupt	Abjuration
val'Trisin	Enchantment
val'Sungha	Enchantment

Arcane Discipline [General]

Though your magic is more instinctual than a result of intense study you have been trained in magical theory and have benefited from your lessons.

Prerequisites: Prodigy, ability to spontaneously cast spells

Benefit: You gain the ability to memorize spells into your daily spell slots, exactly as any caster who prepares spells may. However, once you have memorized a spell into a spell slot, that choice may not be changed until you next regain spells. Should you choose, you may memorize a spell with a metamagic feat applied to it. Such spells do not have an increased casting time when cast in this way. Yet, as with any prepared spell, you may not apply additional metamagic feats spontaneously, nor may you swap any prepared spell for another if needed.

Arcane Duality [General]

You may prepare your spells in such a way as to give you greater flexibility.

Prerequisites: Prodigy, ablilty to prepare and cast spells

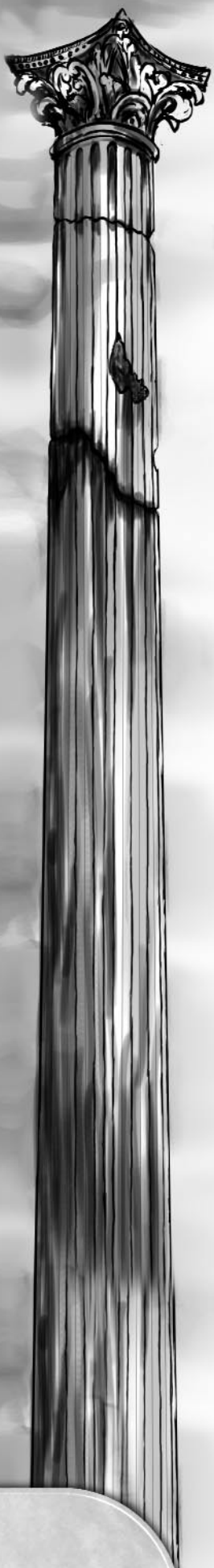
Benefit: When preparing spells, you may choose two spells of the same level, and memorize them into a single spell slot one level higher. You may then cast either one of these spells, but not both. The spell that is not cast is lost. For example, a 3rd-level wizard with this feat could memorize both *magic missile* and *ray of enfeeblement* using one of his 2nd-level spell slots. As soon as he casts one of the two spells from that slot, the other one fades away.

Arcane Insight [General]

You are able to learn a few additional spells.

Prerequisite: Ability to cast spells.

Benefit: You may add any two spells from your class spell list to your spells known or to your spellbook. These spells must be at least one level lower than the highest-level spell that you can currently cast. Once the spells have been chosen, they cannot be changed. You do not have to pay any scribing costs for these spells if you are scribing them into a spellbook.



Special: You may gain this feat more than once.

Arcane Kinetics [General]

You can expend one of your spells to add an explosive quality to a thrown weapon.

Prerequisites: Base Attack Bonus +4, any one metamagic feat, the ability to cast arcane spells

Benefit: As a swift action, you may expend one of your spells (or spell slots) of at least 1st level to "charge" a thrown weapon or projectile with arcane energy. (The object is not considered a magic weapon due to this infusion.) On a successful hit, the charged object does an extra 1d6 points of damage (if the spell expended was a 1st through 3rd level spell), 2d6 points of damage (4th through 6th level), or 3d6 points of damage (7th through 9th level). Whether the attack hits or misses, the charged object is destroyed by the release of arcane energy.

Arcane Knack [General]

You can perform a few simple spells without really thinking about it.

Prerequisites: Cha 13+; Dark-kin, Elorii, or val'Mehan.

Benefit: You may choose a number of 0-level spells from the wizard/sorcerer spell list equal to one-half your Charisma bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, that has an XP component, or that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Charisma bonus.

Special: You may gain this feat more than once, choosing new spells each time.

Arcane Knack, Improved [General]

You have refined your innate magical abilities to the point where you can perform slightly more powerful tricks.

Prerequisite: Arcane Knack.

Benefit: You may choose a number of 1st-level spells from the wizard/sorcerer spell list equal to one-half your Charisma bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, that has an XP component, or that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Charisma bonus.

Special: You may gain this feat more than once, choosing new spells each time.

Arcane Knack, Focused [General]

Your arcane knack abilities have more power than most.

Prerequisites: Greater Arcane Knack, Spellcraft 5 ranks, character level 6+

Benefit: The caster level for your Arcane Knack, Improved Arcane Knack, and Greater Arcane Knack abilities increases to one-half your character level.

Arcane Knack, Greater [General]

You gain a limited number of spells used as spell-like abilities.

Prerequisites: Cha 17+, Improved Arcane Knack

Benefit: You may choose a number of 2nd-level spells from the wizard/sorcerer spell list equal to one-half your Charisma bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, that has an XP component, or that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Charisma bonus.

Arcane Multiplicity [General]

You may prepare your spells in such a way to cast multiple spells at once.

Prerequisites: Arcane Duality or Arcane Discipline, caster level 9 or higher

Benefit: You may prepare two spells of the same level in a single spell slot 4 levels higher, allowing you to cast both spells at once. Casting the spells from the affected spell slot requires a full-round action. For example, you may prepare two *magic missile* spells in a single 5th-level spell slot, allowing you to cast both *magic missiles* with a single full-round action. You may not choose to cast only one of the spells from the affected slot; you must cast them both if you cast either of them.

You make all necessary decisions (such as target) separately for each spell, exactly as if you had cast them using two separate actions. Each spell must penetrate spell resistance individually, even if you cast them at the same target, and if a saving throw is required, all targets receive a separate saving throw against each spell.

If someone attempts to counterspell you when you are casting the dual spells, the counterspell attempt follows the normal rules, but only one of the two spells may be countered.

Arcane Study [General]

Through intense study you may gain access to magic that is normally forbidden.

Prerequisite: Bard level 1+

Benefit: Upon gaining this feat, you may select a wizard/sorcerer spell that is both not on the bard class spell list and one level lower than the highest level bard spell you can currently cast. You may add this spell to your spells known, but for you it is always cast using a slot one spell level higher than the class list you learned it from. Additionally, the spell gains a verbal spell component, if it does not already have one.

Special: You may gain this feat more than once, each time choosing a different spell.

Arcane Training [General]

You have had a small amount of magical training, allowing you to cast few simple spells a day without really thinking about it.

Prerequisites: Int 13+; member of the Sanctorum of the Arcane.

Benefit: You may choose a number of 0-level spells from the wizard/sorcerer spell list equal to one-half your Intelligence bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, that has an XP component, or that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Intelligence bonus.

Special: You may gain this feat more than once, choosing new spells each time.

Arcane Training, Improved [General]

You have had time to refine your magical talent to the point where you can perform slightly more powerful tricks.

Prerequisite: Arcane Training.

Benefit: You may choose a number of 1st-level spells from the wizard/sorcerer spell list equal to one-half your Intelligence bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not

choose any spell with a casting time of longer than 1 full round, that has an XP component, or that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Intelligence bonus.

Special: You may gain this feat more than once, choosing new spells each time.

Arcane Training, Focused [General]

Your arcane training abilities have more power than most.

Prerequisites: Greater Arcane Training, Spellcraft 5 ranks, character level 6+

Benefit: The caster level for your Arcane Training, Improved Arcane Training, and Greater Arcane Training abilities increases to one-half your character level.

Arcane Training, Greater [General]

You may now perform moderately powerful magical tricks.

Prerequisites: Int 17+, Improved Arcane Training

Benefit: You may choose a number of 2nd-level spells from the wizard/sorcerer spell list equal to one-half your Intelligence bonus (rounded down, but minimum 1). You may cast each of these spells once per day as a spell-like ability. You may not choose any spell with a casting time of longer than 1 full round, that has an XP component, or that requires a costly material component. Your caster level for purposes of the chosen spells is equal to your Intelligence bonus.

Arch-Wizard's Soul [Soul Fragment, Spelltouched]

The soul fragment you possess was once a gifted spellcaster. At first you didn't realize that you had such talents. However, being taken to the edge of death by arcane magic has unleashed the arcane knowledge once held by your extra spirit. These memories have come flooding back in an uncontrollable torrent.

Prerequisites: Patchwork Soul, Scholar's Soul, no spellcasting ability, must have been killed by arcane magic and later restored to life.

Benefit: You gain a +2 bonus on Spellcraft checks. Additionally, should you gain the ability to cast arcane spells, you gain a +1d4 bonus to your caster level (for determining range, effects, and duration, but not spells per day or spells known). This bonus is determined at sunrise each day, and once determined is not altered until the next day. Futhermore, if you have multiple arcane casting classes, you only gain this bonus on the first class in which you took levels.

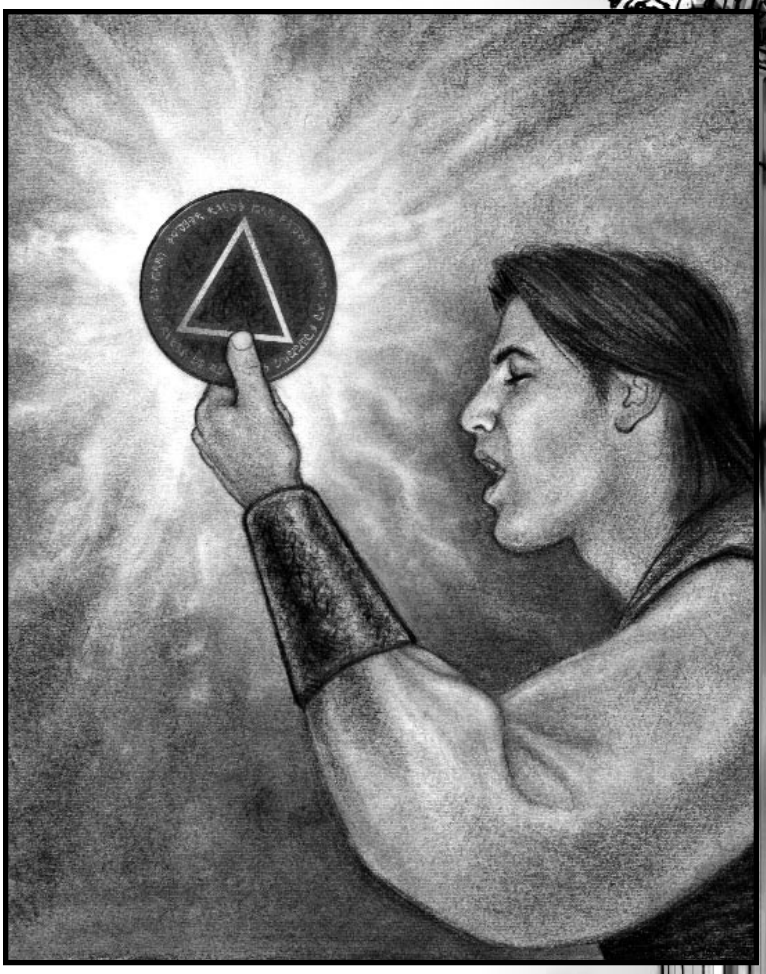
Before, mundane knowledge was like a drug to you, but now you are truly obsessed with perusing the arcane arts. As a side effect of taking this feat, you are now limited to taking classes that grant you arcane casting levels. This includes your choices of prestige classes, which are limited to those that increase your casting level for each level you take in the class or that have their own arcane spellcasting progression.

Finally, this arcane spark within your soul draws the attention of Ymandragore. If you are ever spotted by the Harvesters, all detection percentages are increased by 5% as word of your strange aura spreads and you become known as a target (see **Chapter 10** for more details).

Benedictions of Sarish [Bardic Tradition]

The name of Sarish holds power in its mere uttering and by wrapping the praises of Sarish in song, the favor of the God of Magic can be called onto his faithful.

Prerequisites: 6th level bard, Perform 9 ranks, Worshipper of Sarish



Benefit: A Sarishan bard can incorporate clerical benedictions to Sarish in the use of her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. This increases the *inspire courage* morale bonus by an additional +1 for all worshippers of Sarish affected by the bard's music. The affected Sarishan allies also gain a +1 bonus to their effective caster (but not manifester) level for as long as the song lasts.

Bind Spell [Metamagic]

You can cast spells that are bound to a ranged weapon.

Prerequisites: Lesser Postpone Spell, caster level 10th

Benefit: A spell that has been affected by this feat may be cast on a ranged weapon with which the caster is proficient. It is not necessary for the caster to be using the weapon, nor does he even have to be holding it; he must be merely proficient in its use. (In other words, the caster can cast the spell on a ranged weapon and then hand the weapon to someone else who actually fires it.) The spell may also be cast as a normal spell, sacrificing the benefits of this feat. Any spell with a range of Personal cannot be used in conjunction with this feat.

A bound spell only lasts for one round inside the weapon, and if the weapon is not fired before the caster's next turn the spell is lost. If the weapon is fired, the first successful hit in the round discharges the bound spell. If no attack made with the weapon hits before the round ends, then the spell is wasted. Only one character (whether the caster or someone else) may attempt to fire the weapon.

If an attack made with the weapon hits, the bound spell goes off. Single-target spells, rays, spreads, and bursts are cen-

tered on the target that was struck by the weapon. Cone effects are instead treated as a burst with a radius half their standard length. Multi-target spells where the caster chooses the targets (such as *slow*) are treated as single-target spells and only affect the creature struck by the weapon.

A bound spell uses up a spell slot four levels higher than the spell's actual level.

Blast Powder Arcana [General]

You have become well acquainted with the gift of blast powder given to you by Althares, so much so that you have found a way to use blast powder as an additional material component for some of your spells, causing them to do more damage.

Prerequisites: Must worship Althares, Craft (Alchemy) 10 ranks, Spell Focus (Evocation).

Benefit: When you cast an Evocation spell which deals fire or sonic damage you may add blast powder to the material component of the spell. It acts as a catalyst for a more powerful reaction. You may add up to one charge of blast powder per spell level, and each charge so added causes the spell to deal +1d6 extra damage of the same type that the spell normally deals. This extra damage is not subject to metamagic effects (such as Empower Spell), nor does it stack with similar effects.

Special: Casters with this feat are not subject to accidental discharges from using blast powder in conjunction with fire-based spells.

Blessing of the Damned [General]

You are an accomplished creator and summoner of undead and also an expert in the use of negative energy. These two abilities have served you well, granting the undead you create or summon greater strength, durability, and resistance to being turned.

Prerequisites: Spell Focus (Necromancy), ability to cast *create undead*, ability to channel

Benefit: When casting *animate dead*, *create undead*, or *create greater undead*, you may spend one channeling attempt to grant the created creature (or creatures) Toughness as a bonus feat. Additionally, each such creature gains Weapon Focus in its primary weapon as a bonus feat, and one of the following of your choice as a bonus feat: Great Fortitude, Lightning Reflexes, or Iron Will.

Blissful Hymn [Bardic Tradition]

Your strength in your faith and the conviction of your words inspires the blessed.

Prerequisites: 6th level bard, Perform 9 ranks, Knowledge (religion) 5 ranks

Benefit: By entwining benefactions and song you can inspire clergy members of your faith to new heights, allowing them to cast their spells with renewed faith. With this feat you may focus your *inspire courage* bardic music ability. Any divine spellcaster who is of the same faith as you casts all Conjuration (healing) spells with a +2 caster level bonus and makes all channeling checks with a +1 effective level increase for the duration of the song.

Blood of the Divine [Bloodline]

Though your power of faith you can channel into through your own divinely blessed blood.

Prerequisite: Val, ability to channel

Benefit: As an immediate action, you may burn 2 points of Constitution to gain an additional use of any of your channeling abilities for the day.

Special: Ability burn may not be healed using magical means, and returns at the rate of 1 point of burn per ability per day.

Blood of My Lord [Bloodline]

Though your power of faith you can channel into through your own divinely blessed blood.

Prerequisites: Val, must worship the same god to which your bloodline is tied

Benefit: As an immediate action, you may burn 2 points of Constitution to gain an additional use of a bloodline power that is restricted in its daily uses. If the bloodline power is limited to once a week, you may instead burn 6 points of Constitution to gain an additional use.

Special: Ability burn may not be healed using magical means, and returns at the rate of 1 point of burn per ability per day.

Bloodline of Song [Background]

The calling of the blood and the song within you is stronger than in most of your fellow bards. You can focus your bard song better then most.

Prerequisites: Bard level 1, val'Trisin or Osalikene Elorii

Benefit: You are considered to be one bard level higher when determining the effects of bardic music and when making bardic knowledge checks. Once per day, as a standard action, you may further increase this bonus by an additional three levels (to a total of +4 levels) for one round per point of Charisma modifier (minimum 1).

Brew Greater Potion [Item Creation]

Prerequisites: Caster level 7th, Brew Potion

Benefit: You may now use the Brew Potion feat to create potions of spells of up to 5th level. The costs and creation times are otherwise the same as the Brew Potion feat.

Cast on the Run [General]

Prerequisites: Combat Casting, Dodge, Mobility

Benefit: When casting a spell that has a standard action or shorter casting time, you may move both before and after casting, provided that the total distance moved is not greater than your speed. Moving and casting in this manner still provokes attacks of opportunity from any who threaten you.

Charming [General]

You seem to have "a way" with the opposite sex.

Prerequisites: Cha 13+

Benefits: When used in relation to a member of the opposite sex of your same race, you gain a +2 bonus on all Bluff, Diplomacy, and Sense Motive checks. In addition, any Enchantment spells that you cast against such a target gain a +1 DC modifier.

Coryani War Chant [Bardic Tradition]

The bards of the Coryani Empire learn these rousing songs that pay homage to the strength of the Coryani people to inspire troops in battle and on long marches.

Prerequisites: 6th level bard, Perform 9 ranks, resident of the Coryani Empire

Benefit: A Coryani bard can include rousing verse in the use of her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any Coryani affected by the bard's *inspire courage* has the morale bonus increased by +1 and is cured of fatigue (if exhausted they are now treated as fatigued).

Craft Clockwork Construct [Item Creation]

You can fashion living creatures from clockwork devices and enchant them with magical protections and powers.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A character with this feat can create any clockwork construct whose prerequisites are met. (See **Appendix I** for details.) Constructing and enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of the construct's market price (see individual construct monster entries for details).

A character with this feat can repair clockwork constructs that have taken damage. In one day of work, the character can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

This feat also allows a character to upgrade a clockwork companion; you can add any upgrade whose prerequisites are met. Upgrading a clockwork companion takes one day for each 1,000 gp in its upgrade price. To upgrade a clockwork construct, you must spend 1/25 of the upgrade's price in XP and pay the total upgrade cost plus any additional expenses (such as needed special materials).

Craft Fetish [Item Creation]

You can create any fetish (animal charm) whose prerequisites you meet.

Prerequisites: Native of the Hinterlands; caster level 3rd.

Benefit: Crafting a fetish is a ritualistic method of creating magical trinkets that range from the simple to the amazing. Though fetishes are considered hedge magic by most wizards, these items are able to tap into the divine as well as the arcane, a feat that is beyond the power of most spellcasters.

Crafting a fetish takes one day for each 1,000 gold pieces in its market price (round up). To craft a fetish, you must spend 1/25 of the item's market value in experience points and expend incense and spices costing one-third its market price.

The creator must know the recipe for a particular fetish before being able to create it. Unlike most types of magic items, fetishes have specific components that are required to create them, above and beyond the usual prerequisites. These components are listed as part of the item creation information for each individual fetish. The crafter must collect the fetish's components before attempting to create the fetish. These components vary and may range from the simple (feather of a hawk) to the grotesque (entrails of a bound infernal) to the exotic (distilled dreams).

Craft Lesser Fetish [Item Creation]

You have learned to create small fetishes to store spells.

Prerequisite: Caster level 1st.

Benefit: This feat works exactly like the Scribe Scroll feat but utilizes a different medium. All gold piece, experience point, and other costs and restrictions are identical to the Scribe Scroll feat. Non-Shamans trying to activate a fetish must succeed on a successful caster level check (DC equal to the caster level of the fetish).

Creation of a lesser fetish may not be combined with items made through the use of the Craft Fetish feat.

Darkest Embrace [Channeling]

You may channel to cloak yourself in the necromantic energy of the living dead.

Prerequisites: Worshipper of Neroth, ability to channel, character level 6+.

Benefit: By making a channeling check against your own Hit Dice, you may cloak yourself in the dark power of Neroth. If successful, you are treated as an undead creature for the purposes of spells and powers for one round per three points of channeling damage (rounded down). This means that you are healed by negative energy, damaged by positive energy, immune to ability damage and ability drain, immune to death effects that only target living creatures, vulnerable to death effects that only target undead creatures (such as *undeath to death*), affected by any other spells and powers that specifically target undead, and unaffected by any other spells and powers that specifically ignore undead. You do not gain any undead traits, special qualities, immunities, or other benefits.

Divine Fervor [General]

Religious convictions can give strength in times of need.

Prerequisite: Worshipper of Cadic, Hurrian, Illiir, or Nier.

Benefits: Whenever you are reduced below 25% of your hit points in a single combat you gain a +2 holy bonus to Strength, Dexterity and Constitution for the remainder of that fight. You lose the bonuses if you are healed back above 25% of your maximum hit points and you cannot gain the bonuses more than once in a single encounter.

Special: This feat can be used as a substitute for the Endurance feat where it is required for other feats or classes.

Domain Focus [General]

Your domain spells are harder to resist.

Prerequisite: Access to one or more domains.

Benefit: Select one of your domains at the time you gain this feat. You add +1 to the Difficulty Class for all saving throws against spells you cast from the domain you select (even if they are not cast out of your bonus domain spell slot).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain.

Dominion Over Her Children [Channeling]

You may use your gift to control animals

Prerequisites: Worshipper of Saluwé, ability to channel.

Benefit: You may attempt to channel divine energy to rebuke or command normal animals as an evil cleric rebukes or commands undead. You do not suffer any penalty to your effective turning level when using this ability (unlike when you use your channeling attempts to turn undead).

Dual Voice [Background]

Prerequisites: Dark-kin or Gnome, Bardic Music

Benefit: Your unique physiology has allowed you the talent of singing in two registers at once, tenor and baritone. You may use two bardic songs at the same time. However, doing so doubles the cost of activating them (usually requiring four uses of bardic music for two songs).

Efficient Study [General]

You are adept at taking quick notes, and can save space in spellbooks.

Benefit: When scribing spells into a spellbook, you may treat each spell as one level lower (0 level spells count as one-quarter of a spell level) for determining page counts. Other spellcasters who do not also have the Efficient Study feat suffer a –5 penalty on their Spellcraft checks made to understand your spellbook.

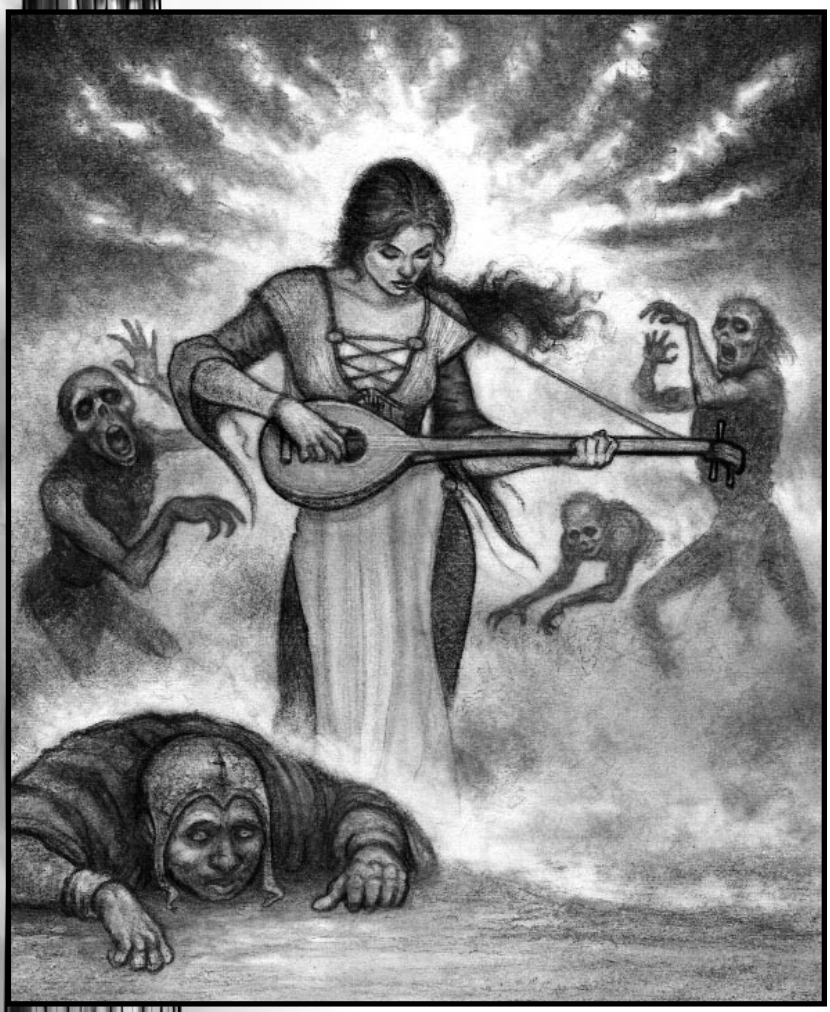
Special: This feat may be taken as a bonus feat by wizards any time they qualify to take a bonus feat.

Elegaic Song [Bardic Tradition]

Songs in praise of Beltine are gentle and pervasive, like the smoke of a thurible. When sung properly, these songs will calm the restless dead, and soothe the worshipper of Beltine who hears them.

Prerequisites: 6th level bard, Perform 9 ranks, Worshipper of Beltine

Benefit: A Beltinian bard can sing of Beltine's rest in her *inspire courage* song by expending an additional usage of her daily bardic song allotment. Any follower of Beltine affected by the bard's *inspire courage* has the morale bonus increased by +1, and receives a morale bonus to turning checks equal to the new bonus given by the bard's *inspire courage*.



Elemental Affinity [General]

You have learned to change the energy in spells to match your own nature.

Prerequisite: You must have an elemental subtype (such as fire or water) or be a Kio, Undir or Naori with the associated Pureblood feat, or be a Pengik with the Elemental Focus and Elemental Specialization feats.

Benefit: Select the element (acid, cold, electricity, or fire) that matches your elemental affinity. Thus, a Kio must select electricity, since they have an affinity for air, while an Undir must select cold and a Naori must choose fire. Alternatively, if you have an elemental subtype, you must select the associated element. A Pengik may select any of the elements, but only one.

Any time you cast a spell with any elemental descriptor, you may alter it to use your chosen element instead of its original element. This choice is made during the spell's casting, and does not impact the casting time, spell level, or other aspects of the casting process.

Elemental Focus [General]

Your spells with a particular elemental descriptor are more powerful than normal.

Benefit: Select an element (acid, cold, electricity, or fire). Spells that you cast with that elemental descriptor gain a +1 bonus to their save DC.

Special: Elorii must choose the Element closest to their elemental nature; Ardakene Elorii may choose any element. Pureblood Kio must choose Air, Pureblood Undir must choose water, and Pureblood Naori must choose Fire.

Elemental Influx [General]

Through practice at manipulating a particular element you have learned to absorb elemental damage of that type to power your own spells.

Prerequisite: Elemental Affinity.

Benefit: Once per day, when a caster with this feat is subject to a spell that deals 20 or more points of elemental damage of the caster's chosen elemental affinity, he may either recall a prepared spell of 0 to 3rd level (or regain a used spell slot of 0 to 3rd level). This regained spell must be used within the next round, and must be used to cast a spell with the same elemental descriptor as the spell that dealt damage to the caster.

Elemental Precision [General]

You are a master at manipulating your element of choice.

Prerequisite: Elemental Focus.

Benefit: When casting a spell which possesses the elemental descriptor for which you have Elemental Focus, you may manipulate its range and area of effect. You may add 10 feet of radius of effect to the spell, but you must subtract 15 feet from the spell's range. The opposite of this also holds true: you may remove 10 feet of radius of effect of the spell to add 15 feet to the spell's range. This does not increases the effective level of the spell being cast and its effects do not stack with metamagic feats such as Enlarge Spell or Widen Spell. This feat has no effect on spells that do not measure their area of effect in terms of a radius, nor on spells whose range is less than Close range.

Elemental Specialization [General]

Prerequisites: Elemental Focus, caster level 6th.

Benefit: Add +1 to your caster level when casting spells which possess the energy descriptor that corresponds to the elemental spell descriptor for which you have Elemental Focus.

Elemental Weapon [General]

You are able to infuse your melee weapons, even those con-

jured with magic, with elemental energy.

Prerequisites: Elemental Affinity or Elemental Focus, able to cast 2nd level spells.

Benefit: As a swift action, you may sacrifice a single spell slot (or prepared spell) to infuse any melee weapon (either a held weapon or one that you magically created such as a *spiritual weapon*) with elemental energy. Each sacrificed spell level adds 2 points of bonus damage to the weapon's attacks (so if you sacrificed a 3rd-level spell, the weapon would have a +6 damage bonus). This damage is of the same type as your Elemental Affinity or Elemental Focus. This effect lasts for a number of rounds equal to the level of the spell that was sacrificed.

Embrace of Our Father [Channeling]

You may channel to shed light like a lantern archon.

Prerequisites: Worshipper of Illiir, ability to channel, character level 6+.

Benefit: By making a channeling check against your own Hit Dice, you may surround yourself with the radiance of Illiir. You shed light as a *daylight* spell for one minute per point of channeling damage.

Empower Channeling [Channeling]

Through intense training, you have leaned to empower your channeling attempts.

Prerequisites: Wis 15+, ability to channel

Benefit: Anytime you must roll channeling damage, the final result is increased by 25% (round down). This also applies to specialized channeling uses, such as turning undead.

Encode Spell [General]

In an attempt to hide their spellbooks and magical abilities from the Harvesters of Ymandragore, many wizards have learned how to hide their spells in other written works.

Prerequisites: Int 13+, Decipher Script 5 ranks, Forgery 5 ranks

Benefit: You can encode a spell within any written work, which is then treated as a spellbook. A spell hidden in such a way requires double the page count (which can be reduced to the standard 1 page per spell level through the Efficient Study feat) and requires you to succeed on a Forgery check (DC 15 + spell level).

If you possess the Scribe Scroll feat, you may also encode scrolls within written works. This requires an additional day and a successful Forgery check (DC 20 + spell level) in addition to the normal costs for scribing the scroll.

You gain a +2 bonus on your Decipher Script checks when detecting or deciphering any other character's encoded spell or scroll.

Special: Any spellcaster may recognize an encoded spell by making an opposed Decipher Script check against the original Forgery check result of the caster who encoded the spell. A character who successfully encodes a spell can always read his own encoded spells without requiring a roll. If a character has reason to believe that a particular written work contains an encoded spell, he may take 10 on his Decipher Script checks.

Enhanced Turning [General]

Through intense meditation you have leaned how to improve your ability to turn undead.

Prerequisites: Wis 13+, ability to turn undead.

Benefit: You may add one-half your Wisdom modifier (round down, minimum +1) to your effective clerical turning level. This cannot raise your effective turning level above your character level.

Note: This feat is designed to allow characters to offset the built-in level reductions that clerics of most deities suffer in Arcanis. See **Chapter 3** for details.

Extra Music [General]

Prerequisite: Bardic music ability.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times, adding another four uses of bardic music each time.

Experienced Caster [General]

You have come through treacherous challenges using your wits and spells. Doing so has taught you how to stretch your limited abilities.

Prerequisite: Spellcraft 6 ranks.

Benefit: For every two levels you possess in spellcasting classes, your caster level increases by 1 (round down). This increase cannot increase your caster level past your total character level. You may gain a maximum caster level increase equal to one-half the number of ranks you possess in the Spellcraft skill (rounded down). If you have more than one spellcasting class, the benefits of this feat apply to each class separately.

This feat does not affect spells per day or spells known in any of your spellcasting classes. It simply increases your caster level for purposes of level checks, range, duration, and other level-dependent aspects of the spells you cast.

Example: A Patrician 2 / Wizard 3 who takes this feat would be considered a 4th-level caster (3 Wizard plus 3 divided by 2, rounded down is +1). A Patrician 2/Wizard 6 would be considered an 8th-level caster (6 for Wizard plus 6 divided by 2 rounded down is +3, but capped at total HD of 8).

Example 2: A Cleric 5 / Wizard 6 would be considered a 7th-level caster for her cleric spells (5 Cleric + 5 divided by 2) and a 9th-level caster for purposes of her wizard spells (6 Wizard + 6 divided by 2).

False Pretenses [Spelltouched]

Those who try to charm you get an unpleasant surprise.

Prerequisite: Failed a saving throw against a *charm* or *dominate* spell.

Benefit: When you succeed on a save against a *charm* or *compulsion* effect, the caster believes that you have failed your save. You can play along voluntarily if you wish to. If the *charm* or *compulsion* involves telepathic commands, you continue to receive them, although you aren't obligated to follow them.

Fires of Heaven [Channeling]

You don't turn undead, you burn then in the crucible of the fury of Nier.

Prerequisites: Worshipper of Nier, ability to turn undead.

Benefit: With the use of one of your daily undead-turning attempts, you call down a spectral pillar of divine fire that rips though all undead within a 30-foot radius burst centered upon yourself. All undead within the area of effect suffer 1d6 points of holy damage per two effective turning levels (rounded down). Undead within the area of effect receive a Reflex save (DC 10 + your effective turning level) for half damage. ("Effective turning level" means the highest HD of creature that you were able to affect based on the result of your channeling check.)

Grand Scholar of the Great Libraries [Profession]

Prerequisites: Scholar of the Great Libraries, Profession (Scribe) 12 ranks, and at least 12 ranks in three Knowledge skills

Benefit: This feat gives you a permanent increase in you fame by +2, as your reputation for being a grand scholar is now widely known. Additionally, if you do not have the bardic knowledge or lore ability, you may spend one year studying in order to gain the bardic knowledge ability (this year must be taken at the time you gain the feat).

If you already have the bardic knowledge or lore ability then you gain an additional +5 insight bonus on all bardic knowledge or lore checks (this stacks with the bonuses granted by the earlier feats in this chain).

Graze [General]

Your ranged attacks can deal nonlethal damage.

Prerequisites: Point-Blank Shot, Precise Shot

Benefit: You may now attack to deal nonlethal damage with ranged weapons, taking a –6 penalty on the attack roll to do so.

Normal: You may only attack to deal nonlethal damage with a melee weapon.

Ghost Spell [Metamagic]

You know how to cast spells that affect both material and ethereal creatures with equal strength.

Prerequisite: Knowledge (the planes) 10 ranks

Benefit: Casting a spell augmented with this feat causes the spell to manifest in the Ethereal Plane as well as the Material Plane. This causes it to affect all incorporeal and ethereal creatures in the area of effect in addition to all material creatures in the area of effect. This metamagic feat cannot be applied to summoning spells.

A ghost spell takes up a spell slot one level higher then normal.

Harvester Nemesis [General, Background*]

You have trained for what seems a lifetime, physically, mentally, and sometimes magically to protect yourself against the depredations of the vile Sorcerer-King and his Harvester minions.

Prerequisite: Must be a member of the Sanctorum of the Arcane or have Favored Enemy (Ymandrake).

Benefit: There are three levels of advancement accompanying this feat. You must take this feat for the first time at character creation; thereafter you may take it again as a General feat. Each time you gain this feat, choose one of the Fingers listed below. You gain the listed power when fighting against the members of that Finger. For more information on the Fingers of Ymandragore, see **Chapter 10**.

Wine Drinkers: Blood is the power of this Finger and you can also make it their demise. Your blood contains a counter-toxin that eliminates a Wine Drinker's Blood Tolerance ability and reduces his bonus to saves versus poison by half. Furthermore, the moment the Wine Drinker tastes your blood, he must make a Fortitude save (DC 10 + one half your character level) or be nauseated for 1d3 rounds.

Order of the Emerald Flame: Fire is the power of this Order but you have learned to counter it. You gain SR 12 + half your character level against all fire-based spells cast by members of this Finger. Also, any cold-based spell you cast against them deals an additional +1 point of damage per die rolled.

Society of Ordained Seekers: You add half your character level to the DC an Ordainer must beat to absorb your spells. On a failed save, the Ordainer not only suffers the normal effects of the spell but also takes 1 additional point of damage per level of the spell he failed to absorb.

Haunting Melody [Bardic Tradition]

You have learned to exploit your natural talent to strike fear in others.

Prerequisites: Dual Voice, 9th level bard, Perform 12 ranks

Benefit: You gain the additional bardic music ability of Haunting Melody. When you play this song, all enemies within 60 feet who can hear the song must make a Will save (DC equal to your Perform check result) or become shaken for one round per two bard levels (rounded down). Using this song requires you to spend two of your daily bardic music uses, and is treated as a mind-affecting fear effect.

He Provides [Channeling]

Through the power of your own will you may craft mate-

rials out of thin air which remain in existence for a short amount of time.

Prerequisites: Worshipper of Althares, ability to channel

Benefit: You may channel to *fabricate* (as per the spell) any standard item of equipment; you do not require any base material as the materials are summoned into existence through the force of your will. The maximum Craft check DC that you can replicate is equal to twice the amount of channeling damage rolled.

A val'Abebi with a bloodrank of 3 or greater may use this ability to summon forth a number of standard blastpowder shots equal to one-quarter the channeling damage rolled (round down).

Any item created through this ability lasts for one round per point of channeling damage.

Her Passageways are Mine [Channeling]

You may hold open a Portal of Anshar for an extended amount of time.

Prerequisites: Worshipper of Anshar, ability to channel, ability to open Portals of Anshar

Benefit: You may spend a channeling attempt to hold open a Portal of Anshar for one minute per two character levels (round down). You must be attuned to the portal, and you must still pay all the necessary costs involved in performing the opening ritual.

Normal: A Portal of Anshar can normally only be held open for two rounds plus one round per point of Constitution bonus (if any). After that, you begin to suffer backlash, suffering 2 points of Constitution burn per round you continue to hold the portal open.

His Warmth Shields Us [Channeling]

You may channel to gain either the Cold or Fire subtype for a limited period of time.

Prerequisites: Worshipper of the Fire Dragon, ability to channel.

Benefit: By making a channeling check against your own Hit Dice, you may bathe in the warmth of the Fire Dragon. You gain either the Fire or Cold subtype for one round per point of channeling damage. Once you have chosen which subtype to gain, you may not change your choice.

Holy (Unholy) Infusion [General]

Prerequisites: Domain Focus, good or evil alignment.

Benefit: Any spell you cast that is affected by your Domain Focus feat is altered. If the spell deals hit point damage, one-half of the damage is treated as holy and the other half is treated as whatever type of damage the spell normally deals. If the spell already deals holy damage in whole or in part (such as *flame strike*), then it deals an extra +1d6 points of holy damage.

Special: If you are of good alignment then this feat alters your spells to deal holy damage. If you are of evil alignment then this feat alters your spells to deal unholy damage. It works the same way in either case.

Imbue with Essence [Item Creation]

You have taken your artisan's craft and honed it to a level that transcends mere workmanship. You have learned how to imbue permanent magic items with a part of your own spiritual essence.

Prerequisites: Wis 13, Craft (armorsmith, ringsmith, or weaponsmith) 12 ranks, no ability to cast arcane or divine spells or manifest psionic powers, no other magic or psionic item creation feats.

Benefit: You can create magical weapons, armor, and rings through the use of the appropriate Craft skill. The first step is to craft the item that you wish to imbue, following the normal rules and procedures for the Craft skill. For weapons and armor, you must create a masterwork, greater masterwork, or legendary item; items of lesser quality cannot be imbued. You must then spend one week attuning yourself to the newly-crafted item. The item must remain within 2 feet of you at all times during this period. After the item is attuned to you, you may then begin imbuing it. Imbuing the item takes two days for every 1,000 gold pieces in its final market price. You must pay an experience point cost equal to 20% of the item's market price and a gold piece cost equal to 50% of the item's market price.

You may imbue weapons and armor with enhancement bonuses and special abilities, just as if you were crafting the item using the Craft Magic Arms and Armor feat. You may forge magical rings just as if you were crafting the item using the Forge Ring feat. You must still meet or provide all the other necessary prerequisites for item creation not supplanted by this feat. Consider your total character level as your caster level for the purposes of determining item creation prerequisites. Spell prerequisites may be met by scrolls, and you may include scrolls in the crafting process even if you are not normally able to activate them. You only need one scroll of the appropriate spell(s) for the entire crafting process, rather than needing one scroll per day of the creation period as would be normal.

For example, if you want to imbue a *+2 defending longsword*, you must have 13 ranks in Craft (Weaponsmithing), and craft a masterwork or better longsword. To imbue the sword, you would not need the Craft Magic Arms and Armor feat, as that prerequisite is replaced by this feat, but you would still need to be a minimum character level of 8 (the greater of the two caster level requirements to create this item) and have access to a scroll of either *shield* or *shield of faith*.

Once you have imbued a weapon or suit of armor, you may upgrade it later, following the rules in this feat. Your upgrade costs are calculated based on the difference in the market price between the original item and the upgraded version of the item. You may not remove bonuses or special abilities once you have imbued them into an item, but you may add new ones. You may not upgrade a ring after it has been created, with the exception of a *ring of protection*.

Special: Imbued items are very personal to the crafter and will never be given away, sold, or traded. The only exception would be in the creation of an heirloom item that was to be passed down to a child or other very special person. If any item created with this feat is ever destroyed, its creator must immediately succeed on a Fortitude save (DC 10 plus the item's market price divided by 1000 gp, rounded up). Failure means that the creator loses 200 XP per character level and suffers 4 points of temporary Constitution damage; success reduces these losses by half. A character's XP total can never go below 0 as a result of this loss, but he can lose a level. The Constitution damage can kill the character as normal and heals at the usual rate (1 point per day of rest).

Improved Deific Focus [General]

Your ability to channel your God's divine energy through your deific focus is stronger than most people and you can use it to inflict more damage on your enemies or heal your allies better.

Prerequisites: Ability to channel, ability to cast 3rd-level divine spells

Benefit: Whenever you cast a spell that requires a divine focus as part of its casting components, you may expend one channeling use per spell level to focus more divine energy into

TABLE 5-3: ONARAN IMPROVED FAMILIARS

Familiar	Min. Level	Align.	Special
Celestial animal*	1	NG††	Ardakene Elorii, val'Mehan, Conjurer, or cleric of Sarish only
Neroth's Children***	5	N	Must be a Necromancer
Fiendish animal*	1	NE††	val'Mehan, Conjurer, or cleric of Sarish only
Undead animal*	1	N	val'Mordane, Necromancer, or cleric of Neroth only
Horse, light war	5	N	
Shocker Lizard	5	N	
Stirge 5	N		
Wolf	5	N	
Wolf Lizard**	5	N	
Air Elemental, small	7	N	Osalikene Elorii only
Earth Elemental, small	7	N	Mârokene Elorii only
Fire Elemental, small	7	N	Kelekene Elorii only
Water Elemental, small	7	N	Berokene Elorii only
Homunculus	7	Any†	
Horse, heavy war	7	N	
Igiho**	7	N	
Imp	7	LE††	
Quasit	7	CE††	

* Characters may take this feat to add the listed template – Celestial, Fiendish, or Undead Animal – to their normal familiar. Characters who wish to add one of these templates to an exotic familiar (to obtain, e.g., a Celestial Wolf familiar) must take this feat twice to do so. Only familiars with the Animal type may be modified with these templates.

** See *The Player's Guide to Arcanis* for statistics on these creatures.

*** Found in the Paradigm Concepts product *City of Secrets*

† The homunculus's alignment is the same as its master's.

†† val'Mehan characters or clerics of Sarish may choose these familiars regardless of their alignment; the Infernal creatures are bound to serve.

the spell as it is being cast. This causes the spell to gain a bonus of +1 to every die that you roll in the course of resolving the spell's effects (dice of healing, dice of hit point or ability damage, dice of negative levels, d20s for attack and critical confirmation rolls, and so on).

Note: To be clear, the bonus gained from this feat is +1 regardless of how many channeling attempts you have to spend in order to activate it. If the spell is a 3rd-level spell, you spend 3 channeling attempts and the bonus is +1 per die rolled. If the spell is a 9th-level spell, you spend 9 channeling attempts and the bonus is still +1 per die rolled.

Improved Familiar, Onaran [General]

You can acquire a nonstandard familiar.

Prerequisites: Class ability to summon a familiar, with additional requirements depending on the type of familiar chosen.

Benefit: When you summon a familiar, you may select one of the creatures listed on **Table 5-3: Onaran Improved Familiars.** You may choose a familiar with an alignment up to one step away from your own on each of the alignment axes (lawful through chaotic, good through evil). Worshippers of Sarish are not bound by these alignment restrictions; their familiars are bound into service through their God, so such familiars follow the will of their masters regardless of any alignment conflicts.

Improved familiars use the rules for regular familiars with two exceptions. If the improved familiar's type is something other than Animal, its type does not change. Also, improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate in various languages).

Normal: You may only select a familiar from the list in *Core Rulebook I*.

Inscribe Runes [Item Creation]

You can carve runes of power into wood or stone objects, from which you can then cast spells.

Prerequisites: Sculpt Runic Item

Benefit: You may inscribe runes of power upon common equipment, weapons, and shields. Runes inscribed through the use of this feat are activated exactly as if they were scrolls and use all the same rules and restrictions. You can scribe one rune on a Small item, two upon a Medium item, and three upon a Large or larger item. An item may never possess more then three runes.

If you possess the Sculpt Greater Runic Item feat you may inscribe greater runes upon an item as well, allowing anyone to trigger the spells they contain (greater runes function like potions).

When inscribing runes on ordinary objects, you must still succeed on the normal Craft check (DC 10 plus twice the level of the spell being inscribed) for each rune at the conclusion of the creation process or the rune is flawed in some way and the spell does not function when the item is activated. The item upon which the runes are inscribed does not suffer any damage or other ill effects when the runes are triggered, whether the activation is successful or not.

Keleos' Wrath [Bardic Tradition, Elorii]

The fiery lord, Keleos, gave his offspring a burning determination and a sense of presence that can send their lessers fleeing from them. With the music of fire, Kelekene bards can empower their allies with the strength of flame.

Prerequisites: 6th level bard, Perform (any one) 9 ranks, Kelekene

Benefit: A Kelekene bard can stoke her *inspire courage* bardic music ability with Keleos' flames by expending an additional usage of her daily bardic song allotment. Any Elorii affected by the song has the morale bonus increased by +1, and receives a bonus to Will saves and Intimidate checks equal to the new morale bonus given by the song.

Kiss of Our Mother [General]

You may channel to heal those around you.

Prerequisites: Worshipper of Belisarda, ability to channel.

Benefit: You may make a channeling attempt to affect an ally within 30 feet. If you manage to affect a creature of the target's Hit Dice, then the target is healed of damage equal to your channeling damage. This is treated as a positive-energy effect, but it only affects your allies and therefore may not be used to damage an undead creature. You may not use this ability to heal yourself, but another worshipper of Belisarda with this ability may use it to heal you.

Lace Elemental Spell [General]

Your working knowledge of the elements grants you more arcane ability than most.

Prerequisite: Elemental Focus

Benefit: When casting a spell which deals energy damage that corresponds to the element you chose for Elemental Focus, the spell deals 1d6 points of bonus elemental damage of the same type. This bonus damage is not affected by other feats or abilities that modify the damage of spells. For example, an *empowered fireball* spell cast by a 10th-level Kelekene with this feat would deal (10d6 x 1.5) + 1d6 total points of fire damage.

Lace Spell [General]

You can expend one of your spells to add power to any damaging spell you cast.

Prerequisite: Any Scion feat.

Benefit: As a swift action, you may expend a 1st-level spell to lace a spell you are casting with 1d6 points of bonus damage. The type of the bonus damage depends on your bloodline. If you have a Celestial bloodline then it is holy damage, an Infernal bloodline deals unholy damage, and an Elemental bloodline deals damage of that elemental type. This extra damage is not affected by other feats or abilities that modify the damage of spells (such as Empower Spell).

Life's Chorus [Bardic Tradition, Elorii]

Filled with the vital energies of life, Belisarda's song of power heals the Elorii people of their wounds.

Prerequisites: 6th level bard, Perform 9 ranks, Ardakene Elorii

Benefit: An Ardakene bard can let the energy of life flood her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any Elorii affected by the bard's *inspire courage* has the morale bonus increased by +1.

Alternatively, by expending two uses of her daily bardic song allotment, the bard can spend one minute singing to give one ally the benefit of a soothing song that will heal one point of damage per bard level. Alternatively, she may forgo this healing to instead heal one point of her ally's current ability damage (but not ability drain or ability burn).

Limited Foresight [Channeling]

You may channel to gain limited insight into the future, thus protecting yourself from harm.

Prerequisites: Worshipper of Larissa, ability to channel.

Benefit: By succeeding on a channeling check against your own Hit Dice, you may partake of Larissa's visions. You gain a +2 insight bonus to AC and Reflex saves for one round per point of turning damage.

Martyr's Dirge [Bardic Tradition]

Anshar teaches of suffering the pains of the world to spare others from the same fate and the most devout of her followers learn songs that let them do just that.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Anshar

Benefit: An Ansharan bard can sing of the Weeping Goddess during the use of her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any other Ansharan affected by the bard's song has the morale bonus increased by +1, and receives a bonus to Fortitude saves and Constitution checks equal to the new morale bonus given by the song. Affected Ansharans also gain the ability to convert one point of lethal damage from each injury taken to nonlethal damage.

For the duration of the song, the bard suffers one point of damage per round and cries tears of blood. There is no way to prevent or redirect this damage in any way, and it bypasses any temporary hit points that the bard may have.

Mark of the Stormlord [General]

You have greater resistance against certain elemental powers that are commanded by your god Hurrian, the Lord of Storms.

Prerequisites: Must be a worshipper or Hurrian a val'Tensen (or val'Holryn who manifests val'Tensen bloodline powers).

Benefit: You gain a +2 bonus on saving throws versus effects that are cold, electricity, or wind-based.

Master Craftsman [Profession]

You have learned to create remarkable items.

Prerequisites: Skill Focus (any Craft) or dwarf.

Benefit: Choose one Craft skill for which you have chosen the Skill Focus feat. You may now craft greater masterwork items of that type. Dwarf characters who gain this feat may now craft legendary items of that type.

Note: The only way for non-dwarves to gain the ability to create legendary items in Arcanis is via the Master-Smith prestige class. See **Chapter 6** for details.

Mesmerizing Hymn [Bardic Tradition]

Your bardic music can confound and confuse your foes in combat.

Prerequisites: 6th level bard, Perform 9 ranks

Benefit: You gain the new bardic music ability to sing a Mesmerizing Hymn. This requires the expenditure of one of your daily bardic music attempts. For as long as you sing this song, all of your foes who can hear you sing suffer a -1 penalty on their melee attack rolls. Instead of affecting all foes, you may instead choose to target your song against a single enemy. That enemy must succeed on a Will save (DC equal to your Perform check result) or become mesmerized by your movements and words, suffering a -4 penalty on all melee attack rolls. The song's effects fade as soon as you stop singing. This is considered a mind-affecting effect.

Metamagic Mastery [General]

Prerequisites: Knowledge (arcana) 10 ranks, Spellcraft 10 ranks, caster level 10th, any three metamagic feats

Benefit: Choose one metamagic feat that you already know. The level cost of that metamagic feat is reduced by one (to a minimum of +1). For example, using Metamagic Mastery on the Maximize Spell feat would allow you to cast a *maximized fireball* as a 5th level spell, instead of the normal 6th level spell slot it would take (+2 spell levels instead of +3 spell levels).

Special: This feat may not applied to metamagic feats that have a variable level cost, such as Heighten Spell.

Might of the Elements [General]

Your working knowledge of the elements grants you more arcane ability than most.

Prerequisite: Elemental Focus, Elemental Specialization, ability to cast 5th level spells.

Benefit: You gain one additional spell slot of each level of spells you can cast. These extra slots may only be used to cast spells for which you can gain the benefits of Elemental Focus and Elemental Specialization.

My Blood, My Will [Bloodline]

Though the power of faith, you can heighten your channeling abilities.

Prerequisite: Val, ability to channel.

Benefit: As a swift action you may take 1 point of Constitution burn to gain a +2 bonus on your next channeling check.

Special: Ability burn may not be healed using magical means, and returns at the rate of 1 point of burn per ability per day.

Nerothian Dirge [Bardic Tradition]

Rather than inspiring courage in the hearts of the dead with their songs, many Nerothians learn music to crush the spirits of their foes.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Neroth.

Benefit: The Nerothian bard can sing a dirge of death in lieu of her *inspire courage* bardic music ability by expending two uses of her daily bardic song allotment. This mournful music causes all enemies who hear it to suffer a morale penalty equal to the bard's *inspire courage* bonus. The penalty applies to saving throws against fear effects, and on attack and weapon damage rolls. The penalty lasts for the duration of the song and for five rounds after the bard stops singing. This is considered a mind-affecting fear effect.

Special: If the bard also has the Requim ability of the Blackchanter prestige class, then her Nerothian Dirge also affects all her undead allies as per a standard *inspire courage* song.

Nurturing Spell [Metamagic]

You despise seeing those you care about suffer and you are inclined to protect and heal those that you hold dear to you. You may combine your defensive spells with healing magic.

Prerequisites: Worshipper of Saluwe or Belisarda, ability to channel positive energy, Spell Focus (Conjuration)

Benefit: Whenever you cast an abjuration spell of 3rd level or higher, in addition to that spell's effect on a target, an *aid* spell manifests itself simultaneously upon the same target. The duration and effects of the *aid* spell are exactly as they would be if you had cast the spell directly on that target. Only spells that target a single creature (which can be yourself) can be infused with this dual effect.

A Nurturing Spell uses up a spell slot one level higher than the spell's actual level.

Patchwork Soul [Background]

When Beltine stirred her Cauldron and ladled out the pieces of your soul, one of those pieces was more resilient than the others and maintained a fragment of its old identity. Though the fragment is not truly conscious, it still retains skills, memories, or tidbits of knowledge that might surface over time.

Prerequisite: Any race except Elorii or dwarf.

Benefit: The extra piece of spirit muddies your aura. Choose an alignment other than your own (representing the soul fragment's alignment in its former life).

If you have a discernible aura of faith, there is a 50% chance that any attempt to read your alignment will return the fragment's alignment instead of your actual alignment.

If you do not normally have a discernible aura of faith, then there is a 50% chance that any attempt to detect auras will incorrectly identify you as having an aura. The false aura's strength based on your character level and of an alignment based on the soul fragment's alignment.

Because the soul fragment constantly fights to reassert its sentience and independence, your mind is slightly more difficult to read or control, giving you a +1 bonus on Will saves against all mind-affecting spells and effects.

Piercing Note [Bardic Tradition]

You have learned to create notes whose sonic energy can be used to devastating effect.

Prerequisites: 9th level bard, Perform 12 ranks.

Benefit: At the expenditure of three bardic song uses for the day you can project a screeching note which pains all around you. All creatures (whether allies or not) within 20 feet of you must make a Fortitude save (DC equal to 10 plus one-half your Perform check result, rounded down) or be stunned for one round. You immediately suffer 1d6 points of sonic damage per creature that is stunned as a result of this ability.

Because this song is so hard on your vocal cords, your fingers, and/or your musical instrument, you may not create another bardic music effect for one hour after using this ability (even if you have more than one instrument).

Prodigy [Background]

You were born with an inherent understanding of some of the powers of the world around you.

Prerequisite: Caster or manifester level 1st.

Benefit: Once per day, you may increase your caster or manifester level by 2 for all purposes relating to a single spell you cast or power you manifest. This does not increase the spell or power's casting time. You may not exceed the normal maximum damage dice of the spell or power by means of this ability. This ability may only be used on whichever class you had at character creation. If you are a psionic prodigy, you may not combine the use of this feat with the Overchannel ability.

Additionally, some other feats require you to be a prodigy of a specific type. For example, if a feat specifies Prodigy (arcane), this indicates that you must have applied this feat to an arcane casting class in order to meet that prerequisite.

Postpone Spell, Improved [Metamagic]

You can cast spells that take effect up to one minute after casting.

Prerequisite: Postpone Spell

Benefit: The mechanics for Improved Postpone Spell are identical to those of Postpone Spell save that the caster can choose to delay the spell's effect for up to one minute.

Improved Postponed spells take up a slot three levels higher than the modified spell's actual level.

Postpone Spell, Greater [Metamagic]

You can cast spells that take effect up to one hour after casting.

Prerequisite: Improved Postpone Spell

Benefit: The mechanics for Greater Postpone Spell are identical to those of Postpone Spell save that the caster can choose to delay the spell's effect for up to one hour.

Greater Postponed spells take up a slot four levels higher than the modified spell's actual level.

Postpone Spell [Metamagic]

You can cast spells that take effect a few seconds after casting.

Prerequisite: Knowledge (arcana) 9 ranks

Benefit: Spells enhanced with this feat take effect on the caster's initiative on the following round. Spells that require a target must fulfill all normal requirements to achieve that target during casting. Range, line of sight, line of effect, etc. must be established as normal for the spell as it is being cast, and must remain valid when the spell goes off. If any target leaves the spell's maximum range after being successfully targeted when

the spell is cast, then the spell fails to affect that target. Saving throws and spell resistance rolls, if any, are made when the spell goes off, not when it is cast.

A postponed spell has its normal magical aura, as if it were an ongoing spell. It can be dispelled by *dispel magic* before it takes effect and its target(s) will avoid all effects. Magical or mundane precautions taken after the casting, but before the spell's trigger, will provide full protection as if they were taken before the spell was cast. For example, suppose that the target of a postponed *scorching ray* makes a Spellcraft check and recognizes his danger. He casts a prepared *protection from elements (fire)* before the effects of the *scorching ray* are felt, and enjoys the full protection of the spell even though it was cast after the *scorching ray*.

All the caster's decisions must be made during the initial casting. Spells that require the caster to concentrate in order to maintain their effects may not be used in conjunction with this feat.

Effects that occur in a series, such as the initial damage and arcing damage of a *chain lightning* spell, do not begin until the spell takes effect. In the case of a postponed *chain lighting*, the initial target would take damage if it was still within range, then the spell would arc to the nearest applicable targets. If some of the creatures who were originally in range to be extra targets have moved away before the spell goes off, while other creatures have moved into range, the spell's additional targets are chosen randomly (except for original targets who have remained in range). If the original target had moved out of range of the *chain lightning* before it went off, then the entire spell would fail.

Postponed spells take up a slot two levels higher than the modified spell's actual level.

Potent Blood [General]

The blood of the Valinor runs strong in your veins.

Prerequisite: Val blood rank 3.

Benefit: Your blood rank is treated as if it were 2 higher for all racial benefits that are modified by blood rank and for purposes of all variables in any of your bloodline powers that are based strictly on your blood rank.

This does not increase the number of bloodline powers that you know, nor does it let you choose higher-level bloodline powers without first choosing the appropriate number of lower-level powers (and buying the appropriate number of blood ranks with ability points). If some other permanent or temporary effect modifies your blood rank, then the bonus from this feat stacks with that effect for purposes of your Val racial abilities and bloodline powers.

Pureblood Naori [Background]

You come from Naori, the island of fire. Your people have been blessed by your elemental God.

Prerequisites: Human, may only be taken during character creation

Benefit: Pureblood Naori characters use all the normal guidelines governing human characters with the exceptions listed below.

Pureblood Naori have Energy Resistance [Fire] 5

Pureblood Naori gain the Improved Unarmed Strike feat

Pureblood Naori may gain levels in the sorcerer class (not necessarily at first level) but must take the Scion of Fire feat at the first opportunity after gaining their first level of sorcerer.

Pureblood Naori do not receive extra skill points or receive the additional 1st level feat normally granted to humans.

Domain compulsion: Fire. Any Pureblood Naori who takes a class that requires choosing a clerical domain must first choose the Fire domain. A Pureblood Naori must have the Fire domain before being able to choose any other domain at all.

Pureblood Naori are dark-skinned humans who usually cover themselves in red tribal tattoos and tend to dislike cold weather. These traits are purely cosmetic and do not carry any in-game effect.

Special: This feat may only be gained at first level, and it must be the first feat chosen during character creation.

Pureblood Undir [Background]

You are a pureblood Undir. Even among your own people you are a rarity, and most of your people consider you to be truly blessed.

Prerequisite: Human only

Benefit: Pureblood Undir characters use all the normal guidelines governing human characters with the exceptions listed below.

Pureblood Undir are hardier than their crossbred kin, but not as powerfully built. Your racial ability traits are adjusted as follows: +2 Constitution, -2 Strength.

Swim is always a class skill for Pureblood Undir.

Pureblood Undir gain a swim speed of 30 feet.

Pureblood Undir may hold their breath for a number of rounds equal to three times their Constitution.

Pureblood Undir gain Weapon Familiarity (Unden Knife).

Pureblood Undir may gain levels in the sorcerer class (not necessarily at first level) but must take the Scion of Water feat at the first opportunity after gaining their first level of sorcerer.

Pureblood Undir do not receive extra skill points or receive the additional 1st level feat normally granted to humans.

Domain compulsion: Sea, Water. Any Pureblood Undir who takes a class that requires choosing a clerical domain must first choose the Sea or Water domain. A Pureblood Undir must have the Sea or Water domain (but not both) before being able to choose any other domain at all.

Pureblood Undir have fey-like characteristics, a legacy from their Undine ancestors. These characteristics manifest as strangely-colored eyes, slightly webbed hands and feet, or pointed ears, along with a slight tinge of aqua on their skin. These traits are purely cosmetic and do not carry any in-game effect.

Special: This feat may only be gained at first level, and it must be the first feat chosen during character creation.

Quick Study [General]

You are a quick study.

Prerequisites: Int 13+.

Benefit: The time it takes you to learn and scribe new spells is halved. In addition, you gain a +2 circumstance bonus on the Spellcraft checks made to learn and scribe new spells into your spellbook.

Special: Wizards may take Quick Study as a bonus feat when they have a bonus feat available from their class features.

Rain's Crescendo [Bardic Tradition, Elorii]

Beroe's power soothes and refreshes like a cool rain. The songs her faithful learn exist to shelter and protect her allies from harm.

Prerequisites: 6th level bard, Perform 9 ranks, Berokene Elorii

Benefit: A Berokene bard can infuse her *inspire courage* bardic music ability with the soothing power of water by expending an additional usage of her daily bardic song allotment. Any Elorii affected by the bard's *inspire courage* has the morale bonus increased by +1 and receives acid, electricity, and fire resistance 5 for the duration of the song's effects.

Rage of Nier [Bardic Tradition]

The fiery passion of Nier drives his followers to unwavering excellence in the combat and the songs of his bards can bring that strength to the battlefield with powerful music.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Nier

Benefit: A Nierite bard can channel the passion of Nier in the use of her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any Nierite affected by the bard's *inspire courage* has the morale bonus increased by +1 and receives a morale bonus on all Will saves and Strength checks equal to the new morale bonus from the song.

Ranged Smite [General]

You may use your smite ability with ranged attacks.

Prerequisites: Any class ability to make a smite attack.

Benefit: You can use your smite ability when attacking with a ranged weapon. If you have multiple attacks, only the first attack you make counts as a smite attack. If that first attack misses, then the ability is wasted. You may still only make one smite attack per round.

Normal: Smite attacks are only made with melee weapons.

Rapid Summoning [Metamagic]

Prerequisites: 12th level caster, must be a dark-kin or specizalized in Conjuration or an Elementalist

Benefit: You lower the casting time of any *summon monster* or *summon nature's ally* spell to a full-round action instead of one round. This feat may not be applied to spells that are cast spontaneously.

Rapid Summoning uses up a spell slot one level higher than the spell's actual level.

Ready Spell [Metamagic]

Prerequisites: Quicken Spell, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks

Benefit: You can prepare a spell with a range of Personal or Touch and a casting time of 1 standard action or less to be cast as a swift action. To do so, the spell must be targeted on yourself, and all variables and options for the spell must be chosen at the time of preparation.

A readied spell uses up a spell slot 2 levels higher than the spell's actual level. You may not have more than one readied spell in memory at a time, nor can this metamagic feat be applied to spontaneously-cast spells.

Ready Spell, Greater [Metamagic]

Prerequisites: Quicken Spell, Ready Spell

Benefit: This feat works exactly like Ready Spell does, save that you may cast the prepared spell as an immediate action instead of as a swift action. You may still only have one readied spell prepared at any time.

A greater readied spell takes a spell slot 4 levels higher than the spell's actual level.

Reduce Spell [Metamagic]

You gain amazing control over your spells area of effect.

Prerequisite: Enlarge Spell

Benefit: You can alter a burst, emanation, line, or spread shaped spell to decrease its area. Any numeric measurements of the spell's area are reduced by 50% (rounded down, but to a minimum of 5 feet in any dimension). Spells that do not have an area of one of these four sorts are not affected by this feat.

A reduced spell uses up a spell slot two levels higher than the spell's actual level.

Rending Spell [Metamagic]

You enjoy inflicting harm and suffering upon your enemies. You revel in their destruction to the point of overkill, whether it's watching their bodies get torn apart with negative energy, burned, frozen, or scorched. The only thing that matters is their absolute destruction.

Prerequisites: Non-good alignment, Spell Focus (Necromancy), ability to channel negative energy or cast 4th level Necromancy spells.

Benefit: Whenever you cast a Necromacy spell that deals hit point damage, it inflicts one extra die of damage. This damage is never multiplied or added in regards to other feats or critical hits.

If the spell does not do hit point damage, it now does an additional 1d8 + caster level points of negative energy damage

in addition to the spell's original effects. If the spell allows a saving throw to reduce or negate its effects, a successful save also negates the additional damage. If the spell does not allow a save, the afflicted creature may make a Will save against the spell's normal save DC to reduce this additional damage by half, but the original spell's effects still do not allow a save.

A rending spell uses up a spell slot one level higher than the spell's actual level.

Example: An 11th level cleric casts a *blindness* spell that has been enhanced by the Rending Spell metamagic feat. The target creature receives its normal Fortitude save to negate the spell's effects. A successful save means that the creature suffers no effects whatsoever. If the Fortitude save fails, however, in addition to being struck blind, the unfortunate creature would also suffer 1d8 + 11 points of negative energy damage.

Example 2: A 10th level sorcerer casts an *enervation* spell that has been enhanced by the Rending Spell metamagic feat. Since *enervation* does not allow the target a saving throw, the target would be allowed a Will save to reduce the additional 1d8 +10 points negative energy damage by half. Regardless of whether that save succeeds or fails, the target still suffers the normal 1d4 negative levels from the *enervation* spell itself.

Reprise from the Deepest Chill [Channeling]

You may channel to gain resistance to cold effects or to grant that resistance to others.

Prerequisite: Worshipper of Yarris, ability to channel.

Benefit: By succeeding on a channeling check against a target creature's Hit Dice, you may surround that creature with the divine energy of Yarris. The target creature (which may be you) gains resistance 10 to cold for one round per point of channeling damage.

Resilient Soul Gem [Background, General]

It is no secret that the worshipers of Beltine are the creators of the soul gems that house a dwarf's spirit upon his death. It is also no secret that most worshippers of Beltine carry a deep loathing of undead that pushes them to seek the destruction of these foul creatures at every turn. Sometimes on purpose but other times inadvertently, their hatred of undead carries over into the soul gems they create, granting unexpected advantages to the dwarves who carry those gems.

Prerequisites: Must be a dwarf, 1st level.

Benefit: As long as you are carrying your soul gem, you gain a +4 divine bonus on all saving throws against the special attacks of undead and all negative energy effects (such as *inflict light wounds*).

Special: If you do not take this feat at first level, then you may not take it unless your soul gem is destroyed. You may then take this feat the next time you have the opportunity to take a General feat after you acquire a new soul gem.

Sadistic Euphoria [General]

Killing is euphoric for you. You feed on the power of death to add potency to your magic.

Prerequisites: Any evil alignment; must have killed another sentient creature for the sheer love of doing so.

Benefit: Whenever your magic causes the death of another creature, you can draw upon the death resonance created to add one of the following benefits to any one spell that you cast on the following round: +1 to effective caster level, +1 to saving throw DC, or +1 additional point of damage per die rolled. For every creature killed, this effect lasts for an additional round, but you may only apply the effects to one spell per round. If one of the spells that you cast while under the effects of this ability kills another creature, the bonuses stack, but the durations overlap.

Sanctified Summons [General]

You may imbue one of your summoning spells with divine power to protect the summoned creatures.

Prerequisites: Worshipper of Sarish, ability to channel

Benefit: You may call upon Sarish to protect his minions. While casting a *summon* spell, you may make a channeling check against your own Hit Dice; if you suceed any creatures summoned by the spell receive a +2 sacred bonus on all their saving throws for the duration of the spell that summoned them.

Sanctify Weapon [Channeling]

You may channel to bless one of your melee weapons with the *ghost touch* power.

Prerequisite: Ability to channel to turn undead.

Benefit: By making a channeling check against your own Hit Dice, you may imbue a melee weapon that you are currently holding with the *ghost touch* special property. This effect lasts for one round per point of channeling damage. You may not have more than one weapon active at any time with the *ghost touch* property gained from this feat. However, the weapon that you imbue may be handed to or picked up by another character, and the *ghost touch* effect remains active until the duration expires or you dismiss it as a standard action.

Scarred but Unbroken [Spelltouched]

Throughout your travels, you have encountered many situations where you body was wracked with pain, or have even perished through attacks from spells of this ilk and been returned to the land of the living. These torturous experiences have left lasting scars on your body are not always seen but that have hardened you against such attacks.

Prerequisites: Must have died as the result of a spell that required a Fortitude save, and you failed the save.

Benefit: You receive a +2 insight bonus on your saves against any spells or spell-like abilities that require a Fortitude save.

Scion of the Air [Scion]

Your elemental nature is strong indeed, as a child of an elemental lord; your soul has carried your elemental affinity for so long that its power has become clearly evident. Elder Elorii wonder what may become of your power in your next incarnation.

Prerequisite: Sorcerer level 1+, Osalikene Elorii or Pureblood Kio

Benefit: You gain access to the spells that are on your bloodline spell list. Additionally, you cast those spells at +1 caster level. You also gain a +2 bonus on Balance checks. However, you may only use a *summon monster* spell to summon air elementals and creatures with the Air subtype.

Bloodline Spells: 0 level – *light, prestidigitation*; 1st level – *alter wind*, summon monster 1*; 2nd level – *summon monster II, wind wall*; 3rd level – *gaseous form, summon monster III*; 4th level – *air walk, summon monster IV*; 5th level –*control winds, summon monster V*; 6th level – *chain lighting, monster summoning*; *VI* 7th level – *control weather, summon monster VII*; 8th level –*summon monster VIII, whirlwind*; 9th level – *storm of vengeance, summon monster IX.*

Scion of the Earth [Scion]

Your elemental nature is strong indeed, as a child of an elemental lord; your soul has carried your elemental affinity for so long that its power has become clearly evident. Elder Elorii wonder what may become of your power in your next incarnation.

Prerequisite: Sorcerer level 1+, Mârokene Elorii

Benefit: You gain access to the spells that are on your bloodline spell list. Additionally, you cast those spells at +1 caster level. You also gain a +1 bonus on Concentration checks. However, you may only use a *summon monster* spell to summon earth elementals and creatures with the Earth subtype.

Bloodline Spells: 0 level –*acid splash, light*; 1st level – *magic stone, summon monster 1*; 2nd level – *soften earth and stone, summon monster II*; 3rd level – *stone shape, summon monster III*; 4th level – *spike stones, summon monster IV*; 5th level –*wall of stone, summon monster V*; 6th level – *stoneskin, monster summoning VI*; 7th level – *reverse gravity, summon monster VII*; 8th level – *iron body, summon monster VIII*; 9th level – *earthquake, summon monster IX.*

Scion of the Fire [Scion]

Your elemental nature is strong indeed, as a child of an elemental lord; your soul has carried your elemental affinity for so long that its power has become clearly evident. Elder Elorii wonder what may become of your power in your next incarnation.

Prerequisite: Sorcerer level 1+ Kelekene Elorii, Pureblood Naori, or Ss'ressen worshipper of the Fire Dragon

Benefit: You gain access to the spells that are on your bloodline spell list. Additionally, you cast those spells at +1 caster level. You also gain a +2 bonus on Intimidate checks. However, you may only use a *summon monster* spell to summon fire elementals and creatures with the Fire subtype.

Bloodline Spells: 0 level – *explosive pellet*, light*; 1st level – *burning hands, summon monster 1*; 2nd level – *scorching ray, summon monster II*; 3rd level – *fireball, summon monster III*; 4th level – *wall of fire, summon monster IV*; 5th level – *lava burst*, summon monster V*; 6th level – *disintegrate, monster summoning VI*; 7th level – *fire storm, summon monster VII*; 8th level – *brimstone*, summon monster VIII*; 9th level – *meteor swarm, summon monster IX.*

Scion of the Infernal [Scion]

You must possess the blood of some Infernal lord within your body. The power to summon Infernals to do your bidding has always come easy for you, and indeed they call you master.

Prerequisite: Sorcerer level 1+, Dark-kin or other Tainted

Benefit: You gain access to the spells that are on your bloodline spell list. Additionally, you cast those spells at +1 caster level. You also gain a +2 bonus on Bluff checks. However, you may only use a *summon monster* spell to summon Infernals, half-fiendish creatures, and Outsiders with the Evil subtype.

Bloodline Spells: 0 level – *disrupt undead, light*; 1st level – *protection from good, summon monster 1*; 2nd level – *evil eye*, summon monster II*; 3rd level – *magic circle against good, summon monster III*; 4th level – *holy smite*, summon monster IV*; 5th level – *brimstone*, summon monster V*; 6th level – *circle of death, monster summoning VI*; 7th level – *plane shift, summon monster VII*; 8th level – *blasphemy, summon monster VIII*;9th level – *hellfire *, summon monster IX.*

Scion of the Heavens [Scion]

You possess the legacy of a celestial bloodline, be it essence of your Val bloodline or the legacy of Dwarven heritage. Your connection to your celestial nature is stronger then most, as you find you can access magic that others blessed with arcane gifts cannot.

Prerequisites: Sorcerer level 1+, Val or dwarf

Benefit: You gain access to the spells that are on your bloodline spell list. Additionally, you cast those spells at +1 caster level. You also gain a +2 bonus on Sense Motive checks. However, you may only use *summon monster* spells to summon celestial creatures, half-celestial creatures, and Outsiders with the Good subtype.

Bloodline Spells: 0 level – *disrupt undead, light*; 1st level – *protection from evil, summon monster 1*; 2nd level – *scorching ray, summon monster II*; 3rd level – *magic circle vs. evil, summon monster III*; 4th level – *holy smite*, summon monster IV*; 5th level – *divine power, summon monster V*; 6th level – *transfer life essence*, summon monster VI*; 7th level – *plane shift, summon monster VII*; 8th level – *summon monster VIII, sunburst*; 9th level – *aura of faith*, summon monster IX.*

Scion of the Water [Scion]

Your elemental nature is strong indeed, as a child of an elemental lord; your soul has carried your elemental affinity for so long that its power has become clearly evident. Elder Elorii wonder what may become of your power in your next incarnation.

Prerequisite: Sorcerer level 1+, Berokene Elorii or Pureblood Undir

Benefit: You gain access to the spells that are on your bloodline spell list. Additionally, you cast those spells at +1 caster level. You also gain a +2 bonus on Swim checks. However, you may only use a *summon monster* spell to summon water elementals and creatures with the Aquatic subtype.

Bloodline Spells: 0 level –*ray of frost, light*; 1st level – *cold fire, summon monster 1*; 2nd level – *fog cloud, summon monster II*; 3rd level –*summon monster III, water breathing*; 4th level – *control water, summon monster IV*; 5th level –*riptide, summon monster V*; 6th level – *cone of cold, monster summoning VI*; 7th level – *acid fog, summon monster VII*; 8th level – *horrid wilting, summon monster VIII*; 9th level – *elemental swarm (water elementals only), summon monster IX.*

Scholar of the Great Libraries [Profession]

Prerequisites: Scribe of the Great Libraries, Profession (scribe) 9 ranks

Benefit: You build upon the skills you gained as scribe in the great libraries. You spend another six months learning in the libaries. This feat increases all the bonuses that are gained through the Scribe of the Great Libraries feat from +1 to +2.

Scholarly Pursuit [General]

You are a very learned individual, constantly reading all manner of tomes and absorbing knowledges of all types and topics.

Benefit: Choose two Knowledge skills. You receive a +2 bonus on all checks made with those Knowledge skills.

Special: You may gain this feat more than once. Its benefits do not stack. You must choose two different Knowledge skills each time you gain this feat.

Scholar's Soul [Soul Fragment]

The soul fragment you possess was once a great scholar. Through need or desire, you have gained access to some of the soul's knowledge and skills.

Prerequisite: Patchwork Soul.

Benefit: All Knowledge skills are class skills for you, and you receive a +1 bonus on all Knowledge skill checks.

Knowledge may be power, but to you it is like a drug. If an opportunity to acquire knowledge presents itself, you find it difficult to resist, regardless of the risk associated with gaining the

knowledge. In such a situation, you must make a Will save with a DC that will be set by your GM based on the rarity of the knowledge. If you fail, you will do anything in your power to obtain the information. Common knowledge (something you could gain by reading a readily-available book or talking to local people) does not require a save. Rare knowledge (DC 20), obscure knowledge (DC 25), and truly forgotten lore (DC 30) do require you to actively resist their lure. However, great danger may slightly dissuade your zeal, giving you a +5 circumstance bonus to your Will save.

Additionally, you have gained the pride of the scholar whose soul fragment you possess; his pride is what eventually led to his downfall. Whenever you fail a Knowledge check by 5 points or less, you remember a half-truth or some other sort of misinformation about the subject at hand, but you remain convinced of your accuracy. For instance, you may fail a Knowledge (nature) check by 3 and believe that trolls can only be really damaged by certain substances (which is true) but mistakenly believe that those substances are cold and electricity (which is false).

Scribe of the Great Libraries [Profession]

Prerequisites: Profession (scribe) 5 ranks

Benefit: Upon selecting this feat, you must dedicate one year of your life to studying at the great libraries of Onara. You travel little, spending most of your time working as a scribe in the various libraries. No other work may be done while spending this time reading and studying. Through these studies, you gain a +1 bonus on all Knowledge and Research skill checks, as well as a +1 insight bonus on all bardic knowledge or lore checks (this does not allow you to make untrained skill checks or to make bardic knowledge or lore checks without having that ability).

Sculpt Runic Item [Item Creation]

You can carve runes of power into wood or stone objects, from which you can then cast spells.

Prerequisites: Native of the Hinterlands or dwarf; Craft (stonemasonry or woodworking or metalworking) 5 ranks, caster level 1st.

Benefit: You may sculpt a runic item of any spell you know. Runic items are small pieces of wood, metal, or stone, onto which you are able to carve, sculpt, or otherwise scribe spells. Runic items are activated exactly as if they were scrolls and use all of the same rules and restrictions. The creation times, gold piece costs, and experience point costs for sculpting runic items are exactly the same as those for scrolls, except that you must also succeed on a Craft check (DC 10 plus twice the level of the spell being sculpted) at the conclusion of the creation process or the item is flawed in some way and the spell does not function when the item is activated. Runic items may not contain more than a single spell and are consumed when the spell contained within is released.

Sculpt Greater Runic Item [Item Creation]

You can carve runes that anyone can use.

Prerequisites: Sculpt Runic Item

Benefit: You may sculpt a greater runic item of any spell you know. Greater runic items are small pieces of wood, metal, or stone, onto which you are able to carve, sculpt, or otherwise scribe spells. Greater runic items are activated exactly as if they were potions and use all of the same rules and restrictions. The creation times, gold piece costs, and experience point costs for sculpting greater runic items are exactly the same as those for potions, except that you must also succeed on a Craft check (DC 10 plus twice the level of the spell being sculpted) at the conclusion of the creation process or the item is flawed in some way and the spell does not function when the item is activated. Greater runic items may not contain more than a single spell and are consumed when the spell contained within is released.

Secret Lore [General]

The world of Arcanis is rich in history and culture. Those who study the depth and diversity of the world learn more of the secrets of Arcanis.

Prerequisites: Int 15+, bardic knowledge, lore, or any similar ability.

Benefit: When making a bardic knowledge or lore check, you may roll two dice and keep the better of the two rolls.

Shadow's Little Gift [Channeling]

You may draw upon divine power to create a melee weapon of pure shadowstuff.

Prerequisite: Worshipper of Cadic, ability to channel.

Benefit: By making a channeling check against your own Hit Dice, you may draw Cadic's shadow about yourself. You can form any melee weapon of your choice that you are proficient in. This weapon is formed from from pure shadow stuff, so it cannot be sundered, but you can be disarmed of it like any other weapon. The weapon dissolves immediately if it leaves your hand. The weapon has an enhancement bonus equal to one-sixth your effective channeling level (round down, minimum +0) and lasts for one minute per point of channeling damage. ("Effective channeling level" in this case means the highest HD that you were able to affect when you rolled the channeling check.)

Shadow's Silent Symphony [Bardic Tradition]

Cadic, God of music, has many songs for many occasions, but only his faithful learn the songs of utter silence.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Cadic

Benefit: A bardic worshipper of Cadic can learn a song of dead silence. By expending two uses of her daily bardic song allotment she can sing a noiseless song that gives one ally, plus one additional ally per three levels beyond 6th a morale bonus to Move Silently skill checks equal to one-third her number of ranks in Perform (round down, minimum +3) for as long as she maintains the song. She may include herself as one of the targets.

Soften Spell [Metamagic]

Prerequisites: Any other metamagic feat, Spellcraft 6 ranks

Benefit: Spells cast with this feat deal nonlethal damage instead of their normal damage. Only a spell that deals hit point damage may be prepared or cast as a softened spell. A softened spell uses up a spell slot one level higher than the spell's normal level.

Special: If the spell has an elemental type, it keeps it, and thus other feats or class abilities may affect the damage taken. However, all of the damage is converted to nonlethal damage. Creatures with energy resistance or immunity to elemental damage of the appropriate type can still apply that resistance or immunity to the nonlethal damage from the softened spell.

Songs of Defiance [Bardic Tradition]

Songs to praise Hurrian sound much like a storm – loud, powerful and sung with enough force to knock a man off his feet.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Hurrian

Benefits: When sung properly, these songs are almost enough to fend off attackers without raising a weapon. A Hurrianic bard can sing of Hurrian's might in her *inspire courage* song by expending an additional usage of her daily bardic song allotment. Any follower of Hurrian affected by the bard's *inspire courage* has the morale bonus increased by +1, and the new morale bonus also applies to Armor Class and to checks made to resist trip and disarm attempts.

Songs of the Deep [Bardic Tradition]

The seas are ruled by the chosen of Yarris and he teaches his faithful songs that let them move as water.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Yarris

Benefits: A bardic follower of Yarris can work praises to the ocean into her *inspire courage* song by expending an additional usage of her daily bardic song allotment. Any follower of Yarris affected by the bard's *inspire courage* has the morale bonus increased by +1 and also receives the morale bonus as a dodge bonus to AC.

Furthermore, by expending two uses of her daily bardic song allotment, the bard can give one ally, plus one additional ally per three bard levels beyond 6th, the ability to walk on water as per the *water walking* spell for as long as she maintains the song, and for five rounds afterwards. The bard may include herself as one of the targets.

Song of the Faithful [Bardic Tradition]

You may empower your songs with the strength of faith, inspiring the faithful and cursing all others.

Prerequisites: 6th level bard, Perform 9 ranks, the ability to channel, member of a church

Benefits: You may spend one of your daily channeling attempts and an additional use of bardic music for the day to incorporate clerical benedictions into your *inspire courage* bardic music ability. This increases the *inspire courage* morale bonus by an additional +1 for all members of the same church, and also gives members of other churches a –1 morale penalty to all attack rolls for the duration of the song. This is considered a mind-affecting fear effect.

Spell Rejuvenation [General]

For whatever reason, you are able to recover spells faster and with less sleep than normal.

Prerequisite: Divine Fervor or Endurance

Benefit: Rather than the 8 hours of restful sleep or relative calm that you require to prepare your daily allotment of spells properly, you require only 4 hours instead. This does not remove the limitation on regaining spells that have been cast within the previous 8 hours.

Spell School Specialization [General]

Prerequisite: Spell Focus (any), Spellcraft 15 ranks

Benefit: Add +1 to your caster level when casting spells from the school of magic you selected when you took the Spell Focus feat.

Special: If you possess the Spell Focus feat more then once then you may gain this feat more than once. Each time you gain this feat you must choose a different school of magic for which you have the Spell Focus feat.

Strengthen Shadow Magic [General]

Your ability and skill with shadow-based spells and magic is rivaled by few and spells of this type cast by you are more difficult to overcome. It seems the blood of Cadic is stronger in you than in most.

Prerequisites: Must worship Cadic or be of the val'Borda bloodline.

Benefit: Whenever you cast *shadow conjuration* or *shadow evocation* (or the derivative spells thereof) the effect is increased by adding 10%, even if it is disbelieved (add, don't multiply; a base effect of 50% becomes 60%, not 55%).

Additionally, when you cast the *shadow walk* spell, it is always treated as if under the effects of the Extend Spell feat. This does not increase the effective spell level or the casting time.

Storm's Child [Channeling]

You may channel to gain limited protection from electrical damage.

Prerequisite: Worshipper of Hurrian, ability to channel.

Benefit: By succeeding on a channeling check against a target creature's Hit Dice, you may surround that creature with the divine energy of Hurrian. The target creature (which may be you) gains resistance 10 to electricity for one round per point of channeling damage.

Summon Thy Own [General]

Prerequisites: Dark-kin or val'Mehan, Augment Summoning, Expert Summoning

Description: When summoning Infernals or other creatures with the Tainted subtype, you may voluntarily suffer damage equal to the total Hit Dice of all creatures to be summoned. This damage bypasses any temporary hit points or damage reduction you have and may not be reduced or negated in any way. You must then suceed on a Concentration check (DC 10 + one-half the damage suffered + the spell level) or lose the spell. If you succeed on the Concentration check, when the summoning spell goes off, all of the creatures that it summons have the maximum possible hit points.

This feat may not be used in conjunction with the Still Spell feat.

Suspend Spell [Metamagic]

You can cast spells that end and then begin again as you wish.

Prerequisite: Extend Spell.

Benefit: A suspended spell can be halted before its natural expiration as a standard action that does not provoke an attack of opportunity. Its remaining duration is then saved in case of later need. This feat may only be applied to spells with a range of Personal or that have a range of Touch and target only the caster. This feat may not be applied to any spell with a duration of Instantaneous.

A suspended spell can be held for up to twice its listed duration before fading on its own. Metamagic feats that increase or decrease the spell's listed duration likewise increase the length of time a spell may remain suspended by the same amount. Any effect that would have dispelled the modified spell in active form will end it while suspended.

Reinstating a suspended spell is a standard action that follows all the normal rules for a spell-like ability (it provokes an attack of opportunity and requires a Concentration check if interrupted) except that it cannot be counterspelled and requires no components. Anything that would prevent the casting of the original spell keeps it from reactivating. Once reactivated, the spell plays out whatever remaining duration it may have. It may not be suspended a second time.

Suspended spells take up a slot 3 levels higher than the modified spell's actual level. The spell slot used to prepare or cast a suspended spell may not be refilled or regained until the suspended spell has ended.

The Exultations of Larissa [Bardic Tradition]

Larissa has had many songs sung about her and her worshippers. The truest of her songs are not for parties though, they are divinations that show glimpses of futures that may be.

Prerequisites: 6th level bard, Perform 9 ranks, Worshipper of Larissa

Affect: A Larissan bard can sing of future prophecies by expending an additional usage of her daily bardic song allotment. Any Larissan affected by the bard's *inspire courage* receives the normal benefits of the song, along with an additional +1 insight bonus on all saves, attack rolls, and damage rolls, as well as a +1 insight bonus to AC.

The Majesty of Illiir [Bardic Tradition]

The blinding light of Illiir reveals the truth in all forms. In the hands of a faithful bard the benedictions of Illiir can be turned into a compulsion that forces all who hear it to speak the truth of their hearts.

Prerequisites: 6th level bard, Perform 9 ranks, worshipper of Illiir

Benefits: An Illiirite bard can compel those around her to speak the truth by using one daily use of her bardic music. Doing so forces all creatures within 30 feet to make a Will save against a DC equal to the bard's Perform check result. Those who fail cannot lie for as long as the song is maintained, plus five rounds after the song ends. Those who succeed on the save may lie, but still suffer a -2 penalty on all Bluff checks. The bard does not know whether any individual creature succeeded or failed on its save, but each individual creature knows whether or not it is compelled to speak the truth, and may choose to remain silent rather than speak. This is considered a mind-affecting compulsion effect.

Vieomantic Magic [General]

You have been trained in the arts of Vieomancy and have been trained to tap into the arcane energies around you, allowing you to create a Vieomantic Surge.

Prerequisites: Iron Will, Wis 13+, ability to cast 1st-level arcane spells, member of the Sanctorum of the Arcane, schooled at the House of Wisdom in Altheria.

Benefit: You gain one vieomantic surge point, which may be spent to cause a vieomantic surge in an arcane spell you cast. You recover the vieomantic surge point each day at the same time you prepare or ready your daily spells.

If you have spent all of your vieomantic surge points, you may still cause a vieomantic surge in a spell you cast by taking 2 points of Wisdom burn. If this reduces your Wisdom score below 3, you become helpless and are stricken with nightmares until your Wisdom is back to 3 or more.

Special: You may gain this feat multiple times. Each time you select this feat, you gain another vieomantic surge point. You recover all of your vieomantic surge points at the same time. (For more information on vieomantic magic, see **Chapter 6**.)

Ability burn damage may not be magically healed, and returns at the rate of 1 point per ability per day.

Vitality of the Orumar [Background, Elorii]

Your reincarnated soul returned from the Orumar to the land of the living more powerful than before. Your vitality and ability to benefit from healing spells are stronger than normal because of this.

Prerequisites: Elorii

Benefit: All *cure* spells that are cast upon you gain one additional point of healing per die rolled. Your natural healing is accelerated; you heal at double the normal rate when resting.

Vengeance from the Grave [Metamagic]

Your soul is spiteful against those that would seek to cause you suffering or send you into the afterlife. You know how to make those that would end your life suffer one last stroke of vengeance in the hopes that they would perish for their transgression.

Prerequisites: 10th level caster, any other metamagic feat.

Benefit: You may prepare any spell as your Vengeance spell. Once prepared, the vengeance spell is "held in reserve" and you cannot regain or refill that spell slot. Spontaneous spell casters may still designate a spell to be a vengeance spell, essentially losing a spell of that level. The vengeance spell is tied to your life force (or intellect in the case of undead casters). If you are ever taken to -10 hit points or below (or 0 hit points in the case of undead), the vengeance spell immediately triggers. It is centered or targeted upon the creature that struck the killing blow. The target is entitled to the normal saving throw for the spell (if any) but suffers a -2 penalty on the save as the spell is augmented by the energy of your death.

A vengeance spell takes up a spell slot of its normal level, and remains active until it is triggered, although you may voluntarily dismiss it when you regain your daily spells if you wish to use the spell slot for something else. Anyone who scans you for magical auras will see the vengeance spell as if it were an active spell of its normal school and level, and it can be dispelled like any other spell by a targeted *dispel magic* or similar effects. It cannot be counterspelled when it triggers, however.

Voice of Stone [Bardic Tradition, Elorii]

Mârok and his children are blessed with the strength of stone. The bards that learn the songs of earth are able to share that strength with all who share elemental blood.

Prerequisites: 6th level bard, Perform 9 ranks, Mârokene Elorii

Benefit: A Mârokene bard can include the rumbling songs of earth and stone in her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any Elorii affected by the bard's *inspire courage* has the morale bonus increased by +1, and receives a bonus to Fortitude saves and on bull rush checks equal to the new bonus given by the song.

Ward Against the Darkness [Channeling]

You may channel to protect the life force of those around you.

Prerequisites: Worshipper of Beltine, ability to channel.

Benefit: You may attempt to protect one or more persons with a powerful ward against attacks that drain energy or abilities. You spend three of your daily channeling uses to make one normal channeling attempt. Each ally within 30 feet of you that is succesfully affected becomes a part of the ward. The warded creatures all draw from a communal pool of phantom levels and ability score points. This pool of energy acts as a buffer against energy drain and ability damage for all the affected targets. The buffer can absorb one negative level or point of ability damage / ability drain for each six points of your channeling damage (rounded down). If the buffer is able to partially negate an attack, any extra negative levels or ability damage/drain goes through as normal. A creature may not choose to allow an attack to strike it, thereby preserving the strength of the ward; the ward always blocks any attack that it is able to block.

Once the buffer has been depleted all the affected creatures lose its protection. Any creature that moves more than 30 feet away from you also loses the protection of the buffer and cannot regain it. The pool remains in existance for one round per point of channeling damage before fading away. Any extra points that are left in the buffer are wasted when it fades.

Whispers of the Woods [Bardic Tradition]

The Green Mother is one with all the creatures of the wild and the plants of the earth. Her faithful sing songs that tap into the primal forces of nature.

Prerequisites: 6th level bard, Perform 9 ranks, Worshipper of Saluwé

Benefit: A bardic follower of Saluwé can chant ancient rhythms in her *inspire courage* bardic music ability by expending an additional usage of her daily bardic song allotment. Any worshipper of Saluwé affected by the bard's *inspire courage* has the morale bonus increased by +1, and receives a natural armor bonus to AC equal to the new bonus given by the song.

Chapter Six
Prestige Classes

In the lands of Arcanis the adventuring life of any caster is a perilous one; it is not unheard of for even divine casters to be attacked by Harvesters. Sometimes it's a case of mistaken identity, sometimes a divine caster's contact with the arcanely-gifted makes him a target, and someimes there is simply no explanation for the attacks. Nevertheless, no one who wields magic is completely safe from the dark hand of the Sorcerer-King. It is that fear which drives some casters to improve their talents, while others struggle to hide them.

Definitions of Terms

Here are definitions of some of the game terms used in this section.

Base Class: Not a prestige class; one of the 20-level classes.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing base class.

Character Level: The total level of a character, which is the sum of all class levels held by that character. Creatures with racial Hit Dice count their racial HD towards their character level.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

New Skills

Several of the prestige classes in this chapter gain class skills that are not found in *Core Rulebook I*. The Dreaming, Knowledge (the planes: spirit world), and Knowledge (the planes: spirit creatures) skills are found in **Chapter 10** of this book. The Black Market, Craft (flintlocks), Examine Martial Technique, and Research skills are found in the *Player's Guide to Arcanis*.

Core Rules Prestige Classes

In the *Player's Guide to Arcanis* we provided some background information on how the prestige classes found in *Core Rulebook II* fit into the world of Arcanis. In this section, we add some additional details on how some of these prestige classes fit in and deal with the Sanctorum of the Arcane.

Arcane Archer

Additional Requirements: Must be Elorii

Relation to the Sanctorum: Quite a few Laerestri arcane archers have joined the ranks of the Sanctorum; these adventures eagerly seek out other Laerestri who show the talent for the arcane, hoping to get to them before the Harvesters do. If an Elorii is captured by the Harvesters, these archers become relentless hunters, seeking and destroying any and all Harvesters that dare stand in their way. During raids by the Sanctorm against the forces of Ymandragore, arcane archers are often paired with Talons of the Hawk.

Arcane Trickster

Additional Requirements: None

Relation to the Sanctorum: This tradition is mostly taught at the Shadow Sanctuary in the Western Marches, although quite a few of these talented rogues can be found at the House of Fascination as well as the the Sanctuary of the Sanguineous Dominar. (See **Chapter 2** for details on the various Sanctuaries.)

Archmage

Additional Requirements: None

Relation to the Sanctorum: Within the Sanctorum, which is led by a Council of Magisters, the core rules Archmage has largely been replaced with the Magister prestige class (found in this chapter). Elorii and dwarven arcane casters, as well as those from Ymandragore and the Ssethregoran Empire, still use the Archmage as presented in *Core Rulebook II*. It is also not entirely unheard-of to find Archmages outside the Sanctorum itself; for example, the ancient Nerothian liches of Canceri include several Archmages among their number.

Eldritch Knight

Additional Requirements: Must be a member of the Hawk or Shield faction.

Relation to the Sanctorum: The Sanctorum of the Arcane has long stood as a bastion against the encroachment of the Ymandragoran threat. Some members of the Sanctorum seem to combine arcane knowledge with prowess in combat, the better to defend others or take the fight back to the Isle of Tears. These men and women are known as Eldritch Knights. Those who take such a path must temper their mastery of the arcane with the ability to defend themselves when the need arises. As with all arcane casters, even those who undertake this path are not immune to the depredations of the Sorcerer-King.

Loremaster

Additional Requirements: None

Relation to the Sanctorum: The Sanctorum of the Arcane exists under the constant threat of extermination by the servants of the Sorcerer-King. The Loremasters of the Sanctorum feed information to both the Hawks, in aid of their attacks, and the Shield, to help them plan the most effective defense.

Paths of the Sanctorum

Within the Sanctorum of the Arcane lie many traditions of magic. Alhough none of these are exclusively taught in any one Sanctum, some are better known for one or another. The following prestige classes are only available to members of the Sanctorum who have attained the rank of Mage or higher. Some of the classes have additional requirements, which may involve oaths or specific services.

Bound Guardian

"Day 27: Today I made my first mistake, which would have been disastrous. In my fervor to examine the magical script within the new chamber so recently discovered I was careless, and activated a trap. Silas and Aisho, our Khur-Gi bodyguard, were incinerated instantly. Luckily for me Alleandrus was nearby and sensed my distress through our link. He managed to tackle me and throw us both out of the way of the blast. I will not make such a mistake again."

- Zapherius of the Shield

There are those who out of love or obligation opt to bind themselves to a Sanctorum Mage as their loyal bodyguard, or guardian. This is not a light decision for either the Mage or the Guardian, for the two will become closer than normal, sharing emotions and feelings through an empathic link. To become a bound guardian, the mage and potential guardian must undertake the arduous ritual known as *guardian ties*.

Requirements

To qualify to become a Bound Guardian, a character must fulfill all the following criteria

Base Attack Bonus: +5

Skills: Intimidate 5 ranks, Listen 4 ranks, Spot 4 ranks

Feats: Combat Expertise, Combat Reflexes, Weapon Focus (any weapon), and either Great Fortitude, Iron Will or Lighting Reflexes

Saves: Must have a base save of +3 or greater on all saving throws

Special: Must undergo a special ritual of binding, including the casting of the *guardian ties* spell, the result of which is to bind the prospective Guardian to a single Mage of the Sanctorum.

Class Skills (2 + Int modifier per level): Craft (any), Handle Animal, Hide, Intimidate, Listen, Move Silently, Profession (any), Spot, Survival, and Tumble.

Class Features

All of the following are class features of the Bound Guardian prestige class.

Weapon and Armor Proficiency: Bound Guardians gain very little in the way of additional military training; but they do gain proficiency in light and medium armors as well as all light and one-handed martial weapons.

TABLE 6-1: THE BOUND GUARDIAN

HIT DIE: D10

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Empathic Link, Parry
2nd	+2	+3	+3	+3	Alertness, Bodyguard
3rd	+3	+3	+3	+3	Parry +1, Riposte
4th	+4	+4	+4	+4	Share Spells
5th	+5	+4	+4	+4	Uncanny Dodge, Quick Parry
6th	+6	+5	+5	+5	Parry +2, Riposte +1
7th	+7	+5	+5	+5	Bound Evasion
8th	+8	+6	+6	+6	Stabilize, Quick Bodyguard
9th	+9	+6	+6	+6	Parry +3, Riposte +2
10th	+10	+7	+7	+7	Improved Uncanny Dodge

Empathic Link (Su): The Bound Guardian has an empathic link with the Mage to whom they are bound up to a distance of 1 mile. Neither the Guardian nor their Mage can see, or experience the world though the link, but feelings and emotions are conveyed through the link. In addition, the Bound Guardian knows the state of health of their Mage.

Parry (Ex): At first level, a Bound Guardian gains the ability to parry blows that are intended for his ward. Parrying a blow is equivalent to an attack of opportunity; thus a guardian must be able to reach his ward's space with a melee weapon and he must expend one of his attacks of opportunity for the round to use the ability.

A parry attempt is resolved using an opposed attack roll. Treat this as a disarm attempt for the purposes of bonuses to the guardian and the attacker. However, even if the guardian succeeds on the parry, the opponent is not disarmed of his weapon, nor can the opponent attempt to disarm the guardian should the guardian fail the attempt. If the guardian succeeds on the attempt, then the blow is parried, and the ward takes no damage. Should he fail, then the ward takes full damage.

At 3rd level, and every three levels thereafter, the guardian recieves an additional bonus to his parry attempts. This bonus starts at +1, and increased to +2 at 6th level, and its maximum of +3 at 9th level. Additionally, at 5th level, the guardian may take a 5 ft. step before parrying a blow. It is possible for the guardian to use this 5 ft. step to place himself in such a position as to be able to parry a blow that he wasn't otherwise able to parry. Anytime a guardian takes this step, he is considered on his next action, to have already taken a 5 ft. step that round.

Since this ability counts as an attack of opportunity, the guardian is limited in its use each round to his normal count of attacks of opportunity. Finally, as a disarm attempt, this ability only functions against melee attacks, as such a guardian could not deflect arrows, magical spell effects (unless they take the form of melee attacks, like *spiritual weapon* does) or other ranged attacks.

Alertness (Ex): A guardian of at least 2nd level, who is within 60 feet of his ward, recieves Alertness as a bonus feat. He loses the feat whenever he is separated by more than 60 feet from his ward.

Bodyguard (Ex): Once per round, a guardian of 2nd level and higher may, as a immediate action, interrupt a ranged attack on his ward, so long as he and his ward are adjacent. The guardian and his ward exchange squares, and the guardian becomes the target of the ranged attack. Additionally, the guardian is flat-footed against this attack, even if he posses the uncanny dodge ability. Due to the violent nature of this exchange, the ward must make a DC 20 + spell level Concentration check if he was casting or maintaining a spell. Finally, the round after the guardian uses this ability, he is denied his move action, as it has already been used.

At 8th level and higher, using this ability only uses the guardian's 5 foot step for the following round, rather than a full move action. If the guardian uses both this ability, and the 5 foot step portion of the parry ability in the same round, he is still denied his entire move action for the round, and his 5 foot step.

Riposte (Ex): Starting at 3rd level, once per round, a guardian who successfully parries an attack against his ward may immediately take a free attack on the individual whose attack was parried.

At 6th and 9th level, the guardian recieves a bonus on this riposte attack, starting at +1 and reaching a maximum of +2 at 9th level. This bonus applies to both attack and damage rolls made during the riposte attack.

Share Spells (Su): At 4th level, the bond between the guardian and the ward has advanced such that the ward can now include the guardian in spells that he casts. At the option of the ward, he can have any spell or spell-like ability he casts on himself also affect the guardian, so long as the

two of them are adjacent. The shared effect, if it has a duration longer than instantaneous, only persists so long as the guardian is adjacent to the ward. The ward can share spells with his guardian even if the spell has a target of personal, or would not normally affect the guardian (because of race, or other abilities).

Uncanny Dodge (Ex): Guardian's enhanced awareness prevents them from being caught off guard. Starting at 5th level, a guardian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If the guardian already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Bound Evasion (Ex): At 7th level, the Bound Guardian can try to throw himself and his ward away from dangerous area attacks (such as a *fireball* spell). The guardian may expend an attack of opportunity to make a single saving throw for both himself and his ward (provided the ward is willing). If the saving throw is successful, then neither takes damage from the effect, however, should the save fail, the guardian and his ward both take full damage from the effect.

An unwilling ward may elect to make his own save against the effect, determining the result according to his own abilities. A guardian does not gain the benefits of this ability if he is not protecting his ward, so should the ward wish to forgo this protection, the guardian is also denied it.

Stabilize (Su): At 8th level, the Guardian can sacrifice their hit points through the empathic link in order to stabilize their ward. As a standard action, that provokes attacks of opportunity, the guardian may touch their unconcious and still bleeding ward and sacrifice 10 hit points to heal their ward 1 hit point. This ability does not deal true physical damage, so damage reduction does not apply to the 10 hit points that are sacrificed. Additionally, as indicated, this ability only functions when the guardian's ward is unconcious and not stabilized; if used on a concious or stabilized mage, the guardian still suffers the 10 hit point loss, but the mage gains no benefit.

Improved Uncanny Dodge (Ex): A guardian who reaches 10th level can no longer be flanked. This defense denies an opponent the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in the class that grants sneak attack than the guardian has levels that provide improved uncanny dodge.

If the guardian already has improved uncanny dodge from another class, all his levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank him.

Magister

"Know that Nurion, my beloved teacher, has spoken to me of many things. He has taught me many things. But now, in the twilight of my life, he offers me one final choice. To take upon myself the burden of immortality that he has bestowed. I turned him down. Nurion then smiled at me, and spake unto me, 'such is the decision of a true Magister, for we know that immortality is not a gift.' I now reach my last days. My Sanctorums have been kept secret and have protected the lives of hundreds. One of Nurion's newest students comes from a Sanctorum I established. I am content with my life."

- Final Memoir of the Red Magister

Following the founding of the Sanctorum, Nurion val'Assante took a few of the best mages he had saved, and began the process of teaching them the skills of the Magister. Those original students have taken students of their own, and so the line of the Magister continues.

Learning to become a Magister is an intensive process, unlocking the depths of arcane might. Yet, it also requires complete and total dedication. A student who wishes to train as a Magister must forswear all allegiances except those to the magical arts and the Sanctorum.

Requirements

To qualify to become a Magister, a character must fulfill all the following criteria

Base Attack Bonus: +5

Spellcasting: Must be able to cast 3rd level arcane spells

Skills: Knowledge (arcane) 15 ranks, Spellcraft 15 ranks.

Feats: Craft Wondrous Item, Skill Focus (Spellcraft), Spell Focus (in two schools of magic), Greater Spell Focus in one school. A specialist wizard must have greater spell focus in their speciality. .

Spells: Ability to cast 7th-level arcane spells, and knowledge of 5th-level or higher spells from at least four schools.

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Decipher Script, Knowledge (all skills taken individually), Profession (any), Research, Search, and Spellcraft.

TABLE 6-2: THE MAGISTER

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Magister's Cloak, Nurion's Teachings	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Master Spell Focus, Nurion's Teachings	+1 level of existing arcane spellcasting class
3rd	+2	+1	+1	+3	Nurion's Wards, Nurion's Teachings	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Nurion's Teachings	+1 level of existing arcane spellcasting class
5th	+3	+1	+1	+4	Nurion's Teachings	+1 level of existing arcane spellcasting class

Class Features

All the following are class features of the Magister class.

Weapon and Armor Proficiency: Magisters gain no additional proficiencies with any weapons, armors or shields.

Spells per Day/Spells Known: When a new Magister level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an Magister, he must decide to which class he adds each level of Magister for the purpose of determining spells per day.

Magister's Cloak: The first thing a Magister learns is how to craft a special magical cloak. These cloaks are intended to conceal the Magister's identity when performing their duties, although they have been known to be used for other purposes as well. Crafting the cloak requires two spells, *alter self* and *nondetection*. Additionally, it costs 10,000 gp and 800 XP to create.

When worn, a Magister's Cloak conceals the identity of the wearer, altering his appearance to that of a 6"1" tall human male. It also transforms the voice to a deep, rich baritone. The hood of the cloak conceals the face, such that only the chin and lips can be seen. Even those are affected however, always appearing as a strong, angular chin and full lips.

Additionally, the cloak provides the Magister with a continous *nondetection* effect. Finally, any targetted divination spell that is cast at on the Magister fails unless the caster suceeds on a DC 25 Caster Level check.

A Magister's Cloak only functions for the Magister who created it. Should any other don one, they gain none of the above benefits.

Master Spell Focus (Su): A 2nd level Magister has truly mastered an aspect of magic. The Magister selects on school of magic for which he has the Greater Spell Focus feat (if he is a specialist wizard, this must be the school in which he specialized). He gains a +1 competence bonus to the save DC of all spells the Magister casts from that school. This bonus stacks with that provided by the Spell Focus and Greater Spell Focus feats.

Nurion's Wards (Sp): A Magister of 3rd level and higher has learnt the rituals necessary to ward a sanctorum. The ritual requires 50,000 gp in incense and various powdered forms of precious gems (including diamond, emerald and ruby). Additionally, the Magister must spend 5,000 xp to place the wards. All of these costs are above and beyond those of the physical structure. A warded sanctorum gains the benefits, as detailed in Chapter 2.

Nurion's Teachings: At each level, a Magister is taught one of the arcane secrets that Nurion himself once studied to achieve. Each ability has a cost associated with the knowledge, in as much that they require a Magister to eliminate an existing spell slot. Each ability specifies a level of spell that must be sacrificed to gain the ability, that is a minimum level, a higher level spell slot can be sacrificed at the choice of the Magister, but once this choice is made it cannot be changed. Each ability can only be selected once, unless the ability indicates otherwise.

Arcane Fire (Su): The Magister gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of Magister) that deals 1d6 points of damage per class level of the Magister plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Shield (Su): A Magister can channel the energy of a spell to create a magical shield around a number of individuals equal to the level of the spell used to create this effect. These individuals must all be within 30 feet of each other, and the Magister. This shield is capable of absorbing spell effects, up to one spell level per caster level of the Magister, but this pool is shared equally between all reciepients of the shield. Any spell (except for spells that ignore Spell Resistance) that is cast at any shielded individual is negated, and counts towards the total spell levels that can be absorbed. If a spell is cast that has an area effect that affects multiple shielded individuals in only negated for the shielded individuals, and only counts once against the total absorbable spells. If a spell's level exceeds the total remaining spell levels that can be absorbed, then the spell is not affected by this ability. For example, the Red Magister uses this ability with an 8th level spell to protect himself and seven companions. Since he is a 20th level caster, the shield will absorb a total of 20 spell levels. The Magister is targetted with two 8th level spells, and his companions with a 4th level spell. This spends all the levels of the shield.

Arcane Reach (Su): The Magister can use spells with a range of touch on a target up to 30 feet away. The Magister must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability may not be combined with *Arcane Transference*. This ability costs one 7th-level spell slot.

Arcane Transference (Su): The Magister can use spells with a range of personal (including you or self) on a target that they touch. This ability may not be combined with *Arcane Reach*. This ability costs one 8th-level spell slot.

Intensify Spells: The save DC for all spells cast by the Magister increase by +1. This bonus stacks with the bonus provided by Master Spell Focus, and the Spell Focus and Greater Spell Focus feats. This ability costs one 6th-level spell slot.

Mastery of Counterspelling: When the Magister counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The Magister can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell

with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The Magister can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot

Spell Power: This ability increases the Magister's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: A Magister who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The Magister does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costing her 10 times that amount in XP. This ability costs one 5th-level spell slot. The spell-like ability normally uses a spell slot of the spell's level, although the Magister can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. The Magister may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day. If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

Undying: Only a magister who has truly mastered the arcane can select this ability, thus only a 5th level Magister can acquire this ability. Furthermore, only Nurion is capable of teaching this ability, which involves teaching the Magister to survive solely on the magical energies of Onara. The Magister's type changes to Outsider, with the Native subtype. The Magister ceases to age, never dying from old age. Furthermore, the Magister never needs to eat, drink or sleep, although he still requires 8 hours of rest to regain his spells each day. This ability costs one spell slot of each level (0th through 9th level) to learn.

Via Sapientia

"The path of specialization is as important as any road you would walk on. It will take you through the wilderness. It will take you to your destination faster, and smoother. When you arrive, you will be more refreshed and fit than those who trek through the wilderness. However, like all paths, there is a drawback, and the drawback of a road is this – you must stay on it, within the narrow band of its borders, and walk down it steadfastly, not turning from it or straying away from it. Otherwise it will not serve your purposes."

– Magister Aloucis

Within the Sanctorum, there are those who devote themselves to the study of a particular school of magic. This focus allows them to penetrate the deeper mysteries of that school, building upon the research of the former masters of the art. A lonely road, the way of the Scholar gives the Mage

TABLE 6-3: THE VIA SAPIENTIA **HIT DIE: D4**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Specialty, Specialization Mastery	+1 specialist wizard level
2nd	+1	+0	+0	+3	Sapienti Ability I	+1 specialist wizard level
3rd	+2	+1	+1	+3	Sapienti Ability II	+1 specialist wizard level
4th	+2	+1	+1	+4	Sapienti Ability III	+1 specialist wizard level
5th	+3	+1	+1	+4	Sapienti Ability IV	+1 specialist wizard level

power beyond that of his fellows, but at the expense of his studies in the other schools. Knowing well the power held by those who delve deeply, the Council of Magisters carefully scrutinizes all those who wish to walk this path.

Requirements

To qualify to become a Sapienti a character must fulfill all the following criteria

Spells: Must be able to cast 5th level arcane spells

Skills: Knowledge (Arcana) 15 ranks , Spellcraft 15 ranks, Research 15 ranks

Feats: Spell Focus and Greater Spell Focus in their specialized school, and either Skill Focus (Knowledge [Arcana]) or Skill Focus (Spellcraft)

Special: To become a Sapienti, the prospective member must be a specialized wizard in any school.

Class Skills (4 + Int modifier per level): Concentration, Craft (any), Decipher Script, Intimidate, Knowledge (all skills taken individually), Profession (any), Research, and Spellcraft.

Class Features

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

Weapon and Armor Proficiency: Sapienti gain very little in the way of military training; they gain no additional weapon, armor or shield proficiencies.

Spells per Day: Sapienti continue to advance in spellcasting ability. When a new Sapienti level is acquired, the character gains new spells per day as if she had also gained a level of wizard. She does not; however, gain any other benefit of the wizard character class (improved familiar abilities, bonus meta-magic feats, etc.). This essentially means that she adds the level of Sapienti to her wizard level, and then determines spells per day and caster level accordingly.

Specialty: The Sapienti focuses almost exclusively on one school of magic. As such, their studies of other schools suffer. The Sapienti must select an additional school of mage that is barred to him. He does not loose any of the spells he currently knows from that school, but he can not learn additional spells from that school. In addition, the Sapienti is no longer able to use spell trigger devices from his new banned school.

Specialization Mastery (Ex): The Sapienti has gained an incredible insight into his chosen specialty, granting him a +1 bonus to caster level for all spells from his chosen school. This bonus to caster levels applies to all aspects of the spells, including range, damage (if applicable), duration and so forth.

Sapienti Ability: Over the years, those who have walked down this path have uncovered powerful secrets which they pass on their trusted pupils. As a character progresses along their path, they are taught to unlock within themselves the powers of their specialty. Each school has a different set of abilities that the character can learn.

The Sapienti of Abjuration

Sapienti Ability I - Inner Protection (Sp): The Sapienti of Abjuration has gained an additional insight into protective magic. Tthe Sapienti adds one point of Intelligence modifier per via Sapienti class level to his saving throws (to a maximum of +5) as an insight bonus. Treat this effect as an abjuration spell of the highest level that the Sapienti can cast, cast at his caster level, for the purposes of dispelling this effect. Reactivating this power is a move action.

Sapienti Ability II - Raising the Gauntlet (Sp): The Sapienti of Abjuration has gained an amazing insight into protective magic. The Sapienti adds an insight bonus to his armor class equal to one point of wisdom modifier per Sapienti of Abjuration class level to his Armor Class (to a maximum of +5). Treat this effect as an abjuration spell of the highest level that the Sapienti can cast, cast at his caster level, for the purposes of dispelling this effect. Reactivating this power is a move action.

Sapienti Ability III - Shatter the Spell (Ex): The Sapienti gains an enhancement bonus equal to his class level on dispel magic checks. This bonus is applied to the roll, and is not subject to the standard caps on the bonuses. Thus, if a 13th level wizard/4th level Sapienti of Abjuration were to cast a *dispel magic* spell, the dispel check would be as follows: 1d20 + 10 (caster level) +4 (Shatter the Spell).

Sapienti Ability IV - Reactive Counterspell (Su): A Sapienti of Abjuration who reaches the pinnacle of his art can react instantly to counter a spell. Once per round, and no more than once per day per point of Intelligence modifier, the Sapienti can counterspell as an *immediate* action. Additionally, the Sapienti gains the Improved Counterspell feat as a bonus feat.

The Sapienti of Conjuration

Sapienti Ability I – Greater Summons (Ex): When casting a *summon monster* spell to summon multiple creatures of a lower level, the Sapienti adds +1 to the number of creatures summoned (e.g., when using *summon monster IV* to summon creatures from the third-level list, he receives 1d3+1 creatures rather than the normal 1d3).

Sapienti Ability II – Powerful Summons (Ex): When the Sapienti casts a *summon monster* spell to summon a single creature, that creature is summoned with maximum hit points. To gain the benefits of this ability when summoning creatures from a lower-level list, the Sapienti may deliberately forego rolling for the number of creatures that he summons and instead choose to summon only one creature of the chosen type. If he does so, he may not increase the number of creatures summoned by any other means (such as the Greater Summons ability).

Sapienti Ability III - Extend Summons (Ex): The Sapienti has mastered the art of holding open a channel between the Planes. As a result, all *summon monster* spells that he casts behave as if the Extend Spell feat were applied to them. This does not affect the level of the spell, nor does it affect the casting time. These spells may not have the Extend Spell feat applied to them a second time.

Sapienti Ability IV - Fast Summons (Ex): The Sapienti may cast *summon monster* spells as standard action casting times, rather than 1 round casting times. These spells may not have metamagic feats applied to them that further influence the casting time, such as Quicken Spell. A Sapienti may have only one Fast Summons active at any time; if he wishes to summon more creatures before the duration of a Fast Summons ends, he must either dismiss the other creatures or cast the spell at its normal (1 round) casting time.

The Sapienti of Divination

Sapienti Ability I - Telepathy (Su): The Sapienti of Divination gains the telepathy special property with a range

of 100 feet. This ability allows the Sapienti to communicate telepathically with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listing to multiple people at the same time.

Sapienti Ability II - Danger Sense (Ex): The Sapienti' awareness has increased to the point that he begins to react with uncanny ability to all signs of danger. The Sapienty retains his Dexterity bonus to Armor Class (if any), even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Sapienti Ability III - Evasion (Ex): The Sapienti can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless Sapienti does not gain the benefit of evasion.

Sapienti Ability IV - Uninhibited Vision (Su): The vision of the Sapienti is unaffected by distortions, shadows or other forms of magical trickery. The Sapienti is affected by a continuously active *true seeing* effect.

The Sapienti of Enchantment

.**Sapienti Ability I - Enhanced Enchantment (Ex):** The Sapienti gains the Extend Spell feat as a bonus feat. Additionally, once per day the Sapienti may apply the Extend Spell feat to an enchantment spell while casting the spell, without affecting casting time or the spell level.

Sapienti Ability II - Clouded Mind (Su): Once per day the Sapienti can create around their person an obscuring aura, making it hard for people they interact with to remember them or what they say. Activating the aura, which has no physical manifestation, is a standard action and the aura lasts for 10 minutes per class level. The aura has a radius of 5 feet per Sapienti class level, and all within the aura must make a DC 10 + Intelligence modifier + class level Will save. Those who fail the save suffer a penalty on Sense Motive checks equal to the Sapienti's class level. Additionally, one minute after they finish speaking with the Sapienti, they receive a –5 penalty to Intelligence checks made to recall details about the Sapienti. A *break enchantment* or a *remove curse* can break this latter effect, so long as they are cast by a caster of at least the Sapienti's caster level.

Sapienti Ability III - Thrall (Su): A Sapienti can elect to make a *dominate* spell he casts more permanent than normal. Once per week, the Sapienti may use this ability when casting the spell (before the saving throw is rolled). If the saving throw is failed, the *dominate* effect persists for one month. A Sapienti may only have one thrall at a time, and the thrall may never have more Hit Dice than the Sapienti does. So long as the *dominate* effect is active, the spell slot that created the effect may not be refilled.

Sapienti Ability IV –Seeds and Whispers (Ex): The Sapienti gains the Suspend Spell metamagic feat as a bonus feat. Additionally, when the Sapienti uses the Suspend Spell feat on any *charm* or *dominate* spell he may designate it as a seed. A seed spell may remain dormant for up to six months before use, rather than the standard duration. A Sapienti may only maintain five seeds at a time, although he can dismiss one of his seeds as a free action in order to maintain another. Additionally, as with a standard application of Suspend Spell, the used spell slots may not be filled so long as the seeds remain available.

The Sapienti of Evocation

Sapienti Ability I –Empowered Evocation (Ex): The Sapienti gains the Empower Spell feat as a bonus feat. Additionally, once per day the Sapienti may apply the Empower Spell feat to an evocation spell while casting the spell, without affecting casting time or the spell level.

Sapienti Ability II –Evocation Breakthrough (Ex): The Sapienti may, once per day per class level, convert any prepared evocation spell into any other evocation spell of equal or lower level. This increases the casting time to 1 full round (or adds 1 full round, if the new spell has a casting time of 1 full round or longer). Meta-magic feats may not be applied to this converted spell.

Sapienti Ability III – Force Mastery (Ex): The Sapienti has mastered the inner secrets of evocation. Once per day per class level, the Sapienti may elect to have an evocation spell deal force damage instead of its normal damage. This choice must be made when the spell is cast, and can only be applied to spells that deal physical damage. Additionally, the modified spell gains the force descriptor, and loses any elemental descriptor.

Sapienti Ability IV –Mastery of Shaping (Ex): The Sapienti of Evocation can alter area and effect spells from the Evocation school that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet.

The Sapienti of Illusion

Sapienti Ability I – Chains of Disbelief (Ex): Even if a viewer disbelieves an illusion created by the Sapienti and communicates the details of the illusion to other creatures, those other creatures do not receive the normal +4 bonus on their saving throws to disbelieve the illusion. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed on a Will saving throw to see objects or creatures that the illusion obscures, although they get a +5 bonus on the saving throw.

Sapienti Ability II –Master of Shadows (Su): The Sapienti has mastered an understanding of the shadow plane and how to tap into its energies. The Sapienti may now change the subtype of any Illusion spell that is a pattern or phantasm to shadow. Doing so increases the level of the spell by one, and is treated as a metamagic effect. This choice must be made when preparing spells, and may not be applied to spontaneously cast spells. Creatures that are immune to patterns or phantasms are affected by such spells have been made into shadow spells by this ability.

Sapienti Ability III – Lord of Shadows (Ex & Sp): The Sapienti now casts shadow spells with greater potency. When determining the percentage effectiveness of shadow spells, such as *shades*, *shadow conjuration* or *shadow evocation* the Sapienti adds his class level to the percentage. Thus, if Aleric Shadowsong (Illusionist 10, Sapienti 5), a Kio Sapienti of Illusion, casts shadow conjuration to create an illusionary wall of fire the wall would deal 25% normal damage to a disbeliever, instead of the usual 20%.

Additionally, once per day per class level, a Sapienti may, as a spell-like ability, dispel all illusion spells within 60 feet. He must still succeed on caster level checks, but he need not be aware of the illusion to be able to dispel it.

Sapienti Ability IV – Mindgames (Ex & Su): Twice per day, the Sapienti may meld two illusion spells together.

To use this ability, the Sapienti selects any two illusion spells. One spell is designated as the primary, and the other as the secondary effect. Any subject that makes the save against the primary effect, must then save against the second effect, albeit with a –4 penalty on their saving throw. The two layered spells must have the same area, thus you could not layer a *shadow evocation* that is duplicating a *fireball* with a *phantasmal killer*, but you could layer a *nightmare* and *phantasmal killer*. The casting time for this combined effect is either one full round (if both spells are a standard action to cast) or the longer casting time plus one full round. Metamagic feats must be applied to the individual spell effects before they are layered, and do not automatically apply to both, unless they are applied to both.

Additionally, the Sapienti gains the ability to interact with illusions he creates as if they are real. Thus, he could create an illusory bridge and run across it, or climb an illusory ladder, and so forth. The Sapienti is treated like everyone else for interacting with illusions that are created by others, and others are still affected as normal by his illusions. This also means that the Sapienti may not gain an AC bonus from an illusionary shield, or deal damage with an illusionary weapon nd so forth.

The Sapienti of Necromancy

Sapienti Ability I – Sense my Minions (Sp): The Sapienti can *detect undead* at will.

Sapienti Ability II – My Minions are my Own (Su): Due to sheer force of will, the Sapienti gains the ability of an evil-aligned cleric to rebuke undead. This ability is used as a cleric of Neroth four levels lower than the Sapienti's character level, and only affectes corporeal undead.

Sapienti Ability III – Lord of the Undead (Ex): Any undead created by the Sapienti gain a +4 enhancement bonus to Strength and Dexterity scores and also receive the Toughness feat as a bonus feat.

Sapienti Ability IV – Necrotic Healing (Ex): The Necromancer has now reached the panicle of his art, allowing him to use decaying flesh to heal the living. By stitching, bonding, and filling wounds with the flesh of the dead, the Necromancer may heal a number of hit points per day equal to his Intelligence modifier x class level. They do not need to use all of their healing ability at one time; they can divide up the hit points they can heal into multiple uses. The Necromancer must have access to dead bodies from which he harvests the dead flesh. Using this ability is a full round action, but does not provoke attacks of opportunity.

The Sapienti of Transmutation

Sapienti Ability I - Enhanced Transmutation (Ex): The intimate knowledge the Sapienti has of the nature of transmutation spells allows him to enhance them beyond the capabilities of a normal mage. All transmutation spells of 2nd level and lower have their durations increased by one capacity. Thus, a spell who's duration was measured in terms of rounds, is now measure in minutes. Minutes are now measured as hours, and hour durations increase to become a 24 hour duration. Spells of instantaneous duration or greater than hours are unaffected by this ability.

Sapienti Ability II - Mastery of the Mental (Ex): The Sapienti has an incredible amount of control over spells that move objects and creatures. Any spell that specifies a weight or carrying limit, such as *mage hand*, *telekinesis* or *teleport* has all weight and carrying limits doubled.

Sapienti Ability III - Mastery of the Physical (Ex): Any spell the Sapienti casts that modifies a physical substance, such as the spells *control water* or *move earth*, have their save DC increased by +1. This does not include spells such as *disintegrate* that simply destroy physical matter.

Sapienti Ability IV - Split Mind (Ex): Having truly mastered the school of Transmutation, the Sapienti learns a special ritual that allows him to split his mind. This split mind allows the Sapienti to maintain one spell without needing to spend any actions doing so. Thus, a Sapienti could maintain a *mage hand* spell while still casting other spells. He must still make Concentration checks if he takes damage, but not for other reasons.

Tears of Almeric: "Bearers of the Shield"

"I have come from the Sanctorum of the Arcane. I am here to help. Stay behind me."

- Aldous Verenza, Wizard of the Sanctorum

The shield is the symbol chosen by those of the Sanctorum that seek to protect the gifted from the deprivations of the Sorcerer King's agents. As the Talons of the Hawk seek to strike deeply into the heart of Ymandragore, the Tears of Almeric seek to protect the gifted of Onara, mainly those who are still children. Named after Empress Almeric, the mother of Nurion val'Assante, founder of the Sanctorum, the Tears work so that no mother must suffer what Almeric went through when the Harvesters came for her children.

Those of the Sanctorum who feel the calling to become a Bearer of the Shield train in the arts of magical defense, learning how to counter and resist the spells of the Harvesters. They also learn the arts of magical misdirection, hoping to hide those who can not defend themselves. Those who reach the pinnacle of the Tears training become bastions of magical strength, able to shield entire parties from the spells of the Ymandrakes, and even cloaking their allies so that they can escape from the fiends of Ymandragore.

Relation to the Sanctorum: While not part of the Via Sapientia or Via Proeliatoris, this is one of the paths that a mage of the Sanctorum may choose. It is only open those members of the Shield faction that are willing to spend their lives protecting others, instead of focusing on their magical arts. Once begun, few leave this path. Those that do are frequently met with suspicion by others members of the Shield.

Requirements

To qualify to become one of the Tears of Almeric, a character must fulfill all the following criteria:

Alignment: any good

Skills: Knowledge (arcana) 8 ranks, Knowledge (Local: Ymandragore) 8 ranks

Feats: Iron Will, Lightning Reflexes, Combat Casting,

Spells: Able to prepare and cast 3rd level arcane spells, including *expeditious retreat*

Special: Must be a member in good standing of the Shield and must have successfully completed 4 missions for the Shield.

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Heal, Hide, Knowledge (arcana), Knowledge (local: Ymandragore), Move Silently, Profession, and Spellcraft.

Class Features

All of the following are class features of the Tears of Almeric prestige class.

Weapon and Armor Proficiency: The Tears are given little martial training, as their focus is turned to magical protections. The world is dangerous though, so the Tears teach their apprentices how to wield a single martial melee weapon and one martial ranged weapon. In addition, true to the name of their faction, they are all trained in the use of common shields. They do not learn tower shield proficiency.

Spells per Day: The character gains an additional caster level in an arcane spell casting class at 2nd and 3rd level. Additional caster levels are also gained at 5th, 6th, 8th, 9th and 10th levels. This additional spell casting level must be in an arcane spell casting class he had prior to joining the prestige class, and it provides him with spells per day and spells known as if they had gained a level in that class. He does not gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a member of the Tears of Almeric, he must decide to which class he adds the new level for purposes of determining spells per day.

Arcane Reserve (Ex): A technique developed through the study of advanced telepathic magics, this ability allows a caster to hold a small amount of arcane energy in reserve. While preparing spells, the Tear can set aside one or more of his spell slots, creating a magical power reserve that may be accessed through practiced techniques. The caster may set aside up to two spell slots of spells per class level, allowing him to access several special abilities with blinding speed.

Quickened Spell Resistance (Su): The Tears of Almeric are steadfast in there committment to protect those with the gift from the Harvesters. To give themselves an edge against their enemy, they begin to attune themselves to the flow of magic around them by first focusing on their inner defenses to magical effects. As an *immediate* action in response to a magical attack, the Tear can tap into his arcane reserve to gain a measure of protection against the effect By spending four spell levels from his arcane reserve, the Tear gains Spell Resistance of 10 + caster level. This spell resistance lasts for one round.

Quicken Escape (Sp): The Tear may boost his speed for a short time by spending 2 spell levels from his arcane reserve as a *swift* action to cast *expeditious retreat* as his caster level.

At 6th level, the Tear may expend 6 spell levels to include one ally per class level in the effect, in addition to himself.

Improved Iron Will (Ex): The Tear learns to protect their mind and soul from unexpected attacks. They gain an additional +2 inherent bonus to their Will saves.

Improved Lightning Reflexes (Ex): The Tear trains with other mages in order to improve their reaction when facing evocations and other offensive magics. They gain an additional +2 inherent bonus to their Reflex saves.

Inner Strength (Ex): Through the Tear's training, he has learned to call upon his inner reserves of strength to bolster his resistance to magical forces. He gains a +2 bonus to all of his saving throws against magic, psionics, spell-like abilities, and supernatural effects.

Evasion (Ex): At 7th level, a Tear of Almeric can avoid magical and supernatural attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he

TABLE 6-4: THE TEARS OF ALMERIC

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Arcane Reserve	—
2nd	+1	+3	+3	+3	Quickened Spell Resistance, Quicken Escape (Personal)	+1 Arcane Caster Level
3rd	+1	+3	+3	+3	Improved Iron Will	+1 Arcane Caster Level
4th	+2	+4	+4	+4	Improved Lightning Reflexes	—
5th	+2	+4	+4	+4	Inner Strength	+1 Arcane Caster Level
6th	+3	+5	+5	+5	Quicken Escape (Mass)	+1 Arcane Caster Level
7th	+3	+5	+5	+5	Evasion	—
8th	+4	+6	+6	+6	—	+1 Arcane Caster Level
9th	+4	+6	+6	+6	Potence	+1 Arcane Caster Level
10th	+5	+7	+7	+7	Shield the Defenseless	+1 Arcane Caster Level

instead takes no damage. A helpless Tear of Almeric does not gain the benefit of evasion.

Potence (Ex): At 9th level or higher a Tear can withstand magical and unusual attacks with great fortitude.Anytime the Tear makes a successful Fortitude save against an effect that deals half damage, or only a partial effect, he instead suffers none of the usual effects. . A helpless or unconscious Tear does not gain the benefit of potence.

Shield the Defenseless (Su): Once per day the Tear of Almeric may expend at least six spell levels from her arcane reserve to provide spell resistance to up to five allies who must be within 20 feet of each other and the Tear.. Activating this ability is a *swift* action and remains in effect for ten rounds. The Tear and all affected allies gain spell resistance 15; each additional spell level spent from the Tear's arcane reserve increases this spell resistance by one. Thus, a Tear could spend the full reserve, of 20 spell levels, to grant spell resistance 29 to herself and five allies.

Via Proeliatoris (Path of the Warrior)

"I had figured that the armor he wore was for show. I mean, he was a val'Virdan, they're touchy about that kind of thing. Still, he was a mage. Just a mage. Frail, weak little things that stay behind you and make you stronger. Our contact had sent him along with me as a favor to his family, who apparently wanted him to get out more. So we come across the raiders, right where our employer said they would be, and he charges ahead of me. I barely had time to wonder what I would tell his parents when I shipped home his remains, when suddenly, out of nowhere, a sword and shield appear in his hand. Then the sword started crackling with energy. I earned my pay easily that day."

-Micad Runs-With-Horses, Mercenary for Hire

There are those with the gift of magic who also possess the heart of a warrior. These individuals are not content passively pouring over ancient tomes or conducting experiments into obscure or esoteric secrets. Their path is not one of uncovering the secrets of the universe, but instead of unlocking their own potential, both as mages and as warriors. This is a hard road, one that forces the character to focus their energy and training in two different ways, but the result of this combination of talents is a force not to be underestimated. Knowing that any single ruler could abuse the power of the Proeliators, the Council of Magisters requires those who take this path to swear a set of Sarishan Oaths that are designed to keep their loyalty first and foremost to the Sanctorum rather than to any nation or noble.

Requirements

To qualify to become a Proeliatoris, a character must fulfill all the following criteria

Base Attack Bonus: +5

Skills: Knowledge (Arcana) 10 ranks, Research 10 ranks, Spellcraft 10 ranks

Feats: Craft Magic Arms and Armor, Armor Proficiency Light, Shield Proficiency, Weapon Focus (any weapon),

Spells: Must be able to cast 3rd level arcane spells

Special: Must be a member in good standing with the Sanctorum of the Arcane.

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Hide, Intimidate, Knowledge (all skills, taken individually), Listen, Move Silently, Profession (any), Research, Spellcraft, and Spot.

Class Features

All of the following are class features of the via Proeliatoris prestige class.

Weapon and Armor Proficiency: via Proeliatoris gain very little in the way of additional military training; but they do gain proficiency in medium armors as well as all light and one-handed martial weapons. Finally, they are proficient with shields (except the tower shield)

Spells per Day: At 2nd level, and every second level thereafter, the Proeliator gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 3rd -level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 3rd -level spells before he became an predicator, he must decide to which class he adds each level of Predicator for the purpose of determining spells per day.

Attune Armaments (Sp): The Proeliator may attune a single suit of masterwork light or medium armor and a single masterwork shield to themselves. Each item must be attuned separately, and each ritual of attunement requires material components worth 1000gp and the expenditure of 500xp. The ritual takes 10 days to complete, and during that time the Proeliator can do nothing but meditate. Attuned items have

TABLE 6-5: VIA PROELIATORIS **HIT DIE: D6**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+0	+2	Attune Armaments, Attune Weapon	
2nd	+2	+0	+0	+3	To Strike the Soul	+1 existing arcane casting level
3rd	+3	+1	+1	+3	Augment Familiar	
4th	+4	+1	+1	+4	Arcane Aegis I	+1 existing arcane casting level
5th	+5	+1	+1	+4	Bonus Feat	
6th	+6	+2	+2	+5	Call Arms and Armament	+1 existing arcane casting level
7th	+7	+2	+2	+5	Arcane Aegis II	
8th	+8	+2	+2	+6	Bonus Feat	+1 existing arcane casting level
9th	+9	+3	+3	+6	Arcane Aegis III	
10th	+10	+3	+3	+7	Bonus Feat	+1 existing arcane casting level

their armor check penalty reduced by 2 (minimum 0), and the arcane spell failure chance is reduced by 10%. These modifications only apply when the Proeliator is wearing the armor, to others the armor is unchanged. Furthermore, the armor or shield gains +2 hardness and +10 hit points. These changes affect the physical armor, and apply to all users. If the armor or shield is ever destroyed, or given away, the Proeliator suffers the same effects as if their familiar had died, and must wait a year before they can attune a new weapon. It is said that even after their death, the attuned weapon of a Proeliator retains the imprint of their former owner, making them seem almost alive.

Attune Weapon (Sp): The Proeliator may attune a masterwork weapon to themselves. The ritual of attunement requires material components worth 1000gp and an expenditure of 500xp. Once attuned, the Proeliator gains a +1 competence bonus to hit and damage when wielding this weapon, and the weapon gains +2 hardness and +10 hit pointsA Proeliator with the Two-Weapon fighting feat can attune a second weapon, but the cost of the second ritual is doubled. If the weapon is ever destroyed, or given away, the Proeliator suffers the same effects as if their familiar had died, and must wait a year before they can attune a new weapon. It is said that even after their death, the attuned weapon of a Proeliator retains the imprint of their former owner, making them seem almost alive.

To Strike the Soul (Su): Once per round, as a free action, the Proeliator can sacrifice a prepared spell to empower their attuned weapon. If the Proeliator has two attuned weapon, he must select one of the two to be empowered. An empowered weapon gains a +1 circumstance bonus to hit and +1d6 bonus damage for each level of spell sacrificed. For instance, sacrificing a *fireball* spell grants a +3 circumstance bonus to hit, and +3d6 bonus damage. The effects of this ability only affect the first attack, after that the energy has dissapated.

Augment Familiar: At 3rd level, the Proeliator's levels begin to stack with those of any other class that grants a familiar to determine the capabilities of the familiar. If the Proeliator did not already have the ability to summon a familiar, they now gain the ability to do so.

Arcane Aegis (Ex): The Proeliator is trained in the defense of mind, body and spirit. As they grow in their abilities, they learn how to better defend themselves so that they may in turn defend others. Each time that this ability is gained, the Proeliator can choose one of the protections listed below. In addition, the Proeliator's familiar gains the same benefits when within 20' of the Proeliator:

Evasion - If the Proeliator makes a successful Reflex save verse an attack that normally deals one-half damage on a successful save, the Proeliator instead takes no damage. This ability only works when the character is either wearing their attuned armor or wearing no armor. This ability does not function if the character is unconscious.

Fortification - If the Proeliator makes a successful Fortitude save verse an attack that normally deals one-half damage on a successful save, the Proeliator instead takes no damage. This ability only functions when the character is conscious.

Resolve - If the Proeliator makes a successful Will save verse an attack that normally deals one-half damage on a successful save, the Proeliator instead takes no damage. This ability functions only when the character is conscious.

Combat Acumen - When wearing either his attuned armor, or wearing no armor, the Proeliator gains an insight bonus to AC equal to his Intelligence modifier (not greater than +1 per two class levels) when wielding his attuned weapon. This bonus to AC is lost if the character is ever flat-footed.

Bonus Feat: At 5th, 8th and 10th levels the Proeliator gains a bonus feat. This feat may be selected from any of the following, or from the list of feats that a fighter may choose. Levels in Proeliator count as fighter levels for meeting the requirements for these bonus feats. The available feats (other than the fighter feats) are: Greater Spell Focus, Greater Spell Penetration, Spell Focus, Spell Penetration.

Call Arms and Armament (Sp): At sixth level, the Proeliator learns a ritual that allows them to call their attuned arms and armor to them, allowing them to be instantly ready for combat. The ritual cost 1,000gp and 500xp for each attuned item to be called. Once per day, the Proeliator can call, as a free action, all of the equipment that has been enchanted by this ritual. The armor immediately appears around the Proeliator, and the shield and weapon appear in hand ready to use. This is a conjuration (calling) spell effect.

Vieomancers

It was strange, master; he was casting spells, effectively I might add, using his spells to keep our thralls away from him, and focusing his magic on Yoric. I was about to enter the fray, I knew where to hit him; I know I would have been able to drop him with a single hit. But then I felt the magic around me shift, somehow it was being pulled toward our target… the spell he was casting looked unchanged, but somehow he was pulling and controlling a surge of magical force unlike any I had seen… The flash almost blinded me. As my eyes cleared, I saw that Yoric was dead, as well as the four greater thralls. My lord, there is no way he should have been able to cast a spell that powerfully!

TABLE 6-6: THE VIEOMANCER

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Vieomantic magic skill, Vieomantic surge point	+1 level of existing class
2nd	+1	+0	+0	+3	Vieomantic counterspell	+1 level of existing class
3rd	+1	+1	+1	+3	Vieomantic surge point	+1 level of existing class
4th	+2	+1	+1	+4	Modify surge modifier +1	+1 level of existing class
5th	+2	+1	+1	+4	Vieomantic aurge point	+1 level of existing class
6th	+3	+2	+2	+5	Force greater aurge	+1 level of existing class
7th	+3	+2	+2	+5	Vieomantic aurge point	+1 level of existing class
8th	+4	+2	+2	+6	Modify aurge modifier +2	+1 level of existing class
9th	+4	+3	+3	+6	Vieomantic surge point	+1 level of existing class
10th	+5	+3	+3	+7	Control greater surge	+1 level of existing class

The flow of magic across Onara is not even or consistent, or so say the Mages that delve into the Vieomantic studies. These individuals seek to understand the movement of magical energy, both within their own body and the land. They have conducted a great deal of research, showing them that the flow of magic is partially dependent upon the events that took place in a particular area, the height of a mountain near by, the width of a river, the time of day, and even the position of the stars. The amount of information that they have collected is staggering, and has inspired numerous theories from fruitful minds. Nevertheless, the Vieomancers have yet to discover a predictable way to tap into these fundamental magical energies; the results of their experiments are often quite chaotic, to say the least.

The Vieomancers are well versed in the theories of magic, and practiced in the arts. Most are driven by a deep desire to unlock the arcane mysteries of the world, while others enjoy the rush of opening oneself to the magic of the world. For that is what the Vieomancer seeks to do; open himself to the flow of magic. Some have described this as a mystical experience, of becoming one with the magical essence of Onara, while others have written of the wrenching sensations as torrents of magical energy course around and through the mage. To the observer, the tempest of energy that engulfs the Vieomancer when he opens himself to the magic of the land is frightening. For this reason, the Magisters require all that seek to plumb the depths of this advanced art to take a Sarishan Oath that (it is hoped) will help prevent them from becoming completely uncontrolled. Even then, a Vieomancer may find himself distrusted by his fellows. To the Vieomancer, such things are of little import; those who fear him are but frightened children who do not understand the beauty of magic.

The Vieomancers call the Sanctuary of the Holders of Wisdom home, and it is here that those brave enough to tap into the surges of magic come to study.

Requirements

To qualify to become a Vieomancer, a character must fulfill all the following criteria

Alignment: Any non-Lawful.

Feats: Alertness, Iron Will, Vieomantic Magic Student, any metamagic feat.

Skills: Concentration 9 ranks, Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.

Spells: Able to cast 3rd-level arcane spells, as well as *dispel magic* or *greater dispel maigc*.

Special: The character must be accepted as a student of the Holders of Wisdom, and take an additional Sarishan Oath that he will cease following any line of magical inquiry if ordered to do so by one of the Magisters of the Sanctorum.

Note: This class is restricted in the Living Arcanis campaign. You must have special campaign documentation allowing you to take this prestige class. See the LARC for details.

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Knowledge (arcana), Knowledge (the planes), Profession (any), Research, and Spellcraft.

TABLE 6-7: GREATER VIOMANTIC SURGE RESULTS

All effects requiring a caster level use the caster's caster level, modified by the surge modifier.

d%	Greater Vieomantic Surge Result
1-3	Reroll, ignoring results above 50. Surge effect lasts twice as long.
4-5	Spell affects a random target or area. If the spell is targetted, determine the new target by rolling randomly amongst all available targets. If the spell affects an area, determine the new center point by rolling on the grenade-like weapon deviation chart to determine the direction. The spell is deflected a distance equal to its range.
6	Caster is stunned for 1 round.
7-8	Caster exudes a carrion stench as if under the effects of a ghoul touch spell.
9-10	Caster is blinded (50%) or deafened (50%) with blindness/deafness.
11-12	Caster is dazed for 1 round.
13	Random magic item on the caster is supressed (as if by a dispel magic) for 1d8 rounds.
14-15	Area greater dispelling centered on caster.
16-20	Area dispel magic centered on caster.
21-23	Spell targets an ally (if an enemy was the target) or an enemy (if an ally was the target). The new target is chosen randomly from those within the range of the spell. ***Continued on next page . . .***
24-27	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up.
28-29	The spell functions, but shimmering colors swirl around the caster (treat as glitterdust targeted on the caster's square).
30-31	Casting time increases to one full round (or normal casting time plus one full round, whichever is longer).
32	Caster is sickened for 1d6 rounds.
33	Target ages 5 years (Str, Dex, and Con are affected if the target changes age categories, but Int, Wis, and Cha are not).
34	Caster's base speed reduced by 10 feet for 1d4 hours.
35-37	Caster suffers 1d6 points of ability damage to a random ability score.
38	Caster and target of the spell change places after the spell takes effect.
39-40	Spell's effects delayed for d4 rounds (if a targeted spell, the delayed spell affects the original target unless the target has moved out of range, in which case the spell has no effect).
41-45	Spell is accompanied by harmless visual effects, such as mist, ghostly flames, color changes, illusory snakes, and so on. These effects remain for the spell's duration.
46-48	Spell is accompanied by harmless auditory effects, such as howls, hissing, thunder, keening, and so on. These effects remain for the spell's duration.
49-50	Spell changes energy type (equal chances: acid, cold, electricity, and fire).
51-55	All creatures within a 20 ft burst of the caster (50%) or target (50%) gain the ability to feather fall.
56-57	All creatures within a 20 ft burst of the caster (50%) or target (50%) gain the ability to levitate.
58-59	All creatures within a 20 ft burst of the caster (50%) or target (50%) gain the ability to fly.
60	All creatures within a 20 ft burst of the caster (50%) or target (50%) are the target of light spells.
61-65	Random metamagic feat takes effect on the spell: 1-25% Enlarge Spell, 26-50% Extend Spell, 51-75% Widen Spell, 76-100% Heighten Spell (+1 level).
66	Caster's appearance alters with change self each round of the duration of the spell to resemble a random creature within 100 ft. If the spell has an instantaneous effect, the caster's appearance changes momentarily and then reverts to her previous appearance.
67	Invisibility sphere centered on the caster.
68	Invisibility purge centered on the caster.
69	Faerie fire centered on caster.
70-72	Area dispel magic centered on target.
73	Area greater dispelling centered on target.
74	Random magic item on the target is supressed (as if by a dispel magic) for 1d8 rounds.
75-78	Random metamagic feat takes effect on the spell: Empower Spell, Heighten Spell (+2 levels).
79-82	The spell functions normally, but any material components are not consumed. The spell is also not expended from the caster's mind. (Thus, a spell slot or prepared spell can be used again.).
83-85	Random metamagic feat takes effect on the spell: Heighten Spell (3 levels), Maximize Spell.
86-88	Target stunned 1 round.
89-92	Caster gains darkvision.
93-95	Target dazed 1 round.
96-97	Random metamagic feat takes effect on the spell: 1-31% Heighten Spell (+4 levels), 32-62% Quicken Spell, 63-93% Empower & Enlarged, 94-100% Empower, Enlarge, and Maximize.
98-00	Reroll, ignoring results below 50. Surge effect lasts twice as long.

Class Features

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

Weapon and Armor Proficiency: Vieomancers gain no proficiency with any weapons, armor, or shields.

Spellcasting: A Vieomancer continues training in arcane magic. Thus, when a new Vieomancer level is gained, the character gains new spells known and spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as metamagic or item creation feats). This essentially means that he adds the level of Vieomancer to the level of some other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

Vieomantic Magic Skill (Ex): At 1st level, the Vieomancer gains a +2 bonus to Spellcraft checks regarding known Vieomantic magic effects (including, if a wizard, checks made to inscribe a Vieomantic spell into a spellbook).

Vieomantic Surge Point (Su): At each odd level, the Vieomancer gains another Vieomantic Surge point.

Vieomantic Counterspell (Su): When counterspelling, instead of using the exact spell he is trying to counter, the Vieomancer may spend a Vieomantic surge point and use a spell that is one or more levels higher than the target spell.

Modify Surge Modifier (Su): At 4th level, the Vieomancer gains better control over the Vieomantic surges he creates. He adds +1 to all of his surge modifiers. At 8th level, this increases to +2.

Force Greater Surge (Su): When the Vieomancer casts a spell with a Vieomantic surge, he may cause the spell to have a greater surge, even if the surge modifier is an odd number. He does not need to make a Will saving throw to cause the spell to have a greater surge.

Control Greater Surge (Su): At 10th level, the Vieomancer may adjust the result of a greater surge roll by one row up or down on the table. The Vieomancer knows what the result of either shift would be before making the choice. He can shift the result an additional step in either direction for each Vieomantic surge point he spends for this purpose.

Vieomantic Magic Rules

Vieomantic Surges

Vieomantic surges are fluctuations in a spell caused by randomization or chaos in the source of the spell energy. These randomizations can make the spell weaker or stronger, or even cause it to have a totally different effect or backfire upon the caster.

When a spellcaster casts a spell with a Vieomantic surge, the player rolls 4d6, disregards the lowest number, and compares the result to **Table 1-1: Ability Modifers and Bonus Spells** in *Core Rulebook I*. The result is the surge modifier. The surge modifier is added to the caster level of the spell. A spell's caster level cannot be modified below 1, although the caster level can be modified below the minimum level to cast a spell. If the modified caster level means that the spell's range cannot reach the target, the spell activates at the end point of the spell's new maximum range along the line of effect to the original target. A spell with a caster level of 0 or less does not function (as if the spellcasting had been disrupted).

Example: Marlee at 5th level spends a Vieomantic magic point to cause a Vieomantic surge in her fireball spell. She rolls 4d6 and gets 1, 1, 1, 4. Disregarding the lowest die gets her a 6, which according to Table 1-1: Ability Modifers and Bonus Spells gives her a surge modifier of -2. Adding the surge modifier to her caster level gets her a final caster level of 3 (5 + -2). Her fireball acts as if cast by a 3rd-level caster (it has a 520 ft. range and deals 3d6 fire damage).

Greater Surge

If the surge modifier is an even number or 0, the spell may have a greater surge. The caster attempts a Will saving throw (DC 20 + spell level). Like all saving throws, the caster can voluntarily fail this saving throw. If failed, there is no greater surge. If successful, the caster rolls d% and consults the Greater Surge Table below. Higher results are generally more beneficial to the caster; lower results are generally less beneficial. All greater surge effects based on spells take effect at the caster's normal caster level. Any surge effect that is inappropriate for the spell (such as "Spell changes energy type" for a spell that doesn't do energy damage) means the greater surge has no effect.

Other Paths of Arcane Magic

Though most arcane casters are trained by the Sanctorum of the Arcane, some are trained by other casters, and there are other traditions that are more instinctual then structured. But these casters are almost always approached by members of the Sanctorum in one way or another. All of the following prestige classes deal with arcane magic only, all except for the *elementalist* and *terramancer* which may be taken by divine casters as well.

Arcane Infiltrator

"But sir, the ambassador from Censure has already been here. I saw him, just as I am seeing him now. I looked at him, and talked to him. I told him the message from the Emperor, and then he left. I didn't think to question it sir. In fact, it seemed very easy to tell him what he wanted to know."

- Watchman Paulus Illonicus

With the power of the Sorcerer King being felt in all corners of Onara, all arcane spellcasters have learned a certain amount of subterfuge. All mages know that exposing their true nature is to invite harvesting. But to some of these mages, subterfuge is not merely a necessity, but is an art.

The Arcane Infiltrator learns early on that his greatest talents lie beyond mere magical spells , but held within a spoken word, a glance, or a bribe under the table. They refine the art of diplomacy and deal-making, and learn to read others very well. They almost always specialize in the art of illusions, and of making themselves appear as something they are not.

They learn to hold back a measure of their arcane talent to use when necessary. When necessity calls, they can alter their appearance, read the thoughts of their enemies, and even completely blank their mind. Such is their skill that they no longer need to fear the prying eyes of magical detection.

Relation to the Sanctorum: It is rumored within the Sanctorum of the Arcane that the Hawk has placed several Arcane Infiltrators onto the Isle of Ymandragore itself, serving as the Hawk's eyes and ears. It is said that one of these skilled agents is in the Sorcerer King's court itself. Whether these rumors are true or not, the Arcane Infiltrator is invaluable to his allies, and a favored target of his enemies.

Requirements

To qualify to become an Arcane Infiltrator, a character must fulfill all the following criteria:

Skills: Gather Information 8 ranks, Bluff 8 ranks, Diplomacy 8 ranks

Feats: Honey Tongue, Judge of Character, Skill Focus (Sense Motive)

Spells: Must be able to cast 1st level arcane; at least 4 of which must be Illusion spells.

Class Skills (6 + Int modifier per level): Black Market, Bluff, Climb, Concentration, Craft (any), Decipher Script, Diplomacy, Disable Device, Forgery, Disguise, Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (geography), Knowledge (local), Listen, Move Silently, Open Lock, Profession (any), Search, Sense Motive, Sleight of Hand, Speak Language, Spellcraft, Spot, Tumble, and Use Rope.

Class Features

All of the following are class features of the Arcane Infiltrator prestige class

Weapon and Armor Proficiency: The Arcane Infiltrator gains no additional proficiencies.

Spell Advancement: The Arcane Infiltrator gains an additional caster level at the levels indicated in Table: Arcane Infiltrator. This increase in caster level applies to whatever arcane casting class he was in before becoming an Arcane Infiltrator. If he had two or more such classes then he must choose one of them, and only that class gains the increase. This increase only affects spells per day, and spells known if applicable, other features (such as the bardic knowledge ability of bards) are not affected in any way.

Arcane Reserve (Ex): A technique developed through the study of advanced telepathic magics, this ability allows a caster to hold a small amount of arcane energy in reserve. While preparing spells, the caster can set aside one or more of his spell slots, creating a magical power reserve that may

TABLE 6-8: ARCANE INFILTRATOR

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Trail, Arcane Reserve, Arcane Subterfuge	
2nd	+1	+0	+3	+3		+1 Arcane Caster Level
3rd	+2	+1	+3	+3	Hidden Advantage	
4th	+3	+1	+4	+4		+1 Arcane Caster Level
5th	+3	+1	+4	+4	Improved Arcane Subterfuge	
6th	+4	+2	+5	+5		+1 Arcane Caster Level
7th	+5	+2	+5	+5	Rapid Arcane Subterfuge	+1 Arcane Caster Level
8th	+6	+2	+6	+6		
9th	+6	+3	+6	+6		+1 Arcane Caster Level
10th	+7	+3	+7	+7	Greater Arcane Subterfuge	+1 Arcane Caster Level

be accessed through practiced techniques. The caster may set aside up to three spell slots of spells per class level, allowing him to access several special abilities with blinding speed.

Trail (Ex): At 1st level, if he does not already have it, the Arcane Infiltrator gains the ability to track humanoids within cities; this ability uses the rules for tracking as per the Track feat, except that it uses the Gather Information skill instead of Survival. This ability only works for trailing humanoid creatures in an urban environment.

Arcane Subterfuge (Sp): The Arcane Infiltrator may use spell levels stored in his arcane reserve to cast *alter self* and *undetectable alignment*. Casting these spells uses 3 spell levels stored in the Arcane Infiltrator's arcane reserve and is a *swift* action.

Hidden Advantage (Su): The magical effects produced through the use of *arcane subterfuge* become more difficult to detect or penetrate as the Arcane Infiltrator grows more skilled at hiding his arcane ability. Any time the Arcane Infiltrator is targetted with a *divination* spell or effect, the caster must succeed on a caster level check against DC 10 + the Arcane Infiltrator's caster level. At 10th level this protection extends to the effects produced through the use of *improved* and *greater arcane subterfuge*. This protection does not extend to area *divination* spells, such as *detect magic* and so forth.

Improved Arcane Subterfuge (Sp): The Arcane Infiltrator now gains the ability to use his stored arcane energy to cast *misdirection* and *detect thoughts*. Casting these spells uses 3 spell levels stored in the Arcane Infiltrator's arcane reserve and is a swift action.

Rapid Arcane Subterfuge (Sp): At times the Arcane Infiltrator needs to access his talents in an instant. At 7th the Arcane Infiltrator gains the ability to use his *arcane subterfuge* ability as an immediate action, instead of a swift action, by spending an additional 3 spell levels from his arcane reserve.

Greater Arcane Subterfuge (Sp): The Arcane Infiltrator now gains the ability to use his stored arcane energy to cast *mislead* and *mind blank*. Casting these spells uses 7 or 9 spell levels (respectively) stored in the Arcane Infiltrator's arcane reserve and is a swift action.

Battlestaff

"It... it weren't nothin' special... Just an old guy wit a staff. There were six o' us, and we done it a thousand times. Blow to the back of the head, grab 'is purse and run. Stane went in first, wit 'is truncheon… Never even landed. The old guy spun around, swung his stick… Moved faster'n I could see. Stane went down in a heap, kinda twitchin'. We all looked at each other an' moved in. Figgered he couldn't handle five of us at th' same time. Next thing, I smelled smoke… Think that's when I lost th' eye…" –

-Hune Stillbore, former Tralian street thug.

The staff is an item with many uses. From the walking sticks borne by travelers, to a drover's pole, to the shepherd's crook, the humble quarterstaff is perhaps the most widely used weapon by those not of the adventuring professions. Among those who practice the arcane arts, it is also known as a focus for magical might. Wizards of all stripes often carry staves, both as tools of defense and to catalyze the mystic powers that they wield. The Battlestaff takes that symbiosis one step further, making their constant companion the focus of their power.

Most Battlestaves are Wizards, often with a few levels of Fighter or Ranger. Because of the need to prepare spells, Sorcerers and Bards must have at least a few level of Wizard to pursue this path. Few other classes have the ability or inclination to become Battlestaves, although Wizard/Paladins of Beltine are not unheard-of.

Relation to the Sanctorum: Though this tradition was not originated within the Sanctorum of the Arcane is has become an accepted "brother" to the Via Proeliatoris, as such members of the Sanctorum who follow this path may asked to take the Oath of the Predicator, but such an oath is not always a requirement, though most take the oath anyway.

Requirements

To qualify to become a Battlestaff, a character must fulfill all the following criteria:

Base Attack Bonus: +4

Skills: Craft (weaponsmithing) 10 ranks.

Feats: Combat Expertise, Craft Magic Arms and Armor, Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (Quarterstaff).

Spells: Ability to prepare and cast 3rd level Arcane spells.

Special: Must craft a Masterwork or Greater Masterwork quarterstaff and use it to defeat a foe in melee combat.

TABLE 6-9: BATTLESTAFF

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+0	+2	Bonded Staff, Arcane Strike	
2nd	+2	+0	+0	+3	Staff Defense	+1 Arcane Caster Level
3rd	+3	+1	+1	+3	Improved Two-Weapon Fighting	
4th	+4	+1	+1	+4		+1 Arcane Caster Level
5th	+5	+12	+12	+4	Wooden Flower	
6th	+6	+2	+2	+5	Improved Staff Defense	+1 Arcane Caster Level
7th	+7	+2	+2	+5	Two-fold Weapon	
8th	+8	+2	+2	+6	Staff of Life	+1 Arcane Caster Level
9th	+9	+3	+3	+6		
10th	+10	+3	+3	+7	Greater Arcane Strike, Greater Two-Weapon Fighting	+1 Arcane Caster Level

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Intimidate, Knowledge (all skills, taken individually), Profession (any), Research, and Spellcraft.

Class Features

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

Weapon and Armor Proficiency: The Battlestaff gains no additional weapon or armor proficiencies

Spells per Day: When an even-numbered Battlestaff level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Battlestaff, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonded Staff (Su): The Battlestaff learns a ritual whereby he can bond his masterwork quarterstaff to himself. This ritual costs 2000 gp in incenses and oils, and 400 xp to perform. After the ritual, which takes three days to perform, the quarterstaff of the Battlestaff is considered to be *soulbound* as the enhancement. The weapon gains all the properties of being *soulbound* save for those of the *bonded* ability. Instead, the close magical bond between the weapon and the Battlestaff provides a 25% reduction in the material costs for further upgrades to the weapon. All other costs of the upgrades are unchanged.

Each time the Battlestaff gains sufficient caster levels to cast another level of spells, he must reattune to his staff. Doing so takes one day per level of the highest spell he may now cast. Thus, a Fighter 2/Wizard 5/Battlestaff 4 must spend 4 days attuning to his staff.

If the bonded staff is ever destroyed, the Battlestaff suffers the effects that are noted under the *soulbound* enhancement. He may bond with another staff, so long as it is one that he has crafted that is at least masterwork quality. This rebonding ritual costs as above, save that it requires one day for each spell level of the highest level spell the Battlestaff can cast.

Arcane Strike (Su): Once per round, as a free action, the Battlestaff may channel arcane power into his bonded staff. To do so, he sacrifices a prepared spell into his staff, granting it a +1 bonus to hit per spell level sacrificed. Additionally, if the attack is successful, the target takes an additional +1d6 bonus damage per spell level sacrificed. This channeled energy persists for one round, and applies to all attacks that occur during the Battlestaff's turn.

Staff Defense (Ex): When using Combat Expertise while wielding his Bonded Staff, a Battlestaff of 2nd level or higher receives an additional +2 Dodge bonus to his armor class. Thus, a Battlestaff who takes a –5 penalty to attack rolls would gain a +7 dodge bonus, instead of the usual +5 bonus. This ability is only usable while the Battlestaff is wearing light armor or no armor.

Improved Two-Weapon Fighting (Ex): A 3rd level and higher Battlestaff gains the benefits of the Improved Two-Weapon Fighting feat, when fighting with his bonded staff.

Twofold Weapon (Su): At 7th level, the Battlestaff learns to further imbue his bonded staff with power. He may now treat his staff as a wand, in addition to its other properties. He may only store a single spell in his staff as a wand at a time, and it must be created as a standard wand is created. If the Battlestaff does not already have Craft Wand, then he now gains it as a bonus feat.

Wooden Flower (Ex): Once per day, while wielding his Bonded Staff, a Battlestaff of 5th level or higher can take a full attack action to make a single melee attack at his highest base attack bonus against each opponent within reach. Like the Whirlwind Attack feat, this ability prevents the Battlestaff from using other abilities that grant additional attacks, such as the Cleave feat, or the *haste* spell.

Improved Staff Defense (Ex): Starting at 6th level, while wieldig his Bonded Staff and using the Combat Expertise feat, the Battlestaff receives a +2 Dodge bonus to his armor class for each point of base attack sacrificed, up to a limit of +10 (when the maximum -5 penalty is taken). This ability replaces the Staff Defense ability. Like Staff Defense, this ability is only usable while the Battlestaff is wearing light armor or no armor.

Staff of Life (Sp): At 8th level, the Battlestaff gains the ability to channel spells through his Bonded Staff to heal his own wounds. For each spell level that is channeled through the staff, the Battlestaff heals 1d4 damage. Using this ability is equivalent to casting a spell of level equal to that of the sacrificed spell.

Greater Arcane Strike (Su): At 10th level, the Battlestaff may truly channel a spell's energy through his bonded staff. When channeling a spell with an elemental or alignment subtype, the bonus damage is of that type, and the bonded staff is considered to be aligned to that element of alignment for the round.

Greater Two-Weapon Fighting (Ex): A 10th level Battlestaff gains the benefits of the Improved Two-Weapon Fighting feat, when fighting with his bonded staff.

Discipulus Phisicae (Student of the Natural Sciences)

"In the dark loam of the damp earth is hidden secrets of power. Amidst the clear waters of the rivers and lakes are hidden secrets of sustenance. Nestled in the verdant boughs of the forests are secrets that kill. The fury of the inclement storm hides the secrets of true vision. Seek out these secrets, and meld them using the beaker, tong, spoon and fork. "

- Except from the lecture at the University of Milandir by Discipulus Phisicae Relastor val'Mordane

Most people have heard of the alchemist, tending his burbling flasks and preparing simple mixtures to assist people with mundane tasks. Yet what the alchemist does is but child's play to the Discipulus Phisicae. They follow a tradition whose past is lost in the mists of history, and their mastery of the natural world gives them immense power over the elements. While the art of the Discipulus Phisicae predates the Coryani Empire, the largest concentration of those who practice is noble art can be found in Altheria and Milandir, with the University of Milandir being the acknowledged leader in teaching this alchemical art.Few spell casters take up this alchemical art. The main exception to this general rule are the Druids who find the study of the natural world intriguing and enlightening. Rouges, being generalists, are commonly attracted to this art, and a number of criminal organizations across Onara reputedly sponsor members of their family to the University of Milandir so that they may return with useful skills. Many of those trained in Milandir remain to aid the various nobles throughout the land, while others set up personal shops to see to the needs, and make a profit from, the common man.Discipulus Phisicae

Relation to the Sanctorum: While the Discipulus Phisicae is not a spell caster, their knowledge of the natural sciences is useful to the mages as they seek to further unlock the arcane secrets of Onara. The Sanctorum has been known to sponsor exceptional patrons and guardians, allowing them to attend the University of Milandir, or even apprentice with an Altherian Discipulus Phisicae, with the hopes that they will help further the studies of the Sanctorum.

Requirements

To qualify to become a Discipulus Phisicae, a character must fulfill all the following criteria:

Skills: Craft (alchemy) 8 ranks, Knowledge (Arcana) 5 ranks, Knowledge (Nature) 5 ranks, Spellcraft 8 ranks.

Feats: Skill Focus (Craft [Alchemy])

Special: Must be invited to study by a current Discipulus Phisicae.

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft (any), Hide, Knowledge (all skills, taken individually), Move Silently, Profession (any), Research, and Spellcraft.

Class Features

All of the following are class features of the Discipulus Phisicae prestige class.

Weapon and Armor Proficiency: A Discipulus Phisicae gains no additional proficiencies.

Equipment & Allowance: While few Discipulus Phisicae choose to adventure, instead remaining as a teacher or shop owner, none can deny that the greatest discoveries are made by those willing to brave the world to unlock nature's secrets. Still, it is a hard road, but all who study this path are taught how to find or manufacture all the basic supplies that they will need to produce useful products. Starting at 1st level, the Discipulus Phisicae gains a *equipment allowance* from his profession that can only be used in manufacturing products. Unlike the use of a Profession skill, this ability represents the Discipulus Phisicae's ability at scrounging up supplies, consolidating his resources and refining ingredients. This allows him to constantly remain equipped with all the alchemical materials and equipment needed to use the Discipulus Phisicae's class abilities. Every week the Discipulus Phisicae may make his 10gp x Discipulus Phisicae class levels x the Discipulus Phisicae's intelligence modifier worth of alchemical equipment at no cost to the Discipulus Phisicae. This equipment is pieced together, and requires constant adjustment and maintenance, thus it can not be sold, as others would find this equipment substandard. While the Discipulus Phisicae is always considered to be tinkering and working with this equipment during their spare time, he must spend one day sorting through and repairing his equipment to replenish this equipment allowance. The equipment allowance can not be used to cover the cost of raw materials, such as those required for making Alchemical Potions. This only allows the Discipulus Phisicae to maintain a working alchemical laboratory when out on the road. The equipment the Discipulus Phisicae

must carry weighs twenty pounds, and takes one hour to set up or put away.

Brew Alchemical Potion (Su): A Discipulus Phisicae can create pseudo-magical potions using alchemical techniques. A Discipulus Phisicae uses his character level as his caster level for determining which potions she can make. This ability works like the Brew Potion feat in terms of determining the amount of raw materials, in gold pieces, and xp the Discipulus Phisicae must expend. Briefly, the base price of the potion is the spell level x caster level x 50gp. The Discipulus Phisicae must use raw materials amounting to 1/2 of the base cost, and spend 1/25 of the base cost in XP. The Discipulus Phisicae can bypass any required spell by making a Craft(Alchemy) check against a DC of 20 + spell level requirement being bypassed. The Discipulus Phisicae can not take 20 on this roll and must attempt a bypass check for each spell required. If he fails any of the required Craft(Alchemy) checks, the potion is ruined. The Discipulus Phisicae losses half the gold invested and half the time, but does not lose any XP..

Advanced Weapon Proficiency-Sling: As the Discipulus Phisicae learns to make grenade-like weapons, he learns how to throw them farther using simple weapons. To this end, the Discipulus Phisicae can add the Sling to his list of weapon proficiencies.

Grenade Focus (Ex): Staring at 2nd level, the Discipulus Phisicae has become adept at using alchemical weapons. He receives a competence bonus to his attack rolls made with grenade-like weapons equal to one half the character's Discipulus Phisicae level (rounded down) capping at +5 at 10th level. Additionally, should the Discipulus Phisicae miss, his deviation distance is halved (round down) due his greater control over such weapons.

Improve Alchemical Device (Ex): As the Discipulus Phisicae learns more about the natural sciences, he begins to improve upon the basic Alchemical recipes, such as those to make devices like *tanglefoot bags*. When crafting any alchemical device, the Discipulus Phisicae may raise the save DC of the item by half their Discipulus Phisicae level + their intelligence modifier. For example: A 6th level Discipulus Phisicae with an 18 intelligence may raise the Reflex save DC of a *tanglefoot bag* by 7 (making it DC: 22).

Precision (Ex): Starting at 3rd level, the Discipulus Phisicae's control of grenade-like weapons becomes exemplary. He is considered to have the Precise Shot feat when using grenade-like weapons. If he already has the percise shot feat, or gains it subsequently, he is treated as having the Improved Precise Shot feat.

Enhance Blast Powder (Ex): Though unable (and frustratingly so) to create *Altherian Blastpowder,* starting at 4th level, the Discipulus Phisicae can enhance the effectiveness of this miraculous compound. By making taking 20 minutes and making a Craft(Alchemy) check against a DC of 20, the Discipulus Phisicae can enhance enough blast powder for 20 shots, one blast powder grenade, or to fire an Altherian Cannon once. When used with a flintlock or flintlock rifle, the shot grants a +2 circumstance bonus to the damage and increases the range by 10-ft. In Blastpowder Grenades, it grants a +2 circumstance bonus to damage per die of damage. If used with an Altherian Canon, the shot gains a +2 circumstance bonus to damage per die of damage, increases the range by 20-ft., and the area of effect by 5-ft. The extra volatility of *Enhanced Blast Power* makes it dangerous to carry or use in large quantities. When using *Enhanced Blast Powder*, there is a –2 circumstance penalty when rolling on the misfire table. *Enhanced Blast Powder* does an extra +1 damage per die if it explodes in contact with fire. Additionally, should it get wet, there is a 5% chance of it exploding, dealing damage as if it had caught fire. Finally, only ten shots of *Enhanced Blast Powder* can be taken through an Ansharan gate safely.

Craft Alchemical Elixir (Su): At 5th level, the Discipulus Phisicae refines his alchemical techinques, allowing him to create dusts, elixirs and salves, all of which are considered wonderous items. This ability functions like the *Brew Alchemical Potion* ability gained at first level. The base price of these items is listed in Core Rulebook II. Raw materials equaling 1/2 the base price in gp must be used, and the Discipulus Phisicae must spend 1/25 of the base price in XP. The Discipulus Phisicae can bypass any required spell by making a Craft(Alchemy) check against a DC of 20 + spell level requirement being bypassed. The Discipulus Phisicae can not take 20 on this roll and must attempt a bypass check for each spell required. If he fails any of the required Craft(Alchemy) checks, the potion is ruined. The Discipulus Phisicae losses half the gold invested and half the time, but does not lose any XP.

Control Splash (Ex): The Discipulus Phisicae gains more confident in their ability to wield grenade-like weapons. As a result, at 7th level she can now control the splash of her grenade like weapons. She can choose, before throwing the grenade, whether there will be no splash (1 ft. radius splash), normal splash (5 ft. radius splash) or increased splash (10 ft. radius splash).

Resource Conservation (Ex): Starting at 8th level, the Discipulus Phisicae becomes an expert at refining and conserving the raw materials for his alchemical devices, potions and elixirs. The raw material costs is cut in half for manufacturing any basic alchemical item, or any item made through the use of the Brew Alchemical Potion, Craft Alchemical Elixir, or Improved Alchemical Device class feature. In addition, the XP cost associated with the Brew Alchemical Potion and Craft Alchemical Elixir is reduced by 50%.

TABLE 6-10: THE DISCIPULUS PHISICAE

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Brew Alchemical Potion, Equipment Allowance
2nd	+1	+3	+0	+3	Grenade Focus, Advanced Weapon Proficiency: Sling
3rd	+1	+3	+1	+3	Improve Alchemical Device
4th	+2	+4	+1	+4	Enhance Blast Powder
5th	+2	+4	+1	+4	Craft Alchemical Elixir
6th	+3	+5	+2	+5	Precision
7th	+4	+5	+2	+5	Control Splash
8th	+5	+6	+2	+6	Resource Conservation
9th	+5	+6	+3	+6	Craft Elemental Bomb
10th	+6	+7	+3	+7	Master Alchemist

Craft Elemental Bomb (Su): At 9th level, the Discipulus Phisicae learns to create one of the most powerful alchemical items known to exist, the Elemental Bomb. They combine the destructive power of acid, electricity, fire and ice with thunderous sound, and have the power to destroy entire city blocks. These devastating devices are expensive and time consuming to make. It takes thirty days to manufacture one, and the Discipulus Phisicae must have a dedicated masterwork lab in which to work. They may not use their equipment allowance as a substitute for this lab. The item requires 4,000 gp in precious gems and rare minerals. Further, the Discipulus Phisicae must spend 320 XP. The Elemental Bomb (see side bar) is dangerous, and are normally commissioned by the rulers of a land. The covert production of these items does occur, but the manufacture may come under criminal investigation if they are discovered. In Milandir, possession of one of these devices without the consent of the crown is strictly prohibited. No one without the extensive training and understanding the natural sciences possessed by a Discipulus Phisicae can understand the recipes and formula for creating these bombs.

Master Alchemist (Ex): Reaching the panicle of his art, the Discipulus Phisicae perfects every recipe and mastered every technique. All items made through the use of *Craft Alchemical Elixir and Craft Alchemical Potion* class abilities have all their effects automatically *empowered* and *extended*. This does not increases the crafting time, cost, or experience spend in the creation process.

Elemental Bomb: These rare and expensive grenade-like alchemical devices deal 4d6 fire damage, 4d6 cold damage, 4d6 acid damage, 4d6 electricity damage and 2d6 sonic damage to all targets within 30-ft. upon impact. From 30-60-ft., they do half damage, and up to 120-ft., they deal one fourth damage. An elemental bomb weighs 5 lbs., and is typically packaged in a steel cylinder. All targets within the areas of effect are allowed a Reflex save for half damage. The save DC depends upon the radius of effect. The DC within 30-ft. is 30, 25 between 30 & 60-ft., and DC 20 up to 120-ft. One year after they are made, the reagents become inert, and the device no longer works.

The elemental nature of the bomb also reacts badly to extra-dimensional spaces, either becoming inert or exploding when exposed to this type of effect (such as with a *bag of holding* or *teleportation).* There is a 50% chance it will explode; otherwise it becomes inert. While encased, the bomb is stable. It will not react to fire or electricity. A blow to it though could cause it to explode. The casing has a hardness of 10 and 30 hit points. If 15 points of damage get through the hardness in one blow, the bomb will explode with its standard effect.

If discovered, private possession of this item without the consent of the ruler of the nation is considered treasonous. Furthermore, transporting this item between countries without the consent of both governments is considered treasonous or an act of espionage.

Prerequisites: Must be a 9th level Discipulus Phisicae; *Market Price:* 10,000 gp.

Elementalist

"You may call me a heretic, Lord Inquisitor. But this is Lhyllifel, not Coryan. And here, we are free to worship as we please. Do not bluster and rant about your precious pantheon. We Undir are of the water, we know the water. The water is with us. Do not cross me, for the water is my friend, and the water is all around us."

- Ghryhg, Undir Heretic (whereabouts currently unknown)

Since the betrayal of their gods, some Elorii have realized that their affinity with their Elemental heritage is stronger than they had been led to believe. Often these Elorii become spellcasters and use their affinity with their elemental nature to devastating effect. Kelekenes can create fireballs which lay waste to an entire cavalry charge, Mârokenes are able to shape the earth at will, the waves themselves rise to aid Berokenes, and Osalikenes unleash the fury of storms to smite their enemies. As the Elorii set out from their sheltered woodlands, they were shocked to discover that a few humans held a lesser affinity to the elements. To those who would embrace their elemental nature, the Elorii opened the path of the Elementalist.

Almost all Elementalists are taught by the Elorii, and so almost all Elementalists follow the Elemental Lords. The Undir have found strength in their ties to the Undine water spirits, the Kio have found that their skyborn heritage links them to the air elementals and the Naori have found their link to elemental fire..The Pengik, interestingly, were not surprised when the Elorii discovered their elemental affinities, and accepted Eloran teachings as an inevitability rather than as a new technique.

Due to their following of the Elemental Lords, Elementalists are often suspected of heresy by the Inquisition, and most non-Eloran elementalists have learned to keep their powers hidden from prying eyes. The Elorii, on the other hand, celebrate their Elementalists as pious and disciplined warriors who truly seek to strengthen their ties to Eloran blood, and thus to the gods.

Eloran Elementalists, especially those of the Path of Faith, often rise to great power and prestige within Eloran society.

Relation to the Sanctorum: Rare in the extreme, the Sanctorum has been known to assist Undir, Naori and Kio exploit heir elemental talents. Such talented individuals are almost always sent to study under Lormaster Halarat of the Primus Sanctorum in Grand Coryan, though not an elementalist himself; he is an accomplished wizard and considered an authority on Elemental Magic.

Requirements

To qualify to become an Elementalist, an Elorii character must fulfill all of the following criteria:

Race/Nationality: Any Elorii bloodkine other than Ardakene.

Skills: Knowledge (arcana) 10 ranks, Spellcraft 13 ranks

Feats: Elorii Bloodline, Improved Elorii Bloodline, Heightened Elorii Bloodline

Spells: Must be able to cast 4th-level spells, including at least three spells with the energy descriptor of the chosen element

Domains: Clerics who wish to follow this path must possess the domain corresponding to the chosen element

Special: Must be of the bloodkine that corresponds to the chosen element. For example, a Kelekene must follow the path of Elemental Path of Fire.

A non-Elorii character must instead fulfill all of the following criteria:

Race/Nationality: Must be a Kio, Naori, Pengik, or Undir.

Skills: Knowledge (arcana) 10 ranks, Spellcraft 13 ranks.

Feats: For Pengik, Prodigy (arcane); for Kio, Naori, or Undir, Pureblood (appropriate type). For all, Elemental Affinity and Elemental Focus.

Spells: Must be able to cast 4th-level spells, including at least three spells with the energy descriptor of the chosen element.

Domains: Clerics who wish to follow this path must possess the domain corresponding to the chosen element.

Special: Pureblood Kio may only follow the Elemental Path of Air, Pureblood Naori may only follow the Path of Fire, and Pureblood Undir may only follow the Path of Water. Pengik characters may choose any of the elemental paths.

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Decipher Script, Knowledge (all skills, taken individually), Profession (any), Research, and Spellcraft.

Basic Rules of Elemental Magic

Elemental Schools: Spells that deal energy damage correspond to an Elemental sub-school: Earth, Air, Fire and Water. **Table 6-12** shows which energy type corresponds to which Elemental sub-school.

Opposed Elemental Schools: The Elemental sub-school of *Earth* is opposed to the Elemental sub-school of *Air*; the Elemental sub-school of the Elemental sub-school of *Fire* is opposed to *Water*.

TABLE 6-12: RACIAL RESTRICTIONS AND ELEMENTAL SCHOOLS

Race / Nationality	Elemental Sub-School	Energy Type	Opposed Element
Osalikene or Kio	Air	Electricity	Earth
Mârokene	Earth	Acid	Air
Kelekene or Naori	Fire	Fire	Water
Berokene or Undir	Water	Cold	Fire

Note: Pengik characters may choose to follow any of the Elemental Paths.

Class Features

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

Weapon and Armor Proficiency: The Elementalist gains no additional Weapon or Armor Proficiencies.

Spells per Day: The Elementalist continues to advance in spellcasting ability. When a new Elementalist level is acquired, the character gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before she added the prestige class. She does not; however, gain any other benefit a character of that class would have received (Channeling, Improved Bardic song, etc.). This essentially means that she adds the level of Elementalist to the level of her other spellcasting class, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before she became an Elementalist, she must decide to which class she adds her new levels of Elementalist for purposes of determining spells per day. If a character chooses to follow the Path of Faith, they may only advance in Divine spell casting levels.

Elemental Synchronicity (Ex): Starting at 1st level the Elementalist begins the path of elemental dedication. The Elementalist becomes a Specialized Caster of his corresponding elemental sub-type (i.e. a Kelekene would become specialized in the Elementalist Sub-School of Fire, Kio in the Sub-School of Air) and thus lose access to their chosen sub-school's opposing element.

Any Elementalist with arcane spellcasting levels is considered to be specialized in his chosen element, in much the same fashion as a specialist wizard. Wizards with a school specialization do not lose

TABLE 6-11: THE ELEMENTALIST

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Paths of Study or Faith, Elemental Synchronicity	+1 Caster Level
2nd	+1	+0	+0	+3	Path Advancement	+1 Caster Level
3rd	+1	+1	+1	+3	—	+1 Caster Level
4th	+2	+1	+1	+4	Path Advancement	+1 Caster Level
5th	+2	+1	+1	+4	—	+1 Caster Level
6th	+3	+2	+2	+5	Path Advancement	+1 Caster Level
7th	+3	+2	+2	+5	—	+1 Caster Level
8th	+4	+2	+2	+6	Path Advancement	+1 Caster Level
9th	+4	+3	+3	+6	—	+1 Caster Level
10th	+5	+3	+3	+7	Elemental Mastery	+1 Caster Level

that specialization. The Elemental Specialization becomes an additional specialty. Elemental Specialization allows the Elementalist to cast (and memorize if need be) an additional spell of their chosen element once per day per level. However this comes with a price, the Elementalist may never cast a spell of the opposing element, even if they had learned the spell prior to taking levels in this class. By using the Elemental Affinity feat, the Elementalist may prepare a spell from an opposing elemental school. Spells modified by this feat may not be prepared as one of the elementalist's bonus spells. (I.e. a Kelekene Fire Elementalist may prepare a Cone of Cold as a Cone of Fire through the use of his Elemental Affinity feat, but he can not use his bonus 4th level spell slot to do so.)

Lastly, for walking the path, all elementalists gains a plus +4 circumstance bonus to Charisma checks in dealing with elemental creatures and other creatures native to the plane of their chosen element. However, they also gain a –4 circumstance bonus to Charisma checks in dealing with creatures native to the plane of their opposed element.

Paths of Study or Faith

Paths and Path Advancement: At levels 2, 4, 6, and 8 the Elementalist advances in their chosen path and chooses any of the bonus feats listed under their path below. The character must pick one elemental path to follow. Once this path is chosen it can not be changed.

Path of Faith: Elorii, Pengik, and Undir are sometimes drawn to this Path through the strength of their faith, Some Elorii seek to perfect the divine elemental spark within as others await the day the elemental lords will return to guide their children. The Undir, on the other hand, pray to the sprits of the sea and the lake hoping to please them, and have them guide their people. The Pengik follow the ancient traditions of their people, honoring the elemental spirits with whom they feel a connection. These characters follow the rarest of paths. The elemental paths of faith are often held in high regard for their dedication and strength of faith. Elemental Clerics chose their bonus feats from the following list: *Improved Familiar (Elemental only)*, *Might of the Elements*, *Domain Focus*, *Holy Infusion* , *Elemental Rejuvenation*, *Elemental Weapon, Improved Divine Focus, and Elemental Influx.*

Elorii & Undir who follow this path must possess the ability to cast divine magic, and must advance in their divine caster level with every level taken in the Elementalist class. (See Spells per day above)

The Summoner Path: The path of the elemental summoner was perfected soon after the Elorii war of liberation, during which many Elorii summoned elementals through the use of their bloodline abilities. Soon after the war several Elorii started to enlist the assistance of their elemental kin in building of their empire. Kio and Undir developed this path on their own, as the Kio saw air elementals as useful tools, while the Undir called upon, what they see as sprits of the Lake and Sea. These *Elemental Summoners* or *"Elemental Shepherds"* are the undisputed masters of elemental summoning, though over the years some of the summoner's secrets have fallen into the hands of Sarishan mages. Elemental Summoners chose their bonus feats from the following list: *Improved Familiar (Elemental only), Rapid Summoning, Might of the Elements, Augmented Summoning*, *Metamagic Mastery*, *Elemental Focus, Elemental Speciation, Elemental Influx, Spell Focus [Conjuration]* and *Spell School Specialization [Conjuration]*

The Augmentalist: The only Ssanu elemental tradition to be replicated by the Elorii, the Augmentalists specializes in enhancing their own elemental magic type, making their spells more powerful and deadly. Strangely, when the Elorii encountered the Pengik people, they discovered that they practiced a form of this that reminded the Elorii of the magics of their former masters. Often referred to as "Battle Mages" by the others, the Augmentalists are primal forces to be reckoned with on any battlefield. Augmentalists chose their bonus feats from the following list: *Elemental Focus, Elemental Specialization, Lace Elemental Spell, Might of the Elements, Elemental PrecisionMetamagic Mastery*, *Metamagic feat, Elemental Influx, Spell Focus [Evocation], Spell School Specialization [Evocation]*

Elemental Mastery (Ex): At 10th level the Elementalist finally achieves mastery over the elemental forces which they control. If the Elementalist prepares spells, he selects one spell at each level that has the subtype associated with his chosen element. He may now spontaneously cast other prepared spells into that spell. If the Elementalist does not prepare spells, he instead may apply one of the following metemagic feats to one spell (from his chosen element) from each spell level that he casts without increasing the casting time, or spell level. The available feats are: Enlarge Spell, Empower Spell, Extend Spell, and Widen Spell.

The Ehtzara

A veil of heat wafted off the sun-baked flats, distorting the barren landscape and dwarfish thorny plants. Dry dusty winds cut across the cracked mud plain as a lone lizard, perched atop a rock, hissed at a passing desert adder. A ring of ancient stones, tall as giants and carved with symbols of ancient power in a forgotten tongue cast the only shade for miles. The lizard turned to spot a distant hazy shape approaching from the wastes. The figure gained form, a tall black shape with robes flapping in the heated gusts, which strode toward the monoliths with purpose.

It ignored the frightened lizard, instead reaching out its wizened hand to grab the now coiled adder in its grasp, placing the squirming beast within a rugged bag. It stepped into the shadow of the tall stones and lowered its tasseled hood, revealing the head of a man with leathery bronzed skin and a sun bleached tangle of hair. The man placed a simple wooden altar, adorned with painted glyphs and red garnets, at the center of the ring and bowed low in respect to the spirits of the sacred stones. The shadows beneath them grew shorter, slowly disappearing at the zenith of the sun on this holiest of days, Khi'gothe'ku, The Shredded Veil Between Worlds.

He made sacrifices of expensive wine, herbs, and baubles on the altar, and asked the guardians of this hallowed ground to accept him as an initiate of his order and a wise guardian of the people. He appealed with chants and pacts while waiting for a sign. Suddenly a harsh wind cast itself upon the scene, buffeting the man hard and caused the altar to teeter in its forceful, sand-laced gale. The shadows returned from underneath the tall stones, stretching slowly to cover the man in mid day blackness. He heard terrifying moans and oaths in elder tongues, the deafening voices of the dead now brought back to life in swirling, inky horror. He felt their shifting forms pass over him as he cringed in fear, for he knew if they did not accept his humble offerings, they would carry him off screaming to the Underworld.

In an instant, all grew silent. As the cowering man looked slowly up, the offerings atop the altar were nowhere to be seen. The blood red garnets that adorned it now shone and glinted with deep unworldly light, signifying his acceptance by the spirits. The man bowed low before the stones, almost touching the parched ground beneath his feet. He caressed the altar lovingly; carefully packing it away and headed back the way he came.

He now commanded respect from man and beast alike, which would cringe with fear and give a wide respectful berth at the sight of his tasseled hood. Soon he would have the power to speak with animals and the spirits of the dead. He would command nature itself

through spells and ancient rites. The man strode with confidence anew, and a wicked smile of satisfaction played across his face. He had become a full member of his order and a vital link to the land.

He was now an Ehtzara.

The Ehtzara are the tribal sorcerers of the Hinterlands, gaining power and learning spells from summoned spirits or innate knowledge of the natural landscape and its denizens. They are a mix of three ancient traditions: the original Yhing-hir beliefs of ancestor worship before they were trapped in the Hinterlands, the pagan elemental practices of the indigenous Pengik tribe, and the amalgamations of southern magic, superstitions and religious beliefs. Like all shamans and sorcererson Onara, the Ehtzara are no exception to the bias and superstition that these folk deal with demons and devils to grant them power, ascribed with every malicious act or freak occurrence around them for miles. The differences with the Ehtzara are that they embrace this bias, particularly in the Hinterlands and eastern Milandir, using their frightful presence and ominous reputations to intimidate others and chase off would be attackers or angry mobs.

The training and discipline for the Ehtzara is as rigorous as a monk's, and an initiate into this order must accept that they will no longer be treated as normal, and often not even as natural. However, they will command respect and fear from all they encounter, and are imbued with many useful and devastatingly effective capabilities in trade for normalcy and order. However, all Ehtzara are not evil, and may even live on the edge of communities and give assistance or help in return for payment, food and shelter, and a blind eye to their unseemly trade. They tend to wayward shrines and forgotten cairns to learn ancient lore and appease their spirit patrons.

All Ehtzara are trained in planar and elemental traditions and philosophies, and thus are respectful to extraplanar and elemental beings (this usually includes the Elorii, but not always.) They will show them the proper respect they feel is due to such beings and creatures; usually attacking only if provoked or attacked first.

Relations with the Sanctorum: The Ehtzara are an enigma to the Mother Church and the Sanctorum. Their powers, while magical, seem at odds with the general understanding Mages have regarding the workings of Magic. No Ehtzara currently works with the Sanctorum, though it is believed that they know of its existence.

The Cult of the Jackal

An Ehtzara may join the Cult of the Jackal, but to do so he must be either of Chaotic Neutral or Evil alignment, and must pay a tithe to the cult of 50 gold pieces per month. Those who do join have all research costs cut in half and at least one minor ally in every Hinterland city. These allies will give them basic information and lodging, or assist in vile acts or the spread of chaos and evil in the name of the cult.

Once per month, an Ehtzara who belongs to the cult may make a Will save against a base DC of 15, which should be increased by +1 to +10 as the GM sees fit (the modifier represents the charismatic strength of the ruler of the local cult chapter). The GM may use any additional modifiers that she deems appropriate, according to the area, the particular request, and who is in control of the cult in that area. Success on the save grants the Ehtzara aid in various forms, which should be adjudicated depending on the circumstances and the Ehtzara's needs (he might gain three or four toughs that act as bodyguards, a ghoul servant, a vial of poison, or a scroll with a specific spell). Abuse of this power is dealt with harshly, and those members who do usually end up maimed or disappear altogether. Failing the Will save results in some unseemly and arduous task for the Ehtzara, and refusal is very insulting and punishable by various means.

This cult is illegal in all cities of the Hinterlands, and any connection with it is punishable by arrest and trial under the charges of heresy and treason.

Requirements

To qualify to become an Ehtzara, a character must fulfill all the following criteria

Alignment: Any Chaotic

Skills: Concentration 8 ranks, Craft (woodworking) 5 ranks, Knowledge (Arcana) 10 ranks, Spellcraft 10 ranks

Feats: Iron Will, Skill Focus (Knowledge[Arcana])

Special: To become an Ehtzara, the character must seek another Ehtzara or a powerful spirit in the wilderness of the Hinterlands, swearing utter devotion and fealty to their new master and take the title of supplicant. At this point, all they own belongs to their master, and they are equal in social rank to a slave (including being able to be sold.) There are usually basic tests involved to judge the worth and character of the initiate, and they vary from master to master, be they flesh or spirit. They usually involve

TABLE 6-13: THE EHTZARA

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0th	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Spirit Robes, Fetish Crafting, Summon Familiar	5	3	—	—	—
2nd	+1	+0	+0	+3	Binding Fetish, Craft Esters & Salves	6	4	—	—	—
3rd	+1	+1	+1	+3	Imbue Fetish, Detect Spirits	6	5	—	—	—
4th	+2	+1	+1	+4	Speak with Spirits	6	6	3	—	—
5th	+2	+1	+1	+4	Binding Fetish	6	6	4	—	—
6th	+3	+2	+2	+5	Frightful Presence	6	6	5	3	—
7th	+3	+2	+2	+5	—	6	6	6	4	—
8th	+4	+2	+2	+6	Curse of Retort , Binding Fetish	6	6	6	5	3
9th	+4	+3	+3	+6	—	6	6	6	6	4
10th	+5	+3	+3	+7	Rite of Devouring, Speak with Spirits (2/day)	6	6	6	6	5

unseemly chores and duties, much like an apprenticeship. The supplicant is taught basic survival techniques of the desert, and the time allotted typically averages three months. If the supplicant is deemed worthy, then the master further instructs the supplicant until they are given the title of initiate.

The initiate then must pay no less than 600 gp for the various goods and materials required and travel into the deep desert to fast for three days. (If they were not clever enough to squirrel the money away, then they must earn it, or work it off in debt to their master.) The initiate is assailed with powerful visions and hallucinations of dead relatives, lost friends, and is whispered hidden truths and secrets by various spirits. On the fourth day, the initiate crafts their altar (a simple wooden table or shrine incorporated with items sympathetically important to the initiate) and *Spirit Robe*, always black with a tasseled hood or cowl, and adorned with the names of their patron spirits in silver thread. This robe is donned and must never be taken off except at dusk or dawn using a special prayer. It acts as a conduit between the Ehtzara and their patron spirits, and is a symbol of their station.

TABLE 6-14: EHTZARA SPELLS KNOWN

Level	0	1	2	3	4
1st	4	2	—	—	—
2nd	5	2	—	—	—
3rd	5	3	—	—	—
4th	6	3	1	—	—
5th	6	4	2	—	—
6th	7	4	2	1	—
7th	7	5	3	2	—
8th	8	5	3	2	1
9th	8	5	4	3	2
10th	9	5	4	3	2

The initiate must then make a pilgrimage to the Ehtzara Stones in the Haunted Wastes within the western desert of the Hinterlands and make pacts with the spirits to bind themselves by oath to their new patrons and the land. The Ehtzara lays out the altar they have fashioned, along with any sacrifices they wish to present, and waits for a reply from the spirits within the Underworld. The initiate must make a DC 20 Will save. Each 1000 gp of sacrificed goods grants a +1 bonus on this save, with a maximum of +3. If the Ehtzara succeeds, their robes become magical and their altar acts as a holy item concerning spells that require a divine focus in the Ehtzara spell list.

If they should fail, there is no second attempt available to them, as the spirits appealed to deem them unworthy and drag them screaming to the Nether Realm where they spend an eternity in torment, denied entrance to Beltine's Cauldron.

Class Skills (4 + Int modifier per level): Concentration, Craft (any, including alchemy), Decipher Script, Dreaming*, Handle Animal, Heal, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Knowledge (the planes: spirit world)*, Knowledge (the planes: spirit creatures)*, Profession (any), Spellcraft, Spot, Survival, and Use Magic Device.

* denotes a new skill; see **Chapter 10: Dreamtime** for details.

Class Features

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

Weapon and Armor Proficiency: Ehtzara are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. The Ehtzara are prohibited from wearing any items that grant an armor bonus to AC save his *Spirit Robes*, even bracers of armor, as wearing such meager means of protection show a lack of faith and anger the Ehtzara's patron sprits. An Ehtzara who wears prohibited armor finds himselfunable to cast any Ehtzara spells or use any of her supernatural or spell-like class abilities for 24 hours thereafter.

Spells: The Ehtzara casts divine spells which are drawn from the Ehtzara spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, The Ehtzara must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against The Ehtzara's spell is 10 + the spell level + the The Ehtzara's Charisma modifier.

Like other spellcasters, the Ehtzara can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 6-13: The Ehtzara**. In addition, he receives bonus spells per day if he has a high wisdom score. When the table indicates that the Ehtzara gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The Ehtzara's selection of spells is extremely limited. The Ehtzara begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new Ehtzara level, he gains one or more new spells, as indicated on **Table 6-14: Ehtzara Spells Known**. (Unlike spells per day, the number of spells The Ehtzara knows is not affected by his Wisdom score; the numbers on Table 6-14 are fixed.) These new spells can be common spells chosen from the Ehtzara spell list, or they can be unusual spells that the Ehtzara has gained some understanding of by study or through the use of a Fetish of Power (see below). The Ehtzara can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered Ehtzara level after that (6th, 8th, and 10th), the Ehtzara can choose to learn a new spell in place of one he already knows. In effect, the Ehtzara "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level The Ehtzara spell the Ehtzara can cast. The Ehtzara may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, The Ehtzara need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast. Yet like a Cleric, Ehtzara meditate for their spells. Each Ehtzara must meditate over his shrine at dawn *and* dusk (see taboos below) spending 2 hours each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether the Ehtzara can prepare spells.

Summon Familiar: Like a sorcerer, an Ehtzara may obtain a familiar (as detailed in *Core Rulebook I*). If the Ehtzara already has the ability to summon a familiar, his class levels stack with those levels to determine the abilities of the familiar.

Fetish Crafting: At 1st level the Ehtzara gains Craft Lesser Fetish and Craft Fetish feats as bonus feats even if they do not meet all the feat's prerequisites.

Spirit Robes (Su): At 1st level the Ehtzara creates his first true fetish, his *Spirit Robes*. These robes are always black with a tasseled hood or cowl, and adorned with the names of their patron spirits in silver thread. Once this robe is donned and must never be taken off except at dusk or dawn using a special prayer. These robes protect the Ehtzara as well as act as an additional divine focus for his divine spells. These robes count as *+1 greater masterwork leather armor* and can be enhanced through the use of Imbue Fetish (see below)

Binding Fetish (Ex): As the Ehtzara advances in his craft he begins to understand the lesions and secret truths whispered to him upon beginning his way down the path of the Ehtzara. Starting at 2nd level the Ehtzara may craft a small number of secret fetishes; these Fetishes are attached to the Ehtzara's *Spirit Robes* and my not be removed from the robes for any reason, since doing so diminishes their power and renders them worthless. If removed these fetishes must be recreated. The Ehtzara may craft one of these special fetishes at 2nd level and craft an additional secret fetish at levels 5 and 8. Crafting one of these Secret fetishes takes one week for each 1,000 gold pieces in required to craft the fetish.

Bone Fetish: Created from the bones of an undead creature, these bones allow the Ehtzara to cast *disrupt undead* at will (Caster Level 1). Crafting this fetish requires 1,000gp in sacrifices as well as bones of an undead creature which the Ehtzara helped destroy.

Power Fetish: Crafted from the teeth of a spell casting creature, these teeth are normally sown into the sleeves of the Ehtzara's *Spirit Robes*. When this fetish is first crafted, the Ehtzara chooses one spell that the creature knew. This spell is one level higher (than the highest level listed, if multiple are listed) for the Ehtzara, unless the spell is on the Ehtzara list. This spell is added to the spells that the Ehtzara knows. Crafting this fetish requires 10,000gp in sacrifices as well as the teeth of a spell casting creature which the Ethzara helped slay.

Hero's Fetish: Crafted from the skin of a warrior, this knotted skin rope, binds the spirit of the warrior to the Ehtzara's *Spirit Robes*. This fetish gives the Ehtzara a +1 insight bonus on all weapon attack and damage rolls. Crafting this fetish requires 5,000gp in sacrifices as well as the skin of a humanoid warrior which the Ethzara helped slay in melee combat.

Spirit Cowl: Crafted from the skin of a creature once possessed by a spirit, these are the rarest of all fetishes; slivers of the creature's skin are dried and tanned, then sown onto the rim of the Ehtzara's hood or cowl. This fetish grants the Ehtzara a permanent *see invisibility* spell, and allows him to *speak with dead* (DC 14) once per day. Crafting this fetish requires 24,000gp in sacrifices as well as the skin of a creature once possessed by a spirit.

Craft Esters & Salves (Ex): Through the use of Craft (alchemy) the Ehtzara may craft a small number of lesser alchemical potions and poisons. Crafting these concoctions works like crafting any other alchemical substances, save that each of these take at least one day to create. Ehtzara's consider these concoctions a gift from their patron sprits and will not trade or sell them to anyone.

Healing Salve: Created from the crushed bones of several creatures, rare herbs, and the blessings of the Ehtzara's patron spirits; each dose of this salve heals 2 hit points per Ehtzara level. Crafting a dose of Healing Salve requires a Craft (alchemy) check (DC 25) and 30gp in raw materials.

Nightfall Salve: Crated from the Nightfall flower found in the hinterlands, this Salve acts as a enhanced anti-toxin, if applied to a poisoned creature, the creature receives a +6 circumstance bonus to his next save to resist the secondary damage of any poison. Crafting a dose of Nightfall Salve requires a Craft (alchemy) check (DC 25) and 50gp in raw materials.

Imbue Fetish (Ex): Upon Reaching 3rd level the Ehtzara may empower his fetishes with additional magical power. The Ehtzara may upgrade her *Spirit Robes* to grant it a higher enhancement bonus. She may not give it an enhancement bonus higher than one half her Ehtzara level (round up), and must pay the standard materials required for upgrading armor.

Additionally, she may also improve her Hero's Fetish if she wishes. Her class level must be three times the bonus she wishes to grant for it to be functional. Upgrading to +2 requires the Ehtzara to spend 7,500 gp, and upgrading to +3 costs 12,500 gp.

Regardless of which improvement the Ehtzara is making, each improvement requires one week of meditation and communion with the spirits.

Detect Spirits (Sp): At 3rd level, the Ehtzara are especially aware of the presence of undead creatures. He may use *detect undead* at will. Due to the Ehtzara's unique connection to the spirits, this also allows the Ehtzara to detect the presence of spirits who exist on the Ethereal plane.

Speak with Spirits (Sp): At 4th level, the Ehtzara can commune with the spirits, gaining insight into the future. He may cast *divination* once per day. The caster level for this effect is the Ehtzara's character level. At 10th level, he may use this ability twice per day.

Frightful Presence (Su): An Ehtzara projects an unsettling aura with their mere presence. Animals, such as horses and dogs, will whine or howl until either the Ehtzara leaves or the beasts are calmed. Once per day for every two Ehtzara levels, the Ehtzara may cause all creatures with 30 feet of the Ehtzara to make a successful Will save (DC 10 + Ehtzara class level + Charisma modifier) or become *shaken* for 4d6 rounds. If the affected creature has 5 or fewer HD then it is instead panicked for 3d6 rounds. Any creature that succeeds on the saving throw is immune to the Ehtzara's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Curse of Retort (Ex): If the Ehtzara is ever killed he may whisper a final curse with his dying breath. One round after the Ehtzara is killed, one of the following curses takes effect.

Curse of Undead Vengeance: The Ehtzara may choose to have the spirits possess his body and reanimate it temporarily. He may still speak (though it sounds raspy and harsh) and act as if alive. The character returns to unlife with the undead tem-

plate, and 5 hit points per Ehtzara level. (The Ehtzara may be healed through the use of Negative Energy spells) and can use all abilities and any spells remaining at the time of death. The Ehtzara remains animated for one hour per Ehtzara level. Once this curse is laid, the Ehtzara may not be raised or resurrected. His soul, once its task is done, leaves to the underworld, where it seeks out a young Ehtzara to guide as he was once tortured.

Blight of Vengeance: The Ehtzara may curse his killers with a disease carried by the spirits into their bodies (visible as a vaporous cloud breathed forcefully from the Ehtzara's mouth to the targets). Victims must make a Fortitude save (DC 10 + Ehtzara class level + Charisma modifier) each day or suffer 1d2 Constitution damage. Those who fail look and feel slightly ill, and waste away slowly, losing Constitution until one of the following occurs. Either the target dies from Constitution loss, or one of the following spells are targetted at either the Ehtzara's corpse or the spirits that are carrying the curse: *break enchantment*, *banishment*, or *dismissal*. If cast on the Ehtzara's corpse, the body must also be buried before the next day for the curse to be removed. Alternatively, the Ehtzara may remove the curse after returning to life, if that occurs.

Sprit of Vengeance The Ehtzara may possess a man or animal within a mile of where he died and seek revenge. While the Ehtzara is possessing a creature, he loses access to his own physical attributes, using those of the possessed creature. He also loses access to his class abilities, spells and any items that are on his corpse; he does not lose access to his own skills. He does gain access to the possessed creature's weapons, feats, class abilities, and spells. He also retains his own memories, but also gains access to those of the possessed creature. The target of the possession may attempt to make a Will save (DC 10 + Ehtzara class level + Charisma modifier). The possession lasts until the next sunrise and if the Ehtzara fails in the attempt, or if the duration has passed, they pass on to the afterlife.

Rite of Devouring (Ex): The Ehtzara must have the Brew Potion feat to use this ability. By enacting this gruesome cannibalistic rite, an Ehtzara may seek information from the dead that he cannot find by "typical" means (such as divinations or Speak with Dead). The Ehtzara cuts the head from a body and consecrates it with painted glyphs. He then drains the head of cranial fluid through a deep incision, into a prepared vessel of silver filled with special herbs, making a potion. He then drinks the potion, and learns what that person or being knew at the time of their death in ten minutes of meditative trance. The Ehtzara must not be disturbed during this trance, and must make successful Fortitude save (DC 10 +1 for every two levels of the creature being consumed). If the Ehtzara fails this save, he falls to the ground in violent conversions suffering 2d6 points of temporary constitution damage. If successful the Ehtzara gains all the memories of the consumed. This rite can only be performed once per week, and costs 500 gp in herbs each time it is performed.

Taboos: An Ehtzara has rituals and restrictive taboos that he must follow. Not doing so, or disrespect to spirits causes the Ehtzara to be abandoned by his patrons, usually at a very inconvenient time (per GM discretion). This can include loss of spells, class powers, or the loss of magic imbued in fetishes by spirits.

The Ehtzara must fashion a small personal traveling shrine or altar, inscribing it with the names of his most powerful spirit patrons. He must spend one hour of meditative communion at dawn and at dusk to appease his spirits and rejuvenate spells, and offer up sacrifices and gifts on holy days and before or after great undertakings (honey, wine, rich foods, herbs, gems or blood, depending on the spirits and DM adjudication). If the shrine or altar is stolen, defiled, or damaged, the Ehtzara must return it or craft a new one (with a successful DC 16 Craft (woodworking) check), at the cost of 500 gp in materials and sacrifices. Until he replaces this, no spells can be regained (though his class abilities remain).

The Ehtzara has been trained in the customs of supernatural beings (etiquette and names) and must bow and give the proper respect when in the presence of an extraplanar being, spirit, or certain intelligent undead. (Solars, devils, ghosts, revenants, banshees, and nature spirits, such as elementals or Dryads, sometimes including Elorii). This does not mean the Ehtzara cannot defend himself against such creatures, but he will usually try to avoid combat, and attack only if the being in question attacks first. Because of this, the Ehtzara receives a +2 insight bonus to charisma based skills when dealing with supernatural beings.

The Ehtzara must tend to neglected altars, shrines and icons that he may come across, and show them the proper respect (merely righting a fallen icon, dusting off or pulling weeds from a shrine, or simply bowing or leaving a tithe as he passes.)

Ehtzara Spell List

Spells listed with a * are new spells found in **Chapter 8** of this book.

0-level: *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.*

1st-level: *burning hands, disguise self, deepen wounds*, charm person, chill touch, comprehend languages, detect animals or plants, detect secret doors, endure elements, erase, expeditious retreat, feather fall, gaze of the predator*, hold portal, identify, jump, mage armor, message, mount, magic aura, obscuring mist, protection from evil/good/law/chaos, ray of enfeeblement, reduce, shield, shocking grasp, silent image, sleep, spider climb, summon monster I, true strike, unseen servant, ventriloquism.*

2nd-level: *alter self, arcane lock, augury, bestow lesser curse*, blindness/deafness, cat's grace, charm animal, continual flame, darkness, darkvision, death knell, detect thoughts, endurance, endure elements, entropic shield, flaming sphere, fog cloud, ghoul touch, glitterdust, hypnotic pattern, invigorating nectar*, invisibility, knock, levitate, locate object, minor image, mirror image, misdirection, obscure object, produce flame, pyrotechnics, scare, scavenge*, spectral hand, summon monster II, summon swarm, whispering wind.*

3rd-level: *call lighting, clairaudience/clairvoyance, diminish plants, dispel magic, explosive runes, fireball, fly, gaseous form, gentle repose, gout of vermin*, gust of wind, halt undead, haste, helping hand, hold person, illusory script, invisibility sphere, keen edge, lesser restoration, major image, nondetection, phantom steed, plant growth, protection from energy, sting of the scorpion*, secret page, snake sigil, slow, speak with plants, suggestion, summon monster III, tongues, vampiric touch, water breathing, wind wall.*

4th-level: *arcane eye, bestow curse, charm monster, contagion, detect scrying, dimensional anchor, dimension door, divination, enervation, fear, fire trap, freedom of movement, glyph of warding, hallucinatory terrain, ripping sands*, illusory wall, improved invisibility, lesser geas, locate creature, minor creation, phantasmal killer, polymorph other, polymorph self, rainbow pattern, remove curse, restoration, scrying, shadow conjuration, solid fog, spike stones, stoneskin, summon monster IV, wall of fire, wall of ice, wall of serpents*.*

Discipulus Geometricus (Student of the Geometrical Arts)

"The Lines are channeling the power, and with study you will perfect and focus their strength.Mind your sweat, for a discarded drop may mean failure. Preparation and ritual… that is the key!"

- Anhing, Pengik Discipulus Geometricus

Many spellcasters look upon their art as mystical. Even trained mages, such as wizards, feel that they are dabbling with secret arts. The very word "arcane" means "secret." The Discipulus Geometricus rejects such talk, for by the careful crafting and empowering of runes, and a focused study of ritual, he instead focuses on the science of magic.

Most Discipulus Geometricae are practiced spellcasters who seek to take the ways of their art beyond simple study of a spellbook. They begin by learning to think of their arcane power as a quantity, not as a collection of mystic spells to be prepared. Then they refine the crafting of runes, physical symbols of precise arcane formulas. This leads to the development of exacting rituals that extend casting time, but result in more powerful magics.

At the apex of their power, a Discipulus Geometricus can use raw arcane ability to empower his runes and create magical circles where arcane power is increased. To many a Discipulus Geometricus' power seems awesome, but instead he proclaim an better understand the art of spellcasting than most.

Relation to the Sanctorum: Though not really *taught* in any one Sanctorum, most Discipulus Geometricae within the Sanctorum are the result of intense study in the art of spellcasting itself. As most Discipulus Geometricae stumble upon this tradition almost in their own, members of the Sanctorum are always looking for the potential within their students. Once a student shows a particular 'knack' for the ways of the Discipulus Geometricus they are given individual tutelage and access to extensive lore on the subject.

Requirements

To qualify to become Discipulus Geometricus, a character must fulfill all the following criteria:

Skills: Craft (Stoneworking) 5 ranks, Knowledge (Arcana) 12 ranks, Spellcraft 12 ranks

Feats: Prodigy (Arcane Magic), Sculpt Runic Item,

Spells: Able to cast 3rd level Arcane spells, at least three of which must be Magic Circle spells.

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Decipher Script, Knowledge (all skills, taken individually), Profession, Research, and Spellcraft.

Class Features

All of the following are class features of the Discipulus Geometricus prestige class.

Weapon and Armor Proficiency: Discipulus Geometricae gain very little in the way of military training; they gain no additional weapon or armor proficiencies

Spells per Day: Every time a new Discipulus Geometricus level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Discipulus Geometricus, he must decide to which class she adds the new level for purposes of determining spells per day.

Arcane Reserve (Ex): A technique developed through the study of advanced telepathic magics, this ability allows

TABLE 6-15: DISCIPULUS GEOMETRICUS

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Arcane Reserve	+1 arcane caster level
2nd	+1	+0	+0	+3	Lesser Rune Casting	+1 arcane caster level
3rd	+1	+1	+1	+3	Ritualistic Casting	+1 arcane caster level
4th	+2	+1	+1	+4	—	+1 arcane caster level
5th	+2	+1	+1	+4	Sculpt Greater Runic Item	+1 arcane caster level
6th	+3	+2	+2	+5	Rune Casting	+1 arcane caster level
7th	+3	+2	+2	+5	Inscribe Runes	+1 arcane caster level
8th	+4	+2	+2	+6	—	+1 arcane caster level
9th	+4	+3	+3	+6	Prepare Greater Magic Circle	+1 arcane caster level
10th	+5	+3	+3	+7	Greater Rune Casting	+1 arcane caster level

a caster to hold a small amount of arcane energy in reserve. While preparing spells, the caster can set aside one or more of his spell slots, creating a magical power reserve that may be accessed through practiced techniques. The caster may set aside up to two spell slots of spells per class level, allowing him to access several special abilities with blinding speed.

Lesser Rune Casting (Su): By taking extra time and scribing alternate runes of power the Discipulus Geometricus can enhance any spell he casts. He may add 1d4 to his effective caster level by expelling 3 spell levels from his arcane reserve and extending the spells casting to a full round action (or 2 full round actions in the case of spells which require a casting time of 1 round).

Ritualistic Casting (Ex): The Discipulus Geometricus learns that sometimes it is better to takes time when casting magic, ensuring that each motion of the hand is absolutely perfect, and that each intonation of the voice is precise and measured; such precise casting results in enhanced magical effect.

Once per day for every two class levels (round down) the Discipulus Geometricus may attempt to ritualistically cast any spell to give it an extended duration. To do so, the caster must succeed on a DC 25 + spell level Spellcraft check and a DC 20 + spell level Concentration check or lose the spell during the casting. Casting a spell in this manner also increases the casting time; spells take 1 minute per spell level to cast in this manner, or their standard casting time plus 1 minute per spell level if the spell's original casting time is longer than 1 minute. Finally, spells cast in this manner require 100 gp per spell level in rare incenses to be burnt during the casting as well.

Ritualistically cast spells last four times the normal duration. These spells may not be further enhanced with the Extend Spell feat, or any other meta-magic feats that affect the duration of the spell.

Sculpt Greater Runic Item: The Discipulus Geometricus gains the Sculpt Greater Runic Item feat as a bonus feat at fourth level.

Rune Casting (Su): When using his Lesser Runic Casting ability, the Discipulus Geometricus may not make a DC 25 + spell level Knowledge (Arcana) check to instead gain a +3 bonus to his caster level instead of rolling 1d4. He must make this choice before rolling the 1d4, and should be fail the check, he instead gains only +1 caster level.

Inscribe Runes: The Discipulus Geometricus learns how to scribe runes upon magical and mundane items. The Discipulus Geometricus gains the Inscribe Runes feat as a bonus feat at seventh level.

Prepare Greater Magic Circle (Ex): By taking one day to craft a Magic Circle (using sand, crafting the runes into the ground, and so on) the Discipulus Geometricus can create an improved conduit for his spells. The construction of this circle requires a DC 25 Knowledge (Arcana) check and a DC 25 Craft (Stonework), Craft (Sculpting), or Craft (Drawing) check. These checks must be rolled, the Discipulus Geometricus may not take 10 or 20. Crafting the physical circle costs 500 gp per level of the spell to be attuned to the circle (see below).

Once the physical circle is complete, it is attuned to a particular school by sacrificing a spell of that school. It takes one day per spell level sacrificed to complete the attunement, which costs 50 xp per level of the spell being used to attune the circle. The magical aura of the circle, which is centered on the physical circle, extend 5 feet past the physical circle for each level of the sacrificed spell. Finally, the circle lasts for one hour per level of the sacrificed spell.

The circle provides several benefits. First, anyone inside the circle recieves Spell Resistance 18 + the level of the sacrificed spell, against spells from the same school that are cast from outside the circle. Second, a spell of equal or lower level to the attunement spell that is also from the same school has its caster level increased by +4.

It is possible to create a permanent Greater Magic Circle. Doing so requires 2500 gp per spell level to be sacrificed, and 10 days per spell level sacrificed to attune the circle. Finally, the spell slot used to attune the circle is permanently lost, and the Discipulus Geometricus must also pay 200 xp per spell level used in the attunement.

Regardless of the type of Greater Magic Circle made, they may not be moved. Any attempts to do so destroy the circle, and unleash a magical backlash upon the individual who attempting to move the circle. The invidual suffers 1d8 damage per spell level that was used to attune the circle, or 2d8 per spell level in the case of a permanent Greater Magic Circle. There is no save against this damage. It is possible to disable a Greater Magic Circle, in which case it should be treated as a magical trap, with a DC of 25 + level of the attunement spell.

Greater Rune Casting (Su): The Geo Discipulus Geometricus has finally mastered the art of rune casting, allowing him to charge his spells with enhanced and controlled arcane power. By spending 5 spell levels from his arcane reserve the Discipulus Geometricus may raise the effective spell casting level by 4 as well as *maximizing* the spells effects.

Knight of the Order of St. Armon

"You don't see many mages in Naaeranth. Too close to the sea, you understand. An invisible ship of the black fleet can nip in and nip out, with you, before anyone knows what's happening. That's why it was so unusual. My daughter and I were in town, as we always were, but this time we were assaulted. Thieves of some kind. Suddenly a man rushes up. He holds himself as a knight, but I see no insignia. He begins chanting and his sword glows with power, knocking two of the thieves to their knees with one mighty swing. The third was hit with raw energy from his palm, unleashed with an arcane ritual. I thanked him and told him he was foolish, because ports are always watched. He just smiled, and said that if the Sorcerer King wanted a fight with the Knights of St. Armon, they were ready."

- Personal account of Frederick of Fish Gate, Merchant of Naaeranth

Milandir has often done whatever it could to protect the arcanely gifted within its borders. In addition to the navy keeping the ships of the Black Fleet away from the Milandisian coast, there is also a little-known order of Milandisian Knights, the Knights of the Order of St. Armon, dedicated to using their arcane abilities to enhance their fighting prowess. St. Armon himself was a knight-errant of Milandir a century before Milandir's secession from the Coryani Empire. Through a miraculous combination of fighting prowess and magical power, St. Armon defended the helpless and championed the cause of justice until his own death, which came while he was holding off a vastly superior force of Harvesters. At that moment the Order of St. Armon was born. Although sponsored (as all Milandisian knightly orders are) by the crown, the actual membership of the Order of St. Armon is a closely guarded secret, so as to avoid the notice of the Sorcerer-King. They do not display their signs openly, and due to their secrecy they receive none of the normal deference and benefits given to members of most Knighthoods, save of course for the love and devotion of the innocents they assist with their oft-noted heroism.

Relation to the Sanctorum: Due to the organization's secretive nature, more then one Knight of the Order of St. Armon has been approached by the Sanctorum for possible membership. Knights of the Order of St. Armon have always refused such invitations, citing their Oaths of Honor and their dedication to King and Country. However, the Sanctorum and the Knights see eye-to-eye on most questions of philosophy. As a result the two groups are on very good terms and have worked together on more then one occasion. Recently, rumor has it that members of the Sanctorum's Talons of the Hawk have been working with Knights of the Order of St. Armon in an attempt to hunt down suspected slave traders who are believed to be working with the Harvesters of Ymandragore.

Requirements

To qualify to become a Knight of the Order of St. Armon a character must fulfill all the following criteria:

Base Attack Bonus: +4
Skills: Concentration 6 ranks
Feats: Armored Caster, Gentry, Weapon Focus (Any)
Spellcasting: Must be able to cast 2nd level arcane spells.
Nationality: Milandir

TABLE 6-16: KNIGHT OF THE ORDER OF ST. ARMON — HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Military Training, Bonus Feat	
2nd	+2	+3	+0	+0	Arcane Alacrity	+1 Arcane Caster Level
3rd	+3	+3	+1	+1	Arcane Accuracy, Improved Armored Caster	
4th	+4	+4	+1	+1		+1 Arcane Caster Level
5th	+5	+4	+1	+1	Arcane Strike	
6th	+6	+5	+2	+2		+1 Arcane Caster Level
7th	+7	+5	+2	+2	Arcane Defense, Improved Armored Caster	
8th	+8	+6	+2	+2		+1 Arcane Caster Level
9th	+9	+6	+3	+3		
10th	+10	+7	+3	+3	Arcane Power	+1 Arcane Caster Level

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Diplomacy, Heal, Jump, Knowledge (all skills, taken individually), Profession (any), Ride, and Spellcraft.

Class Features

All of the following are class features of the Knight of the Order of St. Armon prestige class.

Weapon and Armor Proficiency: A Knight of the Order of St. Armon gains proficiencies with the traditional Milandisian weapons of the longsword, the halberd, and the heavy crossbow. The Knight of the Order of St. Armon is also proficient with light armor, and medium armor.

Spell Advancement: At every even level, the Knight of the Order of St. Armon gains additional spells per day as if he were one level higher in whatever arcane casting class he had before he became an Knight of the Order of St. Armon. If he had two or more such classes then he must choose one of them, and only that class gains the increase. This increase only affects spells per day, and spells known if applicable, other features (such as the bardic knowledge ability of bards) are not affected in any way.

Military Training: a Knight of the Order of St. Armon is automatically eligible to take Military feats as described in the *Player's Guide to Arcanis*.

Bonus Feat: At first level the Knight gains a bonus feat. This feat may be selected from the amongst the Metamagic feats, Military feats, and Fighter feats. The Knight must still meet all the prerequisites for the feat.

Arcane Accuracy (Su): As a *swift* action, the Knight may choose to channel arcane power into his weapon. The Knight gains an insight bonus to hit with the weapon equal to the level of the spent spell; this bonus also lasts for one roung per spell level of the spent spell.

Arcane Alacrity (Su): As a *swift* action, the Knight may choose to expend an arcane spell to increases his speed. During his next move action the Knight gains a +10-foot enhancement bonus to his base move for each level of the spell expended.

Arcane Defense (Su): As a swift action , the Knight may choose to channel arcane power into his armor. Until the end of the round the Knight gains a bonus to armor class equal to the level of the spell sacrificed for a number of rounds equal to the half the level of the spell sacrificed.

Arcane Strike (Su): As a *swift* action, the Knight may choose to channel arcane power into his weapon. With that weapon the knight gains an insight bonus to hit and damage for the remainder of the round equal to the level of the spell sacrificed.

Arcane Power (Su): As a *swift* action, the Knight of the Order of St. Armon may channel arcane power into himself, enchanting his own physical attributes. For one round per Knight level the character gains an arcane bonus to either Strength or Constitution equal to the level of the spell sacrificed.

Improved Armored Caster (Ex): As the Knight advances in level his ability to cast in armor increases, at 3rd level his Armored Caster's ability to ignore spell failure increases to 15%, and at 7th level this bonus increases to 20%.

Magus Irascortum

"You fools. Do you think your calm reason and magical theory will save you when the Harvesters come? Their magical power can outstrip yours like nothing. You must fight them where they are weak. You must fight them with steel."

- Adrigar, guard of the Sanctorum of Balamshal

Those among the peoples of the Vanomir and Takomir who have the arcane gift have long found themselves victimized by the Harvesters of Ymandragore. In response, many arcane casters sought training in the arts of the warrior. But the rage that so gifted the Ying-Hir warrior with strength became a detriment to the focus of the casters. Until, one man found the key to melding the two, releasing the fury within to fuel his spell casting.

This man taught others, and thus the savage mage, or Magus Irascortum to the Coryani, was born. These wild, uncontrolled spellcasters let their rage provide focus for their spells. Many an enemy has been caught unawares when the wizard charges at them, only to find their attacks sliding off his tough hide and his spells becoming stronger thanks to the anger that burns within him.

Relations with the Sanctorum: This is seen as a dangerous path by the Sanctorum, and few if any seek to follow it. Those few who are consumed by their own anger though are taken to a sanctorum in Censure. There they are met by a contingent of the Magus Irascortum. If accepted, they take the candidate to a secret location where he is trained. It is not that they distrust other arms of the Sanctorum. They keep their location secret to help insure the safety of the Sanctorum.

TABLE 6-17: THE MAGUS IRASCORTUM **HIT DIE: D10**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Focused Fury	
2nd	+1	+3	+0	+2	Armored Caster	+1 Arcane Caster Level
3rd	+2	+3	+1	+3	Additional Rage	
4th	+3	+4	+1	+4	Channel Rage	+1 Arcane Caster Level
5th	+3	+4	+1	+4	Enhanced Focus	
6th	+4	+5	+2	+5	Additional Rage	+1 Arcane Caster Level
7th	+5	+5	+2	+5	Arcane Strength	
8th	+6	+6	+2	+6	Perfected Control	+1 Arcane Caster Level
9th	+6	+6	+3	+6	Additional Rage	
10th	+7	+7	+3	+7	Channel Rage, greater.	+1 Arcane Caster Level

Requirements

To qualify to become a Magus Irascortum, a character must fulfill all the following criteria:

Alignment: Non-lawful

Skills: Concentration 8 ranks, Knowledge (Arcana): 8 ranks, Spellcraft: 8 ranks,

Special: Ability to rage, able to cast 2nd level arcane spells.

Class Skills (2 + Int modifier per level): Climb, Concentration, Craft (any), Intimidate, Jump, Knowledge (arcana), Listen, Profession (any), Spellcraft, Survival, and Swim.

Class Features

All of the following are class features of the Magus Irascortum prestige class.

Weapon and Armor Proficiency: The Magus Irascortum gains no additional weapon or armor proficiencies

Spells per Day: When an even-numbered Magus Irascortum level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Magus Irascortum, he must decide to which class he adds the new level for purposes of determining spells per day.

Focused Fury (Ex): The Magus Irascortum first learns how to focus his rage, turning her white-hot fury into arcane power which she can channel into her destructive spells. To others ehe appears calm, but the energy of the barbaric rage burns within. When the character enters a rage, she must make a concentration check DC 20 to focus the fury of the rage. If this initial check fails her rage is a normal rage. If the check succeeds she gains all of the benefits of a rage but additionally focuses her fury inwards and is considered in a focused fury. A focused fury is identical to a barbarian rage, except she is able to use all skills, feats, and is able to cast spells. Each time that she wishes to cast a spell while in a rage, she must make a concentration check against a DC of 15 + the spell level. If successful, the power of the spell is increased, adding a +1 circumstance bonus to each damage die rolled, as well as adding +1 to the spell's save DC. If the Concentration check fails the focused fury fades, leaving her in a regular rage, and disrupting the spell.

Armored Caster: The Magus Irascortum gains the *Armored Caster* feat at 2nd level as a bonus feat, even if she does not meet the normal prerequisites.

Additional Rage: At 3rd and 9th level the Magus Irascortum gains an additional rage per day.

Channel Rage (Su): The Magus Irascortum further learns to channel his rage, thereby increasing the power of his spells. Once per day while in a fury, the Magus Irascortum may expend an additional rage use of her rage ability. If she does so she can *Empower* a spell on the fly without increasing the spell's casting time or the slot it requires. Unlike most uses of metamagic feats for spontaneous casters, this does not increase the casting time of the spell. At 10th level she may use her Channel Rage to *quicken* a spell.

Enhanced Focus (Ex): The Magus Irascortum now adds her Charisma modifier (if positive) when using the Concentration skill.

Perfected Control (Ex): The Magus Irascortum gains complete control over the fury within. She no longer has to make Concentration checks to enter or maintain a focused fury.

Arcane Strength (Su): When casting spells during rage, the Magus Irascortum finds that he can channel his own physical strength into his spells. All spells successfully cast during a rage gain the Magus Irascortum's Strength modifier to damage. This additional damage is calculated into the spells final damage after any metamagic feats are applied. Spells that produce multiple missiles or rays (*i.e.*, *magic missile or flame arrows*) only get the bonus on the first missle.

The Master-Smith

"I have here, mounted on the wall, a blade used during the Godswar. Its edge is still sharp; its balance is still good. I have brought you to see it so that you can learn one thing and one thing only. Nations rise and fall; men, and even dwarves, grow old and die; but a finely worked piece of steel is eternal."

- Master Elebac of Solanos Mor, in a speech to his new apprentices

Every nation and every culture has its craftsmen, its weaponsmiths, its blacksmiths, and its armorers. The Dwarven Enclaves and the Republic of Altheria are especially well-known for their intricate craftsmanship and superior works. Yet even in these cultures it is only a very few who rise to the pinnacle of the craft and gain the coveted title of Master-Smith. Achieving that pinnacle is not easy; the apprentice must endure a hard and rigorous path that

requires single-minded dedication to the craft, as well as highly specialized training under the tutelage of one who is already a Master-Smith, but at the end of his long apprenticeship the new Master is prepared to take his place among the legendary craftsmen of Arcanis.

The works of these rare individuals are truly legendary; such items are often given as gifts for great deeds done or as tokens of peace to stop warring nations. Their weapons are the finest, their armor the strongest, and to own even one of their items is a point of pride and a mark of distinction.

Relations with the Sanctorum: While few of those who follow the road of the Master Smith join the Sanctorum as Mages, there are those who know of and support the goals and mission of the Sanctorum. These individuals have helped arm the Sanctorum Guardians with fine weapons, and have even stood with others in defending the Gifted from Harvesters.

Requirements

To qualify to become a Master-Smith, a character must fulfill all the following criteria:

Alignment: Any Lawful

Skills: Craft (Weaponsmithing) 6 ranks, Craft (Armorsmithing) 6 ranks, Profession (Blacksmith) 6 ranks, Knowledge (Science: metallurgy) 5 ranks

Feats: Skill Focus (Craft [Armorsmithing]) and Skill Focus (Craft [Weaponsmithing])

Special: Must find a Master-Smith of 5th level or above to take you as an apprentice

Class Skills (6 + Int modifier per level): Appraise, Climb, Craft (any), Concentration, Jump, Knowledge (all skills, taken individually), Profession (any), Ride, Search, Spellcraft, Spot, Swim, Use Magic Device, and Use Rope.

Class Features

All of the following are class features of the Master-Smith prestige class.

Weapon and Armor Proficiency: The Master-Smith is proficient with all simple and martial weapons, with all types of armor, and with shields (including tower shields).

Apprenticeship: At first level, the character becomes an apprentice for an existing Master-Smith (who must himself be of at least fifth level in the prestige class). Upon beginning his apprenticeship, the student starts to learn the finer points of smithery. The character receives his first +1 bonus from Skill Mastery (see below).

Skill Mastery: As the Master-Smith continues to hone his art, his ability to create items of beauty and wonder increases. At every odd-numbered level of this prestige class (1st, 3rd, 5th, 7th, and 9th) the character gains a +1 competence bonus on all Craft (armorsmithing), Craft (weaponsmithing), Knowledge (science: metallurgy), and Profession (blacksmith) skill checks. Thus, by 9th level, the character's bonus with each of these skills has risen to +5.

Silvered Weapon: At first level, the Master-Smith is taught the secrets of incorporating alchemical silver into his creations. He may craft any weapon and apply alchemical silver at the standard costs as part of the creation process. Note that unlike the generic "raw materials" discussed in the Craft skill, costs for special metals are never reduced or lowered and must be paid in full. (In the LIVING ARCANIS campaign, this ability means that the character may craft such items without special campaign documentation for the special material, and these items may later be certified at a Marketplace. Remember that non-certed crafted items cannot be traded among player characters.)

TABLE 6-18: THE MASTER-SMITH

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Apprenticeship, Skill Mastery, Silvered Weapon
2nd	+2	+3	+0	+3	Master Craftsman: Armorsmith
3rd	+3	+3	+1	+3	Weapon Focus (warhammer), Cold-Forging
4th	+4	+4	+1	+4	Master Craftsman: Weaponsmith
5th	+5	+4	+1	+4	Master-Smith, Secret of the Smithy (mithral)
6th	+6	+5	+2	+5	Eschew Spell Requirements
7th	+7	+5	+2	+5	A Practiced Hand, Secret of the Smithy (adamantine)
8th	+8	+6	+2	+6	Practitioner's Technique
9th	+9	+6	+3	+6	Secret of the Smithy (any 2 materials)
10th	+10	+7	+3	+7	Master of the Forge

Master Craftsman: At second level, the character gains Master Craftsman (armorsmithing) as a bonus feat. At fourth level he gains Master Craftsman (weaponsmithing) as a bonus feat. If the Master-Smith already possesses either of these feats at the time this benefit is gained, he instead receives a +1 bonus on Craft checks of the appropriate type. The Master Crafstman feat allows the character to attempt to create items of greater masterwork quality (if non-dwarven) or legendary quality (if dwarven).

For details on the Master Craftsman feat, see Chapter 5: Feats in the *Player's Guide to Arcanis*. For details on greater masterwork and legendary items, see Chapter 7: Weapons and Equipment in the *Player's Guide to Arcanis*.

Weapon Focus: A smith works with hammer and anvil day after day, until the hammer has become an extension of his body. At third level, the Master-Smith gains Weapon Focus (warhammer) as a bonus feat.

Cold-Forging: At third level, the Master-Smith has learned the secrets of working with cold-forged iron. He may craft any weapon out of cold iron at the standard costs. Note that unlike the generic "raw materials" discussed in the Craft skill, costs for special metals are never reduced or lowered and must be paid in full. (In the LIVING ARCANIS campaign, this ability means that the character may craft such items without special campaign documentation for the special material, and these items may later be certified at a Marketplace. Remember that non-certed crafted items cannot be traded among player characters.)

Master-Smith: At fifth level the apprentice becomes a Master in his own right and is taught some of the most prized secrets of the profession. The greatest of these secrets are the techniques needed to create magical weapons and armor. The character gains the Craft Magic Arms and Armor feat as a bonus feat even if he does not meet the caster level prerequisite. Furthermore, the Master-Smith's total character level is considered to be his caster level for purposes of meeting the prerequisites for forging magical weapons, armor, and shields.

Secret of the Smithy: By fifth level, the Master-Smith begins to understand how to work with special materials of all sorts. Furthermore, he gains particular expertise with a single special material of his choice from *Core Rulebook II* or *Forged in Magic*. The Master-Smith learns one additional Secret of the Smithy at seventh level, and two further Secrets are gained at ninth level.

The Master-Smith may craft weapons and armor of any special material that he knows the secrets of without any increase in the crafting time. (He does not gain any benefit when crafting items made of special materials whose secrets he does not know; such items still suffer the standard 50% increase in crafting time.) The Master-Smith has learned how to create alloys of his chosen material, and he may incorporate it into his creations at the standard costs.

Note that unlike the generic "raw materials" discussed in the Craft skill, costs for special metals are never reduced or lowered, and must be paid in full. (In the LIVING ARCANIS campaign, this ability means that the character may craft such items without special campaign documentation for the special material, and these items may later be certified at a Marketplace. Remember that non-certed crafted items cannot be traded among player characters.)

At fifth level, the Master-Smith has learned the secrets of mithral, and may incorporate it into his creations.

At seventh level, the Master-Smith has learned the secrets of adamantine, and may incorporate it into his creations.

At ninth level, the Master-Smith learns the secrets of two additional special materials of his choice from either *Core Rulebook II* or *Forged in Magic*. (For the LIVING ARCANIS campaign, the materials must be chosen from the following list: aerium, beroku, fluvium, glass-steel, greenglass, ignium, black iron, green iron, petrified wood, Sarishan steel, tellium, and wolf iron. Sarishan steel may only be selected if the character is a worshipper of Sarish, such as an Encali dwarf.)

Eschew Spell Requirements: Now that he has achieved mastery in his own right, the Master-Smith begins to delve deeper into the techniques that have been passed down across the generations that preceded him. The Master-Smith gains insight into the workings of magical spells and enhancements.

When using the Craft Magic Arms and Armor feat, the Master-Smith may eschew any spell prerequisite needed to craft a particular item by rolling a successful Use Magic Device skill check (DC 20 plus the level of the spell being emulated). The Master-Smith must succeed on a separate check each day for every spell that he is eschewing during the creation of the item. He may take 10 on these skill checks, but he may not take 20. A single failure means that the item-creation process has been disrupted and must be started over, with a loss of one-half of the cost of the raw materials.

The Master-Smith may also meet spell prerequisites for magical arms and armor through spell-completion items, such as scrolls or wands, even if he is not normally able to activate or use such items, with no Use Magic Device check required. Note that the Master-Smith cannot eschew prerequisites other than spells, such as alignment or racial restrictions.

A Practiced Hand: At sixth level, the Master-Smith has learned to reduce the crafting time for mundane items by 25% and for magical arms and armor by 10%. If the character is a dwarf, he instead gains an additional 10% bonus to his racially-gifted time reduction when crafting mundane items and an additional 5% reduction when crafting magical items. The reduction in crafting time does not reduce or lower the standard gold piece or XP costs for magic item creation in any way.

Practitioner's Technique: When creating a weapon for a well-known individual, the Master-Smith may tailor a weapon or armor to fit that individual's particular fighting style. The person must be one that the Master-Smith has known for over a year, and the Master-Smith has to have seen the individual perform in a combat situation no less then 10 times. If these criteria are met the Master-Smith can create a custom weapon or suit of armor for that individual. Details of the custom weapon quality are found in Chapter 7: Weapons and Equipment of the *Player's Guide to Arcanis*.

Master of the Forge: At tenth level, the Master-Smith has reached the pinnacle of his profession. Even the cast-offs from his forge are of incredible quality and the items he spends time on are things of legend. All mundane weapons, armor, and equipment created by the Master-Smith are treated as masterwork items. All masterwork items created by the Master-Smith are treated as greater masterwork items. The character does not need to pay the normal gold piece cost associated with the masterwork and greater masterwork properties; he pays the costs for the type of item he is setting out to create (normal or masterwork) and the finished item is automatically "upgraded" to the higher level of quality.

Furthermore, a non-dwarven character who achieves Mastery of the Forge is able to attempt to create items of legendary quality using the Master Craftsman feat, just as if he were a dwarf. For details, see Chapter 7: Weapons and Equipment in the *Player's Guide to Arcanis*.

Savant

"Sir, we believe the strange magical phenomena in the area started with a Sarishan. He cast spells in ways we had never seen before. Not powerful spells, sir, but . . . well, powerful enough. We were surrounded by the Erdukeen, you see, and he insisted on going out to face them. I told him that he had to see the hopeless reality of our situation, and his only reply was, 'reality is my lap-dog.'"

- A report from Singhu, a Cancerese rebel

Most mages gain more and more powerful spells as they advance along their paths of learning. Not so the Savant. This obscure branch of arcane study, sponsored by the Sarishan church, focuses instead on increasing the power of spells already gained. Those who choose this path begin the study of rituals to further the power their spells, as well as the arts of metamagic that can increase a spell's effectiveness.

The Savant is first taught how to extend the duration of their spells through ritual. Although these rituals often take time, the results are spells that last longer than any ordinary mage could hope to achieve. The Savant goes on to learn the secrets of providing more power, greater range, and greater area to their spells, along with other feats of metamagic.

At the pinnacle of their strength, the very fabric of magic weaves itself to the Savant's will, allowing him to perform incredible feats of raw magical power. But if a ritual fails, the cost can be dire indeed. Stories are told of magical backlashes that consume Savants and all their allies, leaving a place wild with raw magic. But many Sarishans would gladly take that risk in return for the power the path of the Savant offers.

Relation with the Sanctorum: While the Sarishian church first taught mages the way of this path, it is within the Sanctorum that it found its greatest outlet. No single Sanctum houses the masters of this path. Instead, they can be found throughout the whole of the Sanctorum. Many times, they live and work within a Sarishian temple. Others may wander between sanctuaries. As a whole, they are welcomed by the Sanctorum family. This is not considered one of the Via Sapientia.

Requirements

To qualify to become a Savant, a character must fulfill all the following criteria:

Skills: Spellcraft 10 ranks, Knowledge (arcana) 10 ranks.

Feats: Extend Spell, at least two other metamagic feats, plus any one of the following feats Prodigy, Magical Aptitude, or Arcane Bloodline.

Special: Must be able to cast 3rd level spells

Note: This class is restricted in the Living Arcanis campaign. You must have special campaign documentation allowing you to take this prestige class. See the LARC for details.

Class Skills (2 + Int modifier per level): Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Core Rulebook I: Skills for skill descriptions.

TABLE 6-19: THE SAVANT

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0th	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Practiced Spellcaster, Metamagic Mastery	+0				
2nd	+1	+0	+0	+3	Bonus Metamagic Feat	+1	+0			
3rd	+1	+1	+1	+3	Ritualistic Casting	+1	+1	+0		
4th	+2	+1	+1	+4	Bonus Metamagic Feat	+1	+1	+1		
5th	+2	+2	+2	+4	Metaphysical Understanding	+2	+1	+1	+0	
6th	+3	+2	+2	+5	Bonus Metamagic Feat	+2	+2	+1	+1	+0
7th	+3	+3	+3	+5	Quickened Metamagic	+2	+2	+2	+1	+1
8th	+4	+3	+3	+6	Bonus Metamagic Feat	+3	+2	+2	+1	+1
9th	+4	+4	+4	+6	Eldritch Rending	+3	+3	+2	+2	+1
10th	+5	+4	+4	+7	Metamagic Grand Mastery	+4	+3	+3	+2	+2

Class Features

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

Weapon and Armor Proficiency: Savants gain very little in the way of military training; they gain no additional weapon or armor proficiencies

Spells per Day: The Savant focuses on the art of spellcasting, always attempting to perfect the act of spell casting, rather than exploring the depths of magical knowledge. As such, the Savant's spellcasting ability increases a painfully slow rate, which is more a byproduct of research then an actual goal. Upon taking the first level of the Savant class, if the character possesses more then one spellcasting class, the character must chose one spellcasting class to become his primary spellcasting class. As the character advances in level he gains the ability to cast additional number of spells per day as listed on the advancement table. These bonus spells are added to the spellcasting abilities of his primary spell casting class**.** In addition, a savant receives bonus spells per day if he has a high score in there primary spell casting class's ability score. When the advancement table indicates that the Savant gets +0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his primary ability score for that spell level.

Characters that chooses any spontaneous spell casting class (such as the Sorcerer) as their primary spellcasting class also gain a limited number of additional spells to their spells known equal to their additional spells per day. Bonus spells per day due to high ability scores are not counted in this calculation (in other words, only the value on the table is used, which might be +0).

Practiced Spellcaster (Ex): When determining caster level, the character's Savant levels stack with the character's primary casting class.

Ritualistic Casting (Ex): The Savant learns that sometimes it is better to takes time when casting magic, ensuring that each motion of the hand is absolutely perfect, and that each intonation of the voice is precise and measured; such precise casting results in enhanced magical effect.

Once per day for every two class levels (round down) the Savant may attempt to ritualistically cast any spell to give it an extended duration. To do so, the caster must succeed on a DC 25 + spell level Spellcraft check and a DC 20 + spell level Concentration check or lose the spell during the casting. Casting a spell in this manner also increases the casting time; spells take 1 minute per spell level to cast in this manner, or their standard casting time plus 1 minute per spell level if the spell's original casting time is longer than 1 minute. Finally, spells cast in this manner require 100 gp per spell level in rare incenses to be burnt during the casting as well.

Ritualistically cast spells last four times the normal duration. These spells may not be further enhanced with the Extend Spell feat, or any other meta-magic feats that affect the duration of the spell.

Metamagic Mastery (Ex): With time and dedication the Savant has discovered how to more effectively utilize his magical reserves. The Savant gains *Metamagic Mastery* feat as a bonus feat even if the Savant fails to meet the prerequisites.

Bonus Metamagic Feat (Ex): At levels 2, 4, 6, and 8, the Savant gains a bonus metamagic feat for which he meets the requirements.

Metaphysical Understanding (Ex): The Savant begins to understand the underlining truths of spellcasting and the tapestry which forms all magic. Any time the Savant casts a spell enhanced with a meta-magic feat, the spell's DC is based on the total spell level after applying metamagic feats, but before applying any deductions provided through Metamagic Mastery or other Savant class abilities. For example, an enlarged fireball would have the spell DC of a 5th level spell when cast by the Savant. The Savant also receives a 2 level reduction (to a minimum of one) in spell level requirements for applied metamagic spells. This reduction in cost only applies to the first two metamagic feats placed upon a spell.

Quickened Metamagic (Ex): Starting at 7th level, the Savant learns how to enhance spells more quickly then any less practiced casters. As a *swift* action, the Savant may add a metamagic feat to any spell he has prepared as he casts the spell. The Savant must have an unused spell slot of the appropriate level to use this ability, and it can not be used in conjunction with Quicken Spell metamagic feat. Lastly Sorcerers now find that they may add any metamagic feat to a spell without requiring a full round action.

Eldritch Rending (Su): Referred to by some as "dirty" metamagic, this technique actually rips apart the natural fabric of magic in an area to quickly overpower a spell. This dangerous technique is perilous for the caster and those around him, and is rarely used except under the most dire circumstances. Casting a spell using eldritch rending requires a full round action and a successful Savant Level check (Savant level + 1d20) against a DC of 12 + the total level of the spell being cast, including all levels added due to metamagic, but before the reduction of metamagic mastery or any Savant class abilities. If successful, the Savant increases his effective caster level by 4. Only spells with an instantaneous effect that can be cast as a standard action may be altered through the use of Eldritch Rending.This class feature may not be used with the Quicken Spell metamagic feat.

The consequences for casting a spell in this manner can be quite severe. If the level check is not successful, then the Savant suffers as the whirlpool of eldritch power suddenly pulses and expands out of control. This arcane whirlwind deals Xd6 damage, with X being the Savant class levels of the caster + the level of the spell being altered. All creatures within 30-ft. of the caster take this damage, though targets other than the caster can attempt a Reflex save against a DC of 25 for half damage. As this is raw energy, spell resistance does not protect the target.

No matter whether the casting was a success or failure, the area where the eldritch rending was preformed suffers from a depletion of magical energy. This depletion centers on where the caster stood while using Eldritch Rending, and extends 50 feet in all directions. Any magic attempted within this zone, or cast into the zone, is reduced in power. The effective caster level of any such spell is reduced by 1d4 levels. If a 4 is rolled, then roll another 1d4 and add that to the result, continuing until a result other than 4 is rolled. If the total is equal to or higher than the original caster level of the spell, then the spell simply fails altogether and produces no effect. The zone of magical depletion persists for 1 hour, whereupon the flows of magic in the area return to normal.

Metamagical Grand Mastery (Ex): Finally reaching the panicle of his art, the Savant finds he may lower the level cost of any metamagic feat by three instead of two (to a minimum of one). For example, Maximizing a *fireball* would require the use of a 4th level spell slot, instead of the regular 6th level spell slot. This reduction only applies to the first two metamagic feats placed upon a spell. So it's possible to have a Quickened, Maximized *fireball* prepared as a 5th level spell.

Song Master of Cadic

"Balance sorrow and joy, and exercise the ability to bring both to anyone."

- Mantra of the Song Masters

The Song Masters of Cadic are rumored to have been started by his very hand; however, those who are inducted into their ranks come to realize that the elite cadre of the Song Masters was not started by Cadic. Rather it as merely a band of people who had heard his song and decided to spend their lives trying to excel to the point where they could replicate his song.

To this day, those who join the Song Masters strive to perfect their voice, their song, seeking to be worthy to repeat the divine song of Cadic. Until then, they study and practice, spreading merriment across the land. But they are also able to pull at the heart and soul of the listener, and if the situation demands, can share the sorrow of the world with their audience. Though there is a stigma associated with this brotherhood, for there are few who do not know of their association with the Black Hand of Cadic.

Relations with the Sanctorum: While Bards are not the prime targets of the Harvesters, they do possess the Gift to wield arcane magic. As such, they are at risk if they let their powers be seen. Few who follow the bardic path seek to learn the higher secrets of the Sanctorum, instead seeking to perfect their arts. Some of the bardic Mages of the Sanctorum seek to become Song Masters, and those who already seek to perfect their songs have been invited to the Sanctorum. This is not considered one of the Via Sapienti, thus any Mage with enough talent are allowed to follow this road.

Requirements

To qualify to become a Song Master, a character must fulfill all the following criteria:

Religion: Must worship Cadic.

Skills: Perform (any two) 10 ranks, Bluff 8 ranks, Diplomacy 8 ranks

Feats: Skill Focus (Perform).

Spellcasting: Must be able to cast 1st level arcane spells.

Special: Bardic Music class ability. The val'Borda musical bloodline powers or having the music domain will suffice for the Bardic Music class ability.

Class Skills (6 + Int modifier per level): Balance, Bluff, Concentration, Craft (any), Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Jump, Listen, Move Silently, Perform, Profession (any), Sleight of Hand, Spellcraft, Spot, and Tumble.

Class Features

All of the following are class features of the Song Master prestige class.

Weapon and Armor Proficiency: The Song Masters of Cadic gain no additional proficiencies.

Spell Advancement: Starting at 2nd level and every level thereafter, a Song Master gains additional spells per day as if he were one level higher in whatever casting class he had prior to becoming a Song Master. If he had two or more such classes, he must choose one of them, and only that class gains the increase. This increase only affects spells per day (and spells known if applicable). Other features (such as the bardic knowledge class ability) are not improved in any way.

Bardic Music: At 1st level, the Song Master gains the ability to use the Bardic Music class ability (see *Core Rulebook I*) if he does not already have it. Levels of Song Master counts as bardic levels for unlocking the more powerful abilities. Additionally, levels of Song Master stack with levels in other classes that grant bardic music for the purposes of uses per day and the ability to unlock more powerful abilities.

Songs: All of the song abilities of the Song Master use the bardic music ability as a base. To activate them takes a standard action (unless otherwise noted) and expends the indicated number of bardic music uses for a day. Most take only a single use, although some such as the *Song of Love Eternal* require multiple uses to activate. Unless otherwise stated, the effects of a song follow the normal rules for Bardic Music, including duration and range of effect, and can be countered with a Bardic Counter Song.

Song of Heart's Fire (Su): The Song Master must have 11 ranks in Perform (Singing or String Instrument) to use this song. The song of *Heart's Fire* drives you're the Song Master's allies to greater lengths when in combat than they would normally go, however, the extra exertion is tiring. All willing allies within 60 ft. gain a +4 morale bonus to Strength and Dexterity. However, they suffer 2 points nonlethal damage per round and are *fatigued* once the song ends. Activation of this song requires the expenditure of one daily use of the Bardic Music class feature.

Song of Darkness' Vengeance (Sp): The Song Master must have 12 ranks in Perform (Singing or String Instrument) to use this song. Performance of this song allows a Song Master to draw down terrible a darkness over his foes. It requires a full round to activate this song . Once

TABLE 6-20: SONG MASTER OF CADIC

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic Music, Song of Heart's Fire	
2nd	+1	+0	+3	+3	Song of Darkness' Vengeance	+1 Caster Level
3rd	+1	+1	+3	+3	Song of Love's War	+1 Caster Level
4th	+2	+1	+4	+4	Song of Anguish	+1 Caster Level
5th	+2	+1	+4	+4	Lengthy Song	+1 Caster Level
6th	+3	+2	+5	+5	—	+1 Caster Level
7th	+3	+2	+5	+5	Powerful Song	+1 Caster Level
8th	+4	+2	+6	+6	—	+1 Caster Level
9th	+4	+3	+6	+6	Immortal Song	+1 Caster Level
10th	+5	+3	+7	+7	Song of Love Eternal	+1 Caster Level

activated it duplicates the effects of *flaying darkness* as if cast by someone of your arcane caster level. Activation of this song requires the expenditure of one daily use of the Bardic Music class feature.

Song of Love's War (Sp): The Song Master must have 13 ranks in Perform (Singing or String Instrument) to use this song. This ancient tale of war, love lost and betrayal is capable of leading even the most stalwart foe to tears. After a full round of singing this song, the Song Master can captivate a number of creatures within 50-ft. of the Song Master equal to the Song Master's class level. All affected must be able to hear the Song Master. This affect duplicates the *crushing despair* spell, and is dependent on language. The effect lasts as long as you continue to recite the ballad, lasting at most 5 minutes. The effect can be resisted with a Will saving throw against a DC of 10 + Song Master class level + the Song Master's Charisma modifier. Any attacks made by the Song Master while the ballad is recited breaks the effect. Lastly, the *Song of Love's War* cannot affect someone twice within one day, nor can someone who saves against it be affected again within the same 24-hour period. Activation of this song requires the expenditure of one daily use of the Bardic Music class feature.

Song of Anguish (Su): This song is the antithesis of the Song of Heart's Fire. As a standard action, the Song Master can start a cacophonous refrain painful for his enemies to hear. All enemies within 60-ft. of the Song Master, and able to hear him play, must make a will save against a DC of 10 + 1/2 the Song Master class level + the Song Master's charisma modifier. If they fail, they gain a –4 morale penalty to Strength and Dexterity for as long as the Song Master continues this wailing lyric This is a mind-affecting effect that can be dispelled with *good hope*. Activating this song requires one use of the Bardic Music class ability.

Lengthy Song (Ex): At 5th level, a Song Master learns how to make his song linger in the mind of his audience. All of his Bardic Music and Songs last twice as along after he ceases to perform.

Powerful Song (Ex): At 7th level, a Song Master can add a resonance to his songs, quickly harmonizing his own fierce emotions into his music. Using the Bardic Music class ability is now a free action, but can only be done once per turn. Those Songs that require a full round action to invoke can now be initiated as a standard action. Maintaining Bardic Music and Songs can now be done as a free action.

Immortal Song (Su): At 9th level, a Song Master's performance is so powerful and moving that he can now affect mindless creatures and those normally resistant to mind-affecting abilities. Even though they are no longer immune to the Song Master's performances, they do receive a +2 circumstance bonus on their saving throws.

Song of Love Eternal (Sp): This song is perhaps the most powerful and moving song ever composed. The use of this Song requires the expenditure of five uses of bardic music, and takes one minute to activate. When performed, all creatures are overcome by an overpowering love for the Song Master. Creatures who fail a Will save against a DC of 15 + the Song Master's charisma modifer, are unable to attack the Song Master for the duration of the effect. Those who make the Will save have a –4 morale penalty to all attacks and damage when targeting the Song Master. This is a mind-affecting effect, but due to the *Immortal Song* class ability, even those creatures normally immune to mind-affecting abilities are susceptible to this Song.

Spellchanter

"Now now, let's not be hostile. You humans anger so quickly. I know, let's have a song. I am certain that you will be utterly incapable of fighting us once it is through."

- Aradelios, Ardakene Spellchanter

Once, the Elorii focused as much on magical theory as its practice. The Godswar changed all that. As a result of this, a group of Elorii bards developed the style of magic later known as Spellchanting. By focusing on arcane power, rather than theory and lore, they learned to increase the power of their bardic performances, raising them to new levels of magical effectiveness.

The Malfelen Elorii were the first to put this new technique to the test. A group of humans entered the forest to seek peace with this reclusive Elorii nation, and were delighted when an Elorii bard invited them to hear his song and join his company as they rested for the night. A frightened teamster who had been left to look after the horses was the only member of the expedition to return.

When the Elorii of Elonbe sent forth many of their number to study human lands, several Spellchanters went with them one of these, an Ardekene names Aradelios stood with Milandisians in the War of the Usurper. He was impressed by the honor he had seen displayed, but shocked at the poor showing of Milandesian bards. Without consulting his elders, he taught the ways of the Spellchanter to several of his comrades. From there the technique has spread throughout human lands. Though the study of Spellchanting is still fairly new to humans, and thus fairly rare, it is a technique that is attracting many students.

While many Elorii see the actions of Aradelios as treasonous, they acknowledge that it is now too late to undo the damage, for too many humans have learned the secrets to be hunted down and stopped.

Relation to the Sanctorum: Though bards are not always invited into the Sanctorum, a few Spellchanters have been invited to be part of the *House of Fascination* in Savona. Hired out to most of the extravagate festivities these bards act as the eyes and ears of the House within the upper epsilons of savonen society. Though even unbeknown to most if these talented Spellchanters the enchanters of the house of fascination seek to incorporate the techniques of the spellchanter into their own magic, thus far they have meet with limited success.

Requirements

To qualify to become a Spellchanter, a character must fulfill all the following criteria.

Skills: Perform (any two, one of which must be Singing) 11 ranks, Spellcraft 6 ranks, Knowledge (Arcana) 6 ranks, Concentration 5 ranks, Use Magic Device 5 ranks

Feats: Magical Aptitude or Skill Focus (Perform [Singing])

Special: Must be able to cast 2nd level arcane spells

Special: Bardic Music ability

Class Skills (4 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft (any), Diplomacy, Gather Information, Jump, Knowledge (all skills, taken individually), Listen, Perform, Profession (any), Ride, Sense Motive, Speak Language, Spellcraft, Swim, and Tumble.

Class Features

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

Weapon and Armor Proficiency: Spellchanters gain very little in the way of military training; they gain no additional weapon or armor proficiencies

Spells per Day: Spellchanters continue to advance in their study of bardic traditions. When a new Spellchanter level is gained, the character gains an additional use of her bardic music abilities and new spells known and spells per day, exactly as if she had also gained a level of bard. She does not gain any other benefit that a bard would receive for advancing in level. This essentially means that she adds her Spellchanter level to her bard level, then determines bardic music abilities, spells per day, spells known, and caster level accordingly. Spellchanter levels can only stack with bard levels for purposes of spellcasting advancement; they cannot be added to any other class.

Performance Requirements: A Spellchanter must always possess max ranks in two styles of Perform, and one of which must be Singing. All Spellchanter special abilities are lost if the character does not advance her perform skills when she advances in level. This loss of class abilities remains until she once again reaches the maximum ranks in two perform skills.

Dual-Song (Ex): As a full round action the spell chanter may use two Bard songs at once, maintaining a dual-song requires a standard action. Dual-Song takes up one additional use of the spellchanter's daily Bardic Music abilities in addition to the two uses required for each Bardic song. This requires the Spellchanter to sing and use a non-verbal, non-wind

TABLE 6-21: SPELLCHANTER **HIT DIE: D4**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Advanced Bardic Music, Performance requirements, Spell Singing , Duel Song	+1 bard caster level
2nd	+1	+0	+0	+3	Improved Countersong	+1 bard caster level
3rd	+1	+1	+1	+3		+1 bard caster level
4th	+2	+1	+1	+4	Spell Singing	+1 bard caster level
5th	+2	+2	+2	+4	Song of Spell Warding	+1 bard caster level
6th	+3	+2	+2	+5		+1 bard caster level
7th	+3	+3	+3	+5	Spell Singing	+1 bard caster level
8th	+4	+3	+3	+6	Song of Healing	+1 bard caster level
9th	+4	+4	+4	+6	Arcane Harmonics	+1 bard caster level
10th	+5	+4	+4	+7	Spell Singing	+1 bard caster level

instrument perform skill simultaneously. This ability can not be used to to cast two spells through the use of the spell singing ability..

Spell-Singing (Su): Spellchanters have the ability to channel their songs into spells that they know. At 1st, 4th, 7th and 10th level, the Spellchanter chooses a number of bard spells equal to their intelligence modifier, if positive. These spells must on the list of spells that the Bard knows, and at least two levels lower than the highest level Bard spell they can cast. The Spellchanter may now use her Bardic Music ability to cast these spells rather than her daily allotment of spells per day. When using this ability, the spells are cast as spell-like abilities, and require that the Spellchanter is singing or chanting. Thus, all of the spells usable with Spell Singing have a verbal component, even if the description of the spell does not list verbal as one of the components. Casting a spell in this way requires a number of uses of Bardic Music equal to the spell level. Zero level spells are considered first level for determining the number of uses of Bardic Music that must be expended. No metamagic feats can be applied to spells cast using Spellsinging, and they conform to all limitations of Bardic Music. Thus, a *bardic counter song* may be used to counter the casting of a spell by Spell Singing.

Advanced Bardic Music: As a Spellchanter grows in her magical and musical ability, they gain additional Bardic songs as detailed below. Also levels of Spellchanter stack with levels in other classes that grant Bardic music for the purposes of uses per day.

Improved Countersong (Su): As a standard action, 2nd level Spellchanter with 13 or more ranks in Perform (Singing) can produce a sound so discordant that it can disrupt enemy spellcasters from completing their spells. This ability is mechanically the same as readying a counterspell action. The Spellchanter makes a Perform (Singing) check. All spells cast by the targeted caster now require an additional Concentration check. If the spellcaster's concentration check is lower than the Perform check, the casting of the spell is disrupted. The Spellchanter must be able to see the spellcaster, and the spellcaster must be able to hear the Spellchanter for this ability to work. This is an instantaneous effect that cannot be maintained. It takes one use of the Spellchanter's daily Bardic Music, and an addional use of Bardic Music per spell disrupted.

Song of Spell Warding (Su): As a standard action, a 5th level Spellchanter with 16 or more ranks in Perform can create a magical shield of music that blocks spells from affecting those in it. The area, and all creatures within 10 ft of the Spellchanter gain SR of 10 + Spellchanter's charima modifier + Spellchanter's caster level. Spells which target a space within the protected area, such as *silence*, must overcome the SR, even if it did not target a character. To maintain the song, the Spellchanter must make a concentration check against a DC of 15 + the combined spell level of spells cast into the area. For example, a *fireball* and *silence* are both cast into the warded area in the same round. The concentration DC becomes 20 (15 + 3 + 2). Each round that it is maintained requires the expenditure of one use of Bardic Music.

Song of Healing (Su): As a standard action, an 8th level Spellchanter with at least 19 ranks in Perform can channel her music to heal her companions. All allies within 30 feet heal 3 + the Spellchanter's charisma modifier hit points or 1 point of temporary ability damage per round they hear the song. This healing is not a positive energy effect. All creatures must be able to hear the Spellchanter to gain the benefits of this ability. This use of Bardic Song can be disrupted. For the purposes of a concentration check, this is a 5th level spell. It costs one Bardic Music use each round the effect is maintained.

Arcane Harmonics (Ex): Starting at 9th level the spellchanter learns to weave spells into his Bardic music, He may now cast spells with verbal components while maintaining any Bardic Music or Advanced Bardic Music abilities. Each spell cast in this way requires the expenditure of one of the spellchanter's daily Bardic Music abilities.

Terramancer

"I feel the loam pressing up against my toes. The smell of the earth just after a rain and the rough feel of it as I trod upon the ground calls to my blood and makes it sing. I have always felt at home in both caverns and mountains, and other places where dense unforgiving stone surrounds me. I feel the power of the stone as I lean back against a boulder. After a moment, I take the chisel and hammer from my pack. Gently I pick up the river stone, feeling the pulse of the living rock. Content, I relax and listen to the song of the stone. Then, and only then do I begin to carve the first lines of power upon the stone…."

— The Training, passages from the personal journal of Sora Songstone, Encali

A Terramancer is a practitioner of earth magic, he delves to find the secrets stored deep within the earth Able to commune with the very rocks around him, and allied with powerful beings from the elemental plane of earth, the Terramancer is unique among the spellcasters of the civilized world. The Terramancer is master of his surroundings, shaping the earth around him to his liking and implanting powerful magic upon the living stone. He girds himself in solemn earthen tones and prefers the com-

TABLE 6-22: TERRAMANCER

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Stonewalk 20ft /day	+1 level caster level
2nd	+1	+3	+0	+3	Earth Subtype	+1 level caster level
3rd	+2	+3	+1	+3	Elemental (medium)	+1 level caster level
4th	+3	+4	+1	+4	Stonewalk 50ft /day	+1 level caster level
5th	+3	+4	+1	+4	Rumblings of the Earth	+1 level caster level
6th	+4	+5	+2	+5	Elemental (large)	+1 level caster level
7th	+5	+5	+2	+5	Stonewalk 80ft /day	+1 level caster level
8th	+6	+6	+2	+6		+1 level caster level
9th	+6	+6	+3	+6	Elemental (Huge)	+1 level caster level
10th	+7	+7	+3	+7	Stonewalk 110ft /day	
					Mastery of the Earth	+1 level caster level

pany of earthen creatures. A loner by nature, the Terramancer lives between two worlds: his home plane and the elemental plane of earth, and this arrangement suits him just fine.

The divine power and affinities among the Druids and Clerics of Saluwe make them prime candidates to follow the road of the Terramancer, and most of the known Terramancers come from these two backgrounds. A few wizards and sorcerers, mostly of the val'Dellenov family, have been known to study the arts of the Terramancer. A few Marokene Elorii have recently taken up this path, seeing it as another way to connect with their elemental blood.

Relationship to the Sanctorum: Many of the wizards and sorcerers that follow the path of the Terramancer are part of the Sanctorum, but not all of them.

Requirements

To qualify to become Terramancer, a character must fulfill all the following criteria:

Skills: Knowledge (Geology) 8 ranks, Knowledge (The Planes: Earth) 8 ranks, Craft (Stonework) 8 ranks

Feats: Sculpt Runic Item

Spellcasting: Earth Domain or the ability to cast 3 spells listed in the Earth Domain, must be able to cast *stone shape*.

Special: Have had peaceful contact with a free-willed earth elemental

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Heal, Knowledge (geology), Knowledge (religion), Knowledge (the planes: Earth), Profession (any), and Spellcraft.

Class Features

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

Weapon and Armor Proficiency: Terramancers gain very little in the way of military training; they gain no additional weapon or armor proficiencies

Spells per Day: The character gains a caster level and new spells per day every time a new Terramancer level is gained. This acts as if he had gained a level in a spellcasting class he belonged to before adding the prestige class. He does not gain any other benefit a character of that class would have gained (*e.g.*, improved chance of controlling or rebuking undead, bonus feats, etc…). If a character had more than one spellcasting class before becoming a Terramancer, he must decide to which class she adds the new level for purposes of determining caster level and spells per day.

Stonewalk (Su): A Terramancer's affinity with the earth is so strong that the Terramancer can momentarily transport himself to the Elemental Plane of Earth, allowing him to travel great distances on his home plane instantly. The Terramance must be in physical contact with a patch of earth or stone at least equal to his size to use this ability. As a move action, the Terramancer by step through this surface and reappear out of any other suitably sized earth or stone surface within range. The Terramancer must be able to see or know the surface from which they will exit. At first level the Terramancer may travel up to 20 feet a day in this manner. All 20 feet does not have to be used at once, and the Terramancer may make a number of smaller jumps totaling no more than 20 feet. Every three levels the Terramancer gains an additional 30 feet of Stonwalking ability each day. Any effect which blocks dimensional movement prevents the use of Stonewalking.

Earth Subtype (Ex): If the Terramancer does not already have this power, he gains the *Earth subtype*. The Terramancer's base type does not change, nor can he burrow through solid rock. The Terramancer gains acid immunity, but gains a vulnerability to electricity In addition, the Terramancer suffers half again as much (+50%) damage from electricity, regardless of whether a saving throw is allowed, or whether the save is a success or failure.

Elemental Ally (Ex): Beginning at third level, the Terramancer attracts a companion from the elemental plane of earth. This companion takes the form of a medium earth elemental. This elemental is identical in all ways to the standard elemental found in Core Rulebook 3, except that its alignment matches that of the Terramancer. While within 60-ft. of the Terramancer,the elemental cannot be rebuked or banished by any third party. The elemental grows in size as the Terramancer gains levels, increasing one size class for every three levels the Terramancer gains.

If the ally dies or is dismissed by the Terramancer, the Terramancer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per Terramancer level; success reduces the loss to one-half that amount. If the original Elemental Ally is lost, the Terramancer can attract a new ally of the appropriate size to replace the deceased one. The Terramancer may attract a new Ally only once every 6 months.

Rumblings of the Earth (Sp): Upon reaching 5th level, the Terramancer is able to communicate with the very earth itself. Once per day the Terramancer may cast *stone tell* as an 11th level druid.

Mastery of the Earth (Sp): The energies of the earth flow through you and you can reshape your surroundings to suit you. Once a day you may cast a special *stone shape* spell. This is a spell like ability and does not affect the number of spells you can normally cast in one day. Your caster level for purposes of the spell is equivalent to double your total hit dice.

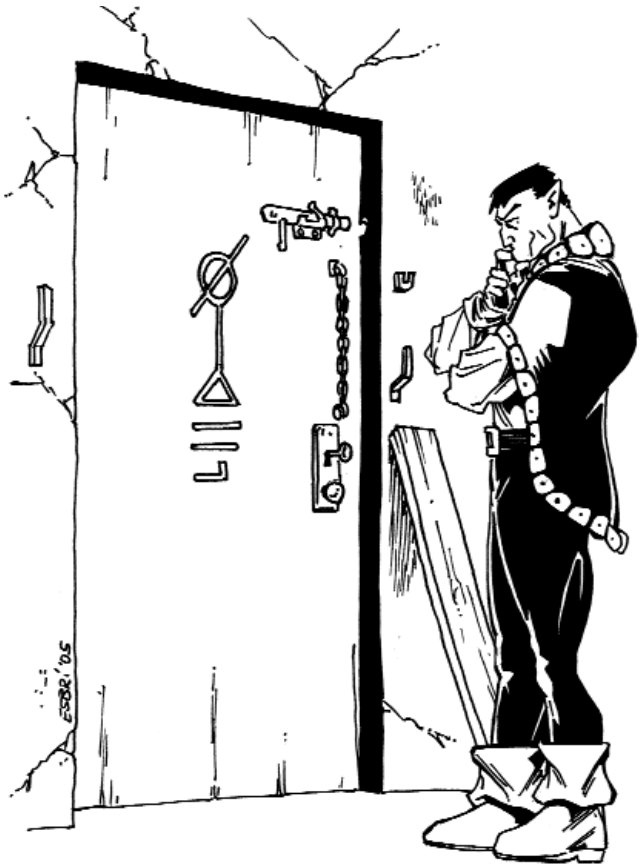
TABLE 6-23: THE VISPILIO DE MAGUS **HIT DIE: D6**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Spells, Bonus Feat, Going it Solo	1	—	—	—
2nd	+1	+0	+3	+3	Trap Sense +1, Detect Secret Doors at will	2	1	—	—
3rd	+2	+1	+3	+3	Improved Evasion, Hide in Plain Sight, Bonus Feat	2	2	1	—
4th	+3	+1	+4	+4	Trap Sense +2, Greater Dispel 1/day	3	2	2	1
5th	+3	+1	+4	+4	Bonus Feat	3	3	2	1
6th	+4	+2	+5	+5	Trap Sense +3, To Walk Like the Spiders	4	3	3	2
7th	+5	+2	+5	+5	Greater Dispel 2/day, Bonus Feat	4	4	3	2
8th	+6	+2	+6	+6	Trap Sense +4	5	4	4	3
9th	+6	+3	+6	+6	Bonus Feat, Skill Mastery	5	5	4	3
10th	+7	+3	+7	+7	Trap Sense +5, Greater Dispel 3/day	6	5	5	4

Vispilio de Magus

"Hello, dear, dear friend. No doubt you are wondering how I have acquired this bauble, which until so recently resided in your personal chamber, within your heavily protected chest. Ah, that is a tale within itself, for, my dear friend, you are quite powerful, yes? And your donations to certain clandestine organizations have resulted in favors. Ah, the wards on your door were tricky, and I was almost slain by that tripwire in your hallway. Really, aren't you afraid that one of your pets will trip it? One does so hate to get blood on the carpet. No doubt you wonder how I avoided the pressure plate on the floor. Well, I do have my professional secrets, but let us say that I recommend pressure plates on the walls and ceilings as well, yes? Now, finally, why am I coming to you and giving this back. Well, certain elements of our society, who paid me handsomely, wish you to remember that you are vulnerable. And that had I been an assassin you would not have been robbed, but slain. I trust you take my point. Now, here is your bauble, with my blessing. Please be more careful next time, I hear they kill you if you lose your senatorial seal."

Marvarious the Magnificent, self-styled Acquisitions Expert



Wherever there are things of value in Onara there are wards, traps, and obstacles to protect them. Advances in magical lore, researched by the Mother Church and the Sanctorum of the Arcane, have only made these obstacles more deadly. This does not concern the Vispilio de Magus. With his uncanny blend of dexterity, intelligence, and arcane might, the Vispilio de Magus can negotiate even the most well protected ruin, or the most well guarded mansion to gain his prize. Criminal organizations have for centuries aided those with the gift, protecting them from Harvesters and finding ways of training them. In return, the mage aids the organization. Over the years, those who walk in the underworlds of Onara have perfected techniques that have astonished their mentors and bosses. While forged in the darkened streets of Onara, this path has been brought to other segments of Onaran society. It is rumored that high political leaders hire skilled individuals for spying or espionage, and the Sanctorum has incorporated the teachings of this path in their ever increasing struggle against the agents of Ymandragore. Still, a rogue by any other name is still a thief, and as a master thief, the Vispilio will find themselves mistrusted by many.

Relationship to the Sanctorum: While there are some within the Sanctorum that walk this path, it is not one of the official paths of advanced magic. As such, the practitioner need only be a Mage of the Sanctorum. Most of those who become Vispilio learn their art outside of the Sanctorum, but as with many others, once they encounter the Sanctorum, they will be welcomed.

Requirements

To qualify to become a Vispilio de Magus, a character must fulfill all the following criteria:

Skills: Decipher Script 5 ranks, Disable Device 8 ranks, Spellcraft 5 ranks, Search 8 ranks and Use Magic Device 5 ranks.

Feats: Arcane Knack *or* Arcane Training, Skill Focus (Disable Device)

Special: The character must have Trap Finding and Evasion as class features. Additionally, the character must be able to cast the following spells: *detect magic,* and *read magic*

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Craft (any), Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Knowledge (arcana), Intimidate, Jump,

TABLE 6-24: VISPILIO DE MAGUS'S SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	3*	—	—	—
2nd	4	3*	—	—
3rd	5	4	3*	—
4th	6	4	4	2*
5th	6	5	4	2
6th	7	5	5	3
7th	7	6	5	3
8th	8	6	6	3
9th	8	7	7	4
10th	8	8	8	4

*Provided the Vispilio de Magus has sufficient Intelligence to have a bonus spell of this level.

Listen, Move Silently, Open Lock, Profession (any), Search, Sense Motive, Sleight of Hand, Spot, Speak Language, Swim, Tumble, Use Magic Device, and Use Rope.

Class Features

All of the following are Class Features of the Vispilio de Magus.

Weapon and Armor Proficiency: A Vispilio de Magus gains no proficiency with any weapon or armor. A Vispilio de Magus can cast his class spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a Vispilio de Magus wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (which most do). A multiclassed Vispilio de Magus still incurs the normal arcane spell failure chance when casting arcane spells received from his other classes.

Spells: Beginning at 1st level, a Vispilio de Magus gains the ability to cast a number of arcane spells. To cast a spell, a Vispilio de Magus must have an Intelligence score of at least 10 + the spell's level, so a Vispilio de Magus with an Intelligence of 10 or lower cannot cast these spells. Vispilio de Magus bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the Vispilio de Magus's Intelligence bonus. When the Vispilio de Magus gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The Vispilio de Magus's spell list appears below. A Vispilio de Magus casts spells just as a sorcerer does.

Vispilio de Magus Spell List

1st-level: *detect magic, feather fall, hold portal, read magic, comprehend languages, identify, jump.*

2nd-level: *alter self, arcane lock, locate object, see invisibility, invisibility, misdirection, darkvision, knock.*

3rd-level: *arcane sight, blink, dimension door, dispel magic, fly, rope trick, secret page, sending.*

4th-level: *arcane eye, detect scrying, invisibility (greater), legend lore, prying eyes.*

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), a Vispilio de Magus can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Vispilio de Magus spell the Vispilio de Magus can cast. A Vispilio de Magus may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Bonus Feat (Ex): At first level, and then again each odd-numbered level (3rd, 5th, 7th, and 9th level), the Vispilio de Magus gets a bonus Skill Focus feat for any skill listed amongst the prerequisite skills in which he has maximum ranks in. If he already has the Skill Focus Feat for that skill, he gains the Greater Skill Focus feat.

Going it Solo (Ex): When becoming a member of this prestige class, the Vispilio de Magus learns that he must do everything himself and rely on no one else. For this reason, he must abandon any familiar, animal companion, special mount, or other companions that he would normally have. Additionally, this character may never take the Leadership feat. In exchange for this, the Vispilio de Magus gains spell resistance versus divination spells equal to 15 + his class level in Vispilio de Magus to a maximum of 25.

Detect Secret Doors (Su): Beginning at 2nd level, a Vispilio de Magus may cast the Detect Secret Doors spell at will.

Trap Sense (Ex): Starting at 2nd level, a Vispilio de Magus gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every other Vispilio de Magus level thereafter (4th, 6th, 8th, and 10th level). Trap sense bonuses gained from multiple classes stack.

Hide in Plain Sight (Su): At 3rd level, a Vispilio de Magus can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a Vispilio de Magus can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Improved Evasion (Ex): At 3rd level, a Vispilio de Magus's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless Vispilio de Magus does not gain the benefit of improved evasion.

Greater Dispel (Sp): Beginning at 4th level, the Vispilio de Magus may cast greater dispel magic once per day with a caster level equal to his HD. He gains an additional use of this ability at 7th level and then again at 10th level.

To Walk Like the Spiders (Su): Beginning at 6th level, the Vispilio de Magus gains the supernatural ability to scale walls with his hands and feet. This ability works identically to a permanent *spider climb* spell, except unlike the spell, the character may move at his maximum speed and does so without removing either his gloves or his footwear.

Skill Mastery (Ex): Beginning at 9th level, the Vispilio de Magus becomes so certain in the use of the skills that he has Greater Skill Focus in, that he can use them reliably even under adverse conditions. Upon gaining this ability, he may take 10 even if stress and distractions would normally prevent him from doing so.

Weather Witch

"I will pray to Hurrian. My prayers will be heard, and our crops will have rain."

- The Wise Woman of Osmar

The weather witch is an informal title given to those individuals in isolated villages and communities throughout Onara that have the power to call forth the rains. These folk find their calling in the daily life of the villages; farming, hunting, and the like, but they have an affinity for the natural changes of the seasons and the weather. Soon they discover that they can affect the winds and rains, helping their community see to the needs of the fields and forests. Many of these weather witches may find themselves either revered or despised depending on the local attitudes to their powers. Some may live in the heart of their communities, while others are hermits, avoiding those that would persecute them for their abilities.

Relation to the Sanctorum: While some arcane casters may find themselves attracted to weather magic, few members of the Sanctorum seek training as a Weather Witch. One main reason for this is the lack of teachers. The way of the Weather Witch is more intuitive than schooled. Having said this, some do discover this path either on their own or through exposure to a Weather Witch. Val'Tensen sorcerers are often drawn to this path. If discovered, any arcane Weather Witch will be approached for membership into the Sanctorum.

Requirements

To qualify to become a Weather Witch, a character must fulfill all the following criteria:

Race: Human, half-human, dark-kin, or Val.

Religion: Pantheon (often Saluwe or Hurrian) or Shamanic.

Skills: Concentration 8 ranks, Knowledge (Nature) 8 ranks

Feats: Iron Will

Special: Must pray for spells or cast spells without preparation

Class Skills (2 + Int modifier per level): Bluff, Climb, Concentration, Craft (any), Knowledge (arcana), Knowledge (nature), Profession (any), Spellcraft, Survival, and Swim.

Class Features

All of the following are class features of the Weather Witch prestige class.

Weapon and Armor Proficiency: The Weather Witch gains no additional weapon or armor proficiencies

Spells per Day: With the exceptions of 3rd, 6th, and 9th level, the character's caster level increases when a Weather Witch level is gained if he had also gained a level

TABLE 6-25: WEATHER WITCH

HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Resist the Element	+1 Caster Level
2nd	+1	+0	+0	+3	Wind Dance	+1 Caster Level
3rd	+1	+1	+1	+3	Air Domain	
4th	+2	+1	+1	+4	Rain Chant	+1 Caster Level
5th	+2	+2	+2	+4	Wind Dance 2/day	+1 Caster Level
6th	+3	+2	+2	+5	Storm Domain, Storms Embrace	
7th	+3	+3	+2	+5	Bend the storm to thy will	+1 Caster Level
8th	+4	+3	+3	+6	Sudden Storm	+1 Caster Level
9th	+4	+4	+3	+6	Wind Dance 3/day	
10th	+5	+4	+4	+7	Furious Storm of Vengeance	+1 Caster Level

in a prevoious class that allows them to qualify for this class. This affects his spells per day and spells known, as if they had gained a level, but he does not gain any other benefit a character of that class would have gained. If a character had more than one qualifying class before becoming a Weather Witch, she must decide to which class she adds the new level for purposes of determining spells per day and caster level.

Resist the Elements (Su): Beginning at first level, a Weather Witch learns she has nothing to fear from a storm or a sunny day. She becomes resistant to weather conditions as if she had the relevant endure elements cast. This effect is continuously active.

Wind Dance (Sp): Starting at 2nd level, the Weather Witch may use *gust of wind* as a spell like ability once per day. At 5th level, the Weather Witch can use this ability an additional time each day. Whenever she casts *gust of wind* either as a spell or use of this ability it is treated as a 4th level spell, the range is increased to 90 ft., and affects creatures as if they were one size smaller then they actually are. At 9th level, the Weather Witch can use this ability three times per day. Whenever she casts *gust of wind* either as a spell or using this ability it is treated as a 6th level spell , the range is increased to 120 ft., and creatures are effected as if they were two sizes smaller then they actually are.

Air Domain (Ex): At 3rd level the Weather Witch's connection to the weather is strengthened. She gains the special ability of the Air Domain, and adds all of the domain spells to her list of spells known. This ability does not give domain spell slots to Weather Witches who do not already have them.

Rain Chant (Sp): At 4th level, the Weather Witch may perform a rain chant. After ten minutes of chanting, the Weather Witch summons a rain storm which causes a light rain to fall in a 500-ft. radius for one hour per caster level. At 8th level, the radius of effect increases to a 1,000-ft. radius.

Storms Embrace (Sp): Once per day as an *immediate* action, the Weather Witch can enwrap herself in a cloak of whipping winds. This ability mimics a *wind wall* spell cast at her caster level that only affects the Weather Witch.

Storm Domain (Ex): At 6th level, the weather witch's connection to the fury of the storm is strengthened. She gains the special ability of the Storm Domain, and adds all of the domain spells to her list of spells known. This ability does not give domain spell slots to Weather Witches who do not already have them.

Bend the Storm to Thy Will (Su): The Weather Witch learns to manipulate the currents of air and storms around her as her innate connection and knowledge of weather increases. This acts as a limited form of *control weather*. The Weather Witch can affect any naturally occurring storm, be it a mild rain or raging storm. She can either calm or intensify the storm. She may do this only once per day. Storms of divine origin, such as the storm created by the Wrath of Hurrian, cannot be affected.

Sudden Storm (Sp): Weather responds more rapidly to the Weather Witch's call. Once per day the Weather Witch may cast *control weather*, except that the casting time only requires a full round action. The storm's effects manifest in ten rounds, instead of the standard ten minutes described in the spell.

Furious Storm of Vengeance (Sp): Becoming almost one with the flow of air and weather, the Weather Witch discovers that the forces she is bound with can express her fury. Once per day, as a full round action, the Weather Witch can unleash her anger, creating the effects of an *Enlarged Storm of Vengeance* cast at her caster level.

Paths of Faith

Magic is not only wielded by those who tap into the arcane energies of Arcanis but also by those who possess faith. The following prestige classes are but a sampling of the diverse divine prestige classes found in the lands of Arcanis. Some of these classes do possess ties to the Sanctorum of the Arcane and some of them even work very closely with the Sanctorum in different ways.

Afatkuq (Pengik Doctor-Priest)

"You are Altherian; you would not understand. You think that understanding is some kind of gift which must be given, but I know that it is a prize which must be taken. I call upon the knowledge my people have rightfully stolen from our ancient masters. Our knowledge is greater then the gifts given to you by your God."

- Adombi Solonbi, Pengik Afatkuq

The Pengik people are a conundrum to most scholars. While viewed as primitive, they have a very sophisticated social structure, and have astonished visitors with their advanced knowledge of medicine, plants and magic. Even more disturbing, especially to the few missionaries that have braved the Pricklespur Forest, are their stories about their creation and history. Most have discounted the stories of Serpent Gods as stories incorporated by the Pengik due to contact with Elorii, but others take their tales more seriously.

The truth of their tales lies closer to the surface that is commonly thought and none know this more fully than the Afatkuq. The cunning, but arrogant, Sethregorans allowed their Pengik servants to much access to their stores of knowledge, even allowing them to participate as assistants in some of their experiments. They took the knowledge offered, concentrating on certain aspects that they saw as useful too their people. Ever resourceful, they quickly honed and mastered powerful medical techniques. Generations passed before the Sseth realized that their servants had grown powerful off of their knowledge. Unfortunately for the Sseth, it was too late to undo what they saw as damage.

While the stories describe the Pengik as rising up against their masters, the truth imparted to the Afatkuq is that they fought to preserve their people. Realizing a failure, the Ssethregoran sought to erase their mistake, but that mistake fought back. The Afatkuq were critical in the preserva-

tion of the Pengik, for their ability to augment the body allowed the Pengik to overcome their masters, forcing them from the Priklespur. Some of the guardian creatures of the forest that are found today were the product of the Afatkuq's surgery, and to this day, no Ssethregoran enters the forest unchallenged.

Adventures: Historically, the Afatkuq rarely left their tribal villages or the Pengik Peninsula, but changes come to the world. Recently, Afatkuq have entered the world at large to find answers to puzzling questions that have entered their dreams. They still have a duty to their people, and must spend most of the time seeing to their needs. Yet to serve their people more fully, some have begun to travel the world.

Relations with the Sanctorum: The magic of the Afatkuq is a hybrid of divine and arcane power. The few Sanctorum scholars that have encountered the Afatkuq have difficulty describing their powers. They have offered Sanctorum membership to these individuals, but the offer has been respectfully declined. The Afatkuq approached have all stated that their only loyalty is to their people.

Requirements

To qualify to become an Afatkuq, a character must fulfill all the following criteria

Alignment: Lawful Good or Lawful Natural

Race: Pengik (Human of pure Pengik descent)

Skills: Heal 8 ranks, Knowledge (Local: Pengik) 5 ranks, Knowledge (Local: Ssethragore) 5 ranks, Knowledge (Nature) 8 ranks, Knowledge (Religion: Pengik) 8 ranks.

Feats: Great Fortitude, Iron Will, Skill Focus (Heal).

Special: Must be able to understand Ssethric. Must have mundane blood and be unable to cast spells or manifest powers.

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft (any), Decipher Script, Diplomacy, Heal, Knowledge (nature), Knowledge (local), Knowledge (religion), Profession (any), Spellcraft, Sense Motive, and Survival.

Class Features

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

Weapon and Armor Proficiency: Afatkuq are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. The Afatkuq is proficient in non-metallic light armor and her totem shield.

Spells: The magic of the Afatkuq is rather unique. While arcane scholars classify their magic as Arcane, they note that some of their abilities are resemble divine magic. The Afatkuq casts spells which are drawn from the Afatkuq spell list. Like clerics, the Afatkuq has access to all of the spells on their spell list, but unlike the cleric, these Afatkuq does not pray for these spells. Instead, all of their knowledge is encoded, both as symbols and mystic impressions, on their totem shield. This acts as a form of spell book, which the Afatkuq must meditate upon and study each day. Thus, the Afatkuq prepares spells like a wizard, meaning that they need eight hours of rest to recover spell slots, and must spend one hour each day preparing their spells. For abilities and affects that specifically target divine or arcane spells, the magic of the Afatkuq is considered both.

To learn or cast a spell, The Afatkuq must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against The Afatkuq's

TABLE 6-26: THE AFATKUQ

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0	1st	2nd	3rd	4th
1st	+0	+2	+0	+2	Craft Totem Shield, Dedication	5	3	—	—	—
2nd	+1	+3	+0	+3	Surgery, Healing Surgery	6	4	—	—	—
3rd	+1	+3	+1	+3	Cleansing Surgery, Brew Potion	6	5	0*	—	—
4th	+2	+4	+1	+4	Restorative Surgery	6	6	3	—	—
5th	+2	+4	+1	+4	Ancestral Dream	6	6	4	0*	—
6th	+3	+5	+2	+5	Spiritual Surgery	6	6	5	3	—
7th	+3	+5	+2	+5	Ssethric Bane	6	6	6	4	0*
8th	+4	+6	+2	+6	Greater Ancestral Dream, Metaphysical Surgery	6	6	6	5	3
9th	+4	+6	+3	+6	Greater Surgery I	6	6	6	6	4
10th	+5	+7	+3	+7	Greater Surgery II	6	6	6	6	5

* The Afatkuq must have a bonus spell of this level to cast these spells at these levels.

spell is 10 + the spell level + the Afatkuq's Wisdom modifier. Like other spellcasters, the Afatkuq can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 6-26: The Afatkuq.** In addition, he receives bonus spells per day if he has a high Wisdom score. When the advancement table indicates that the Afatkuq gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

As the Afatkuq does not channel positive or negative energy, her powers come from knowledge and mastery of the elements, her spells that are normally Conjuration [Healing] are instead treated as evocation spells.

Craft Totem Shield: At first level, the Afatkuq learns how to craft a magical shield that contains the collected knowledge of the Afatkuq. Beyond the physical manifestation of the shield, it acts as a link between the Afatkuq, the knowledge of his ancestors and the power of the land. The shield acts as a spellbook containing all of the spells of the Afatkuq, this grants the Afatkuq the bonus feat of Eschew Components.

The Totem Shield mechanically is a large wooden shield, but it has no arcane failure chance, gains +10 hardness, and +1 enhancement bonus to AC per 3 Afatkuq levels. An Afatkuq uses the shield when casting spells with somatic components and all spells cast by an Afatkuq have a somatic component even if they do not normally. An Afatkuq cannot utilize metamagic feats except as details below.

An Afatkuq cannot have two shields at the same time. If the Afatkuq does not have access to the shield, the Afatkuq loses all access to his spells, and class abilities. If the totem shield is ever destroyed, the Afatkuq must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per Afatkuq level; success reduces the loss to one-half that amount. However, the Afatkuq's experience point total can never go below 0 as the result of a totem shield's destruction. The Afatkuq can manufacture a new shield at any point after this time.

To craft a totem shield, the Afatkuq must enter one of the forbidden places in the Priklespur forest with all the raw materials needed to craft the shield. It takes thirty continuous days to craft, and costs the Afatkuq 1,000gp worth of raw materials, and 500 xp.

Dedication: The Afatkuq is dedicated to his people and the path. As such, the Afatkuq must spend a minumum of 100 days of every year with his people, seeing to their needs. (In Living Arcanis, this equates to 100 Time Units). If he ever fails in this obligation, other Afatkuq will capture the character's shield, and hide it in one of the forbidden places. They will require the ex-Afatkuq to spend two full years in servitude to his tribe before they will tell him the location of the shield. If he fails to abide by his duty to his people a second time, he will be hunted by all of the power of the Afatkuq and Pengik people. If this occurs, consider the character dead without the possibility of resurrection.

The path of the Afatkuq is a singular path. Once begun, it must be finished, or it never will be. Therefore, a character will not be able to progress in the Afatkuq prestige class if they ever multi-classes into another core or prestige class after taking levels in Afatkuq. They become ex-Afatkuq at this point. No other Afatkuq will train them, though they do not lose the power or knowledge they have gained. In addition, they are still required to perform their duty for their people. Failing this will result in the actions listed above.

Surgery (Su): An Afatkuq learns the surgical techniques stolen from the serpent gods of their ancestors. While seemingly physical, these techniques have a metaphysical component. The Afatkuq learns to use specialized equipment to cut out diseased parts of the body, and to merge their flesh with their patients, allowing them to knit broken bone, seal wounds, and even remove poisons. An Afatkuq gains the ability to perform a number of surgeries per day equal to her Afatkuq level x charisma modifier (minumum 1) This ability only works on humanoid creatures that are not immune to critical hits. Creatures may not receive more then 1 of the same type of surgery per day. Each use of surgery is a full-round action that does provoke attacks of opportunity. Surgeries that require multiple uses of surgery require that many full-round actions, and fail if they are not completed. An Afatkuq cannot perform surgery on herself, but another Afatkuq may perform surgery on her. Unlike most supernatural abilities, surgery can be interrupted as though it was a spell. Use the level at which the Afatkuq gains the surgery to determine its effective level for purposes of concentration checks.

Healing Surgery (Su): The first technique learned is how to heal the body of physical damage. She may heal damage to a character of 1d10 + ranks in the Heal skill.

Cleansing Surgery (Su): At this level an Afatkuq may spend 1 use of surgery to remove any disease or poison from their patient.

Brew Potion (Ex): The Afatkuq gains the Brew Potion item creation feat.

Restorative Surgery (Su): At this level an Afatkuq may spend 2 uses of surgery to restore ability damage. The Afatkuq can restore one point of the ability for every rank she has in the Heal skill. This can only be attempted once per patient per day.

Ancestral Dream (Sp): Once per week, the Afatkuq can gain insight into the world, and beseech her ancestors to find answers to questions. This ability is treated as an *augury* spell. The questions must be poised prior to going to sleep, and they are answered during the night if she gains a night of sleep. Use the Afatkuq's character level as the caster level of her Ancestral Dream.

Spiritual Surgery (Su): The Afatkuq can attempt to remove curses from a patient by spending 3 uses of surgery. The Afatkuq makes a Heal check against the caster level of the curse. If the Afatkuq succeeds, the curse is broken. If she fails, she may not attempt surgery for that ailment again until she gains a rank of Heal skill.

Ssethric Bane (Su): Ssethric creatures within a number of her total Heal skill modifier suffer a –2 on all saving throws, ability checks and attack rolls. If the ability does not fully encompass a 5 ft square, that square is considered outside of range. Ssethric creatures so affected are aware of the Afatkuq's presence and that the Afatkuq is the one affecting them so. A *Mind Blank* spell prevents Ssethric creatures from knowing the source of the malady. If the Afatkuq is not visible to the Ssethric creature for any reason, the creature still knows what square the Afatkuq is in, provided the Ssethric creature is within range of Ssethric Bane. This is a [Mind-Affecting, Fear] effect.

Greater Ancestral Dream (Sp): Once per month the Afatkuq can discover the answer to a question as if she had cast *Divination*. This ability works just like Ancestral Dreaming, with the exception of the spell it mimics.

Metaphysical Surgery (Su): By spending 4 uses of surgery, the Afatkuq is able to attempt to break magical effects. This produces an effect similar to *Break Enchantment*. The Afatkuq makes a Heal check against the caster level of the spell he is attempting to remove. If the Afatkuq succeeds, the spell is broken. If she fails, she may not attempt surgery for that ailment again until she gains a rank of Heal skill.

Greater Surgery I (Su): The first great secret stolen by the Pengik from their Sethric creators is the ability to change the body through surgical manipulation. At this level the Afatkuq may spend 8 uses of surgery to add modifications to the body of

a person or animal. A creature may never have more Greater Surgeries then half of her hit dice, rounded down. In the case of the person, the patient must pay all xp cost incurred by the procedure. The Afatkuq must pay any xp cost if the surgery is performed on a non-awakened animal. The following modifications can be attempted. Each modification lists the XP and material cost, plus the time required by the Afatkuq and patient for the procedure to be a success. During the recovery time, neither character can adventure. As monitoring the recovery is not a full time occupation for the Afatkuq, this time counts toward his annual duty to his people, as long as the surgery and recovery take place in the Afatkuq's tribal home. Each modification bestows a –1 circumstance penalty to all social skill rolls, except for Intimidate.

- Add +10 enhancement bonus to movement – 4,40xp, 2,750 gp in materials, 10 days
- Gain Claw (1d4 damage) – 1,000xp, 5000gp in materials, 15 days
- +1 enhancement bonus to natural weapons – 2,40xp, 3,000gp in materials, 10 days
- +2 enhancement bonus to natural weapons – 9,60xp, 9,000gp in materials, 20 days
- +3 enhancement bonus to natural weapons – 2,160xp, 27,000 in materials, 40 days
- Gain +1 Inherent Natural Armor – 8,00xp, 500gp in materials, 10 days
- Increase Natural Armor to +2 – 6,40xp, 4,000gp in materials, 20 days
- Increase Natural Armor to +3 – 2,440xp, 9,000gp in materials, 40 days
- Gain 60' low-light vision – 480xp, 3,000gp in materials, 20 days
- Gain 60' dark vision – 960 xp, 6,000gp in materials, 40 days

Greater Surgery II (Su): The second great secret is how to augment the natural abilities of a creature, by adding the spiritual essence of other creatures. This procedure can be used to grant an inherent bonus to a creature's attributes. At this level an Afatkuq may spend 10 uses of surgery to augment any physical attribute (Strength, Dexterity, and Constitution), this procedure can only be done once per creature. A creature's inherent bonus may not create a bonus large enough to double her current bonus. For example, if at patient gains a +5 augmentation surgery, and the patient has a unaugmented strength attribute of 19 (+4), she could only gain a maximum bonus of +4 to her strength. If her unagumented strength attribute permanently changes (usually through the stat bonus gained every 4th level), this figure recalculates. For example, that same patient reaches the 8th level of experience and elects to raise her strength attribute to 20, she may now again the total of +5 inherent bonus to her strength attribute. Each attribute point gained imposes a –1-circumstance penalty to all social skills regardless of the current bonus. The only exception is Intimidate, as the creature takes on some of the animalistic attributes they have been augmented with. Below is a list of the costs for different levels of attribute augmentation. As with manipulative surgery, the patient is the one responsible for paying the XP and material costs. The indicated amount of time is required for the patient's recovery and the Afatkuq's tending to the patient. During the recovery time, neither character can adventure. As monitoring the recovery is not a full time occupation for the Afatkuq, this time counts toward his annual duty to his people, as long as the surgery and recovery take place in the Afatkuq's tribal home.

- +1 Inherent Attribute Bonus – 2,050 xp, 2,500gp, 10 days
- +2 Inherent Attribute Bonus – 5,100 xp, 5,000gp, 40 days
- +3 Inherent Attribute Bonus – 7,650 xp, 7,500gp, 90 days
- +4 Inherent Attribute Bonus – 10,200 xp, 10,000gp, 160 days
- +5 Inherent Attribute Bonus – 12,750 xp, 12,500gp, 250 days

Afatkuq Spell List

Spells listed with a * are new spells found in **Chapter 8** of this book. Spells marked with a † may be found in the *Player's Guide to Arcanis.*

0-level: An afatkuq may choose from all 0-level spells on both the cleric and sorcerer/wizard spell lists.

1st-level: *bless, bless weapon, detect magic, endure elements, gust of wind, mass cure light wounds, obscuring mist, shield other, shocking grasp*

2nd-level: *acid arrow, aid, barkskin, continual flame, fog cloud, mass cure moderate wounds, resist energy, summon monster III (may only summon elementals), water breathing*

3rd-level: *elemental form*, fireball, mass cure serious wounds, meld into stone, protection from energy, scorching ray, summon monster V (may only summon elementals), water walk, wind wall*

4th-level: *air walk, cone of cold, heal, heroes' feast, holy weapon, nature's gift†, stone shape, summon monster VII (may only summon elementals), wall of ice.*

Berotar

"My kin tell me that only Belisarda lives. Perhaps they are correct. But as I sail upon the roiling waves, I feel Beroe, alive in me, alive in every swell of water caressing the hull of this creaking tub. She's a beautiful lover, Beroe, and she sings me to sleep every night with her salty breath."

- Janatos, Berotar of Entaris

Aboard most Elorii ships there are Berotari, spell-casters specializing in magical control of wind and water. Entaran naval vessels are usually crewed by a dozen Berotari – eleven apprentices and one master, who is second in command only to the ship's Captain. Though the ships of the navies of man bristle with the firepower of dozens of cannons, it is the Elorii of Seremas that rules the southern seas, and the Berotari are the reason. Magically attuned to their vessels, they can outrun, outmaneuver, and overpower their enemies. Storms, waves, and all manner of sea creatures are at their command, and are used to crippling effect against other ships. Additionally, they can use their magic to enhance their ship and their fellow crew. The Berotari were largely responsible for the destruction of the Plexan Armada during their ill-advised attempted invasion of Entaris.

Requirements

To qualify to become a Berotar, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Skills: Profession (Sailor) 6 ranks, Swim 6 ranks

Feats: Leadership

Spellcasting: Be able to cast 3rd level spells and if a cleric have access to either the Air or Water domain. If an arcane caster or a divine caster with no domains, must have access to 2 different spells of 3rd level or higher appearing on the Air or Water domain spell lists.

Special: Must be an Elorii from Entaris and be invited into the fellowship.

Class Skills (2 + Int modifier per level): Balance, Climb, Concentration, Craft (any), Diplomacy, Knowledge (arcana), Knowledge (nature), Profession (sailor), Spellcraft, and Swim.

Class Features

All of the following are class features of the Berotar prestige class

Weapon and Armor Proficiency: Berotar are proficient in all martial weapons, light and medium armor as well as gaining proficiency with the shield.

Spells per Day: The Berotar continues to advance in whatever spellcasting class she had before becoming a Berotar. When a new Berotar level is acquired, the character gains new spells per day, indicated in the Table: Berotar Advancement, as if she had also gained a level in the arcane or divine spellcasting class she belonged to prior to entering this prestige class. She does not gain any other benefit a character of that class would have received (Channeling, Improved Bardic song, etc.). This essentially means that she adds the level of Berotar to the level of her other arcane or divine spellcasting class, then determines spells per day and caster level accordingly.

If the Berotar had both arcane and divine caster levels before taking levels in Berotar, she must decide at first level which class the caster level increases will be applied to.

Master of the Vessel (Su): The Berotar may target his own vessel with certain spells. While the specfic spell is active the vessel gains the benefits of that spell. All members of the Berotar's crew also are under the effects of that spell while on the vessel. The duration of the spell cast is increased to 1 hour/level unless the spell would normally last longer. The Berotar may ward the ship with the following spells if she knows them: *bless, endure elements, protection from arrows, protection from chaos/evil/good/law, resist energy*.

Command the Winds (Sp): Once per day the Berotar may either provide his vessel with steady wind of any direction desired for 1 hour per Berotar level or cast the spell *control winds* with an effective caster level equal to the Berotar's total character level.

Command the Waves (Sp): Once per day the Berotar may cast the spell *control water* cast as an effective caster level equal to the Berotar's total character level.

Legion of the Depths (Su): Once per day per Berotar level, as a full round spell-like ability, the Berotar may call upon the aquatic allies of his people, these summoned creatures will follow the commands of the Berotar and remain for 1 minute per Berotar class level. She may summon forth one of the following groups.

1d4 Juvenile Tojanida
1d4 Small Water Elementals
1d4 Water Mephits
1d3 Adult Tojanida
1d3 Medium Water Elementals
1d3 Sea Lions
1 Large Water Elemental

Command the Tempest (Sp): Once per day the Berotar may cast the spell *control weather*. This spell is cast as if by a Druid equal to the Berotar's total character level. If the Berotar uses this ability to summon a storm, the Berotar may invoke *call lightning* as a spell caster equal to the Berotar's total character level.

TABLE 6-27: THE BEROTAR

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+2	Master of the Vessel	+1 caster level
2nd	+2	+3	+3	+3	Command the Winds	+1 caster level
3rd	+3	+3	+3	+3	Command the Waves	+1 caster level
4th	+4	+4	+4	+4	Legion of the Depths	+1 caster level
5th	+5	+4	+4	+4	Command the Tempest	+1 caster level

Death Lord

Dominus Templum Viscis, "The Lord of the Temple of Flesh"

"Do not travel to the necropolis, boy. Haven't you heard? There lies the Death Lord. A great Nerothian priest and necromancer. No one knows if he still lives or not, but his servants, his guards, his army, they are dead as the grave itself. No, son. Better to travel into the fires of Nier himself than into the Death Lord's necropolis."

- Learit, Cancerese barkeep

All clerics of Neroth have some facility with death, and have at least a passing understanding of those who have received Neroth's Blessing and become undead. But only a very rare few ever devote their entire lives to it. The process transforms them into a being of irredeemable evil, and thus those on the path of the Death Lord are hunted outside of Canceri. Even inside Canceri, potential Death Lords may be hunted by their peers who do not wish a rival, and by people who do not wish a tyrant. Once the apex of a Death Lord's power is reached, however, the petty whining of the masses matter not, for a Death Lord can stand in the center of a graveyard and with the merest ritual animate all of the dead into a mighty army, serving his every whim.

Relation to the Sanctorum: Unknown to most members of the Sanctorum, Death Lords are actively hunted by several of the Sapienti of Necromancy. It is even rumored that the Talons of the Hawk have standing orders to attack known Death Lords if they should cross paths. The threat these necromancers represent cannot be denied.

Requirements

To qualify to become a Death Lord a character must fulfill all the following criteria:

Skills: Knowledge (Arcana) 10 ranks, Knowledge (Religion: Neroth) 10 ranks, Spellcraft 10 ranks

Feats: Spell Focus (Necromancy), Domain Focus (Undead)

Spells: Must be able to cast 4th level Divine spells and 2nd level Arcane spells

Religion: Must worship Neroth and have the Death and Undead domains

Alignment: Non-Good

Special: If Wizard, must be a Specialist Wizard focusing on Necromancy

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (religion: Neroth), Profession (any), and Spellcraft.

Class Features

All of the following are class features of the Death Lord Prestige class.

Weapon and Armor Proficiency: Death Lords gain very little in the way of military training. They gain no additional weapon or armor proficiencies

Spells per Day: The Death Lord continues to advance in both arcane and divine spellcasting ability, albeit at a slower rate.

TABLE 6-28: DEATH LORD

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	You Are Mine, Dead Empathy, Skeletal Minion, Sense Undead	+1 Arcane Caster Level
2nd	+1	+3	+0	+3	Eschew Necromantic Spell Component, Rebuke Corporeal Undead	+1 Divine Caster Level
3rd	+2	+3	+1	+3	Secrets of Necromancy, Chosen of Neroth	+1 Divine Caster Level
4th	+3	+4	+1	+4	Legion of the Dead	+1 Arcane Caster Level
5th	+3	+4	+2	+4	Darkest Secrets	+1 Divine Caster Level
6th	+4	+5	+2	+5	Necropolis rising	+1 Divine Caster Level
7th	+5	+5	+3	+5	Improved Legion of the Dead	+1 Arcane Caster Level
8th	+6	+6	+3	+6	Death Pact	+1 Divine Caster Level
9th	+6	+6	+4	+6	Control of the Flesh	+1 Divine Caster Level
10th	+7	+7	+4	+7	Touch of Undeath	+1 Divine Caster Level

When a new Death Lord level is acquired, the character gains new spells known and spells per day in either a previous arcane spellcasting class or a previous divine spellcasting class, as indicated on **Table 6-28: The Death Lord.** This is treated as if she had also gained a level in the arcane or divine spellcasting class she belonged to prior to entering the prestige class. She does not gain any other benefit a character of that class would have received (such as an increase in her effective level for channeling attempts or familiar advancement). If the character had more than one arcane or divine spellcasting class before she became a Death Lord, she must decide to which class of the appropriate type she will add each new level of Death Lord for purposes of determining spell advancement.

Dead Empathy (Ex): This ability is to be treated like Wild Empathy is towards animals except that it is directed towards undead. By using this ability, any creature with the undead descriptor may be convinced that the character is its ally and means the undead no harm. This affects even intelligent undead. The Character rolls a d20 + Charisma modifier and his total character level. Treat this roll as Diplomacy roll vs. any undead which are within 60 feet of him. Modify this roll based on the Intelligence of the undead. If the creature is intelligent, subtract from the Dead Empathy check a number equal to their Intelligence modifier. If the creature has a negative Intelligence modifier, add to the roll a number equal to the undead's modifier. Thus an undead with an Intelligence of 6 would add +2 to the Dead Empathy check, whereas a Lich with an Intelligence of 25 (modifier of +7) would subtract 7 from the roll. Unlike most Diplomacy rolls, this check may be made in one full round at no penalty. The Death Lord may not reroll this roll if it results in a failure.

Sense Undead (Ex): Starting at 1st level the Death Lord begins to sense negative energy around her. As a standard action the character may detect negative energy undead in a 30' radius. Unlike other detection abilities, the character is considered to have taken 3 rounds detecting the undead. Allowing him to pinpoint and determine the strength of the undead within range.

You Are Mine (Ex): The Death Lord now gains an enhanced control over corporal undead. She now adds her highest casting stat modifier to her level when attempting to control undead created through *animate dead*.

Skeletal Minion: The Death Lord gains an undead minion (Human warrior skeleton, as described in *Core Rulebook III*). Crafting this minion requires a dead humanoid body, 24 hours and 1000 gp and 100 xp. This creature is a loyal servant that follows the Death Lord's every order and does not count against the total amount of undead she may command. The skeleton's Hit Dice equal the death lord's divine spellcaster level, thus affecting the skeleton's BAB, saves, skills and feats. In addition, the skeleton gains a natural armor bonus equal to one-half the death lord's arcane spellcaster level.

Eschew Necromantic Spell Component (Ex): All spell components for Necromancy spells are replaced with an onyx holy symbol of Neroth which functions as a Divine Focus instead of the normal material component. This holy symbol must be crafted by the Death Lord herself, requiring a month of time as well as 1000gp in materials.

Rebuke Corporeal Undead (Ex): The death lord is treated as a cleric of Neroth with a level equal to her total character level when attempting to rebuke corporeal undead. All other uses of the channeling class ability rely on the class that granted that ability.

Secrets of Necromancy (Ex): The Death Lord now gains the ability to prepare arcane necromantic spells as Divine spells (taking up his clerical spell slots). The Death Lord may pray for a number of Arcane spells equal to her ranks in Spellcraft per day. These spells are cast as Divine spells, thus their spell save DCs are based on the Death Lord's Wisdom modifier.

Chosen of Neroth (Ex): This ability fools all undead into believing that the Character is really an undead creature. He is treated as such is considered indifferently by undead beings unless he attacks them. Undead who are attacked will see the Death Lord as a threat, and focus their attacks upon him.

Legion of the Dead (Ex): The Death Lord can control an additional number of Hit Dice of undead equal her total character level plus the modifier of her highest spellcasting ability score. At 7th level the Death Lord adds her ranks in Knowledge (religion: Neroth) to the number of Hit Dice of undead she can control at one time.

Darkest Secrets (Ex): The Character now gains some of the immunities that undead creatures possess. They gain immunity to sleep, cold, charm, death from massive damage, death effects, disease, and poison. He is still alive however and is still affected by critical hits and mind-affecting spells. Additionally, her effective caster level in both classes does increase for every level of Death Lord. This does not grant additional spells per day, only effective caster level for casting those spells. For example, a Death Lord who has 7 levels of Cleric, 3 levels of Wizard and 5 Levels of Death Lord would prepare clerical spells as a 10th level cleric, but cast them as if she was a 15th level cleric. Conversely, she would prepare Wizard spells as a 5th level Wizard, but cast them as a 8th level Wizard.

Necropolis Rising (Sp): Once per week, the Death Lord may cast an enhanced form of Animate Dead. The Death Lord animates all dead bodies within a 500-foot radius burst. The Death Lord need not touch each body, as the Blessing of Neroth is what touches each one through her words. All undead created through the use of this have maximum hit points for each hit die. For every 10 undead created one is created as if by *create undead*, for every 50 undead created one is created as if by *create greater undead*. These stronger undead are animated closest to the Death Lord and act as her generals. All undead created through the use of this spell are done at the Death Lord's divine caster level, they remain animated and under her control for one day per Death Lord class level + the Death Lord's Charisma modifier. The undead will follow commands of the Death Lord and her generals. This ability is very taxing on the Death Lord and requires a bit of her life energy, for every 20 undead animated she expends 100XP.

Death Pact (Ex): At this level of the character's devotion to Neroth, she is embraced by the His power and is immediately slain and reborn again as a Lich. The character does not lose a level for this death. This is a class feature of the Death Lord class and does not bring with it the slower character advancement that becoming a Lich normally would. At this point the character must take levels in Death Lord until she can do so no longer. If she strays from the path Neroth Herself has placed her on, she dies a final and irrevocable death. The Lord of the dead will not be pleased, and the character is condemned to an eternity of suffering for as long as the Lord of Death remembers, and He has a long memory indeed.

Control of the Flesh (Su): This ability grants the Death Lord the ability to make herself appear mortal in every respect. Even though she is undead, he still retains all visages of being mortal (a heartbeat, warm skin, growing hair, sweat, etc.) including the ability to eat and drink. The character may switch his state at will as a move action. The character is still undead however and may not under any circumstances reproduce. While disguised as a mortal, the character is still undead. A *true seeing* or similar effect will reveal the Death Lord's true form. This ability radiates faint transmutation magic.

Touch of Undeath (Su): Once per year, the Death Lord may attempt a touch attack against any one living individual, if successful the target must succeed in a Fortitude save (DC Death Lord's Hit Dice + her spellcasting stat modifier), if successful the target may never again be targeted by the Death Lord's Touch of Undeath, but if the target fails his saving throw, he is slain as all of his bodily functions cease. This is a negative energy necromantic death effect. If the target dies, the Death Lord may sacri-

TABLE 6-29: EAGLE HUNTER **HIT DIE: D8**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	We Are One	+1 Divine Caster Level
2nd	+1	+3	+0	+3	As The Wind	+1 Divine Caster Level
3rd	+2	+3	+1	+3	The Sky Watches +2	+1 Divine Caster Level
4th	+3	+4	+1	+4	You Lend Your Heart +2	+1 Divine Caster Level
5th	+3	+4	+1	+4	A Piercing Cry	+1 Divine Caster Level
6th	+4	+5	+2	+5	The Sky Watches +4	+1 Divine Caster Level
7th	+5	+5	+2	+5	You Lend Your Heart +4	+1 Divine Caster Level
8th	+6	+6	+2	+6	The Sky Watches +8	+1 Divine Caster Level
9th	+6	+6	+3	+6	The Wind is My Ally	+1 Divine Caster Level
10th	+7	+7	+3	+7	My Soul Takes Flight, You Lend Your Heart +6	+1 Divine Caster Level

fice 200 XP per Hit Dice of the creature just slain to force the target to make a Will save against the same DC as before. If he fails this additional saving throw, the victim's body seemingly burns with a blue-white fire as its soul is immediately destroyed. One round later his body rises as a vampire under the complete control of the Death Lord. No spell or psionic effect of less than 9th level can remove the newly risen vampire from under the thrall of the Death Lord. Exactly one year from when the Vampire was created it will crumble to ash unless The Death Lord expends her use of the Touch of Undeath for the year. The Vampiric minion may attempt a Will saving throw to resist the effect and finally expire. He gains a +1 bonus to his save for every full year of service. The Death Lord does not have to spend xp to maintain her minion, but the power is used for the year even if the saving throw is made.

Eagle Hunter

Canat crept over the broken ridge, eyes squinting against the bitter wind. He and his eagle, Manai, had followed the goblin raiders for days, picking them off one by one… Only a few were left, but their leader rode an enormous dire wolf, and all four carried stout bows. On her last pass, Manai had taken two arrows in her wing, and had peeled off the attack. Canat bound her wounds, but both agreed that the hunt was not yet over...

Not a hunter of eagles, but rather a hunter who trains and flies eagles, the Eagle Hunter is a follower of an ancient tradition among the people of the Hinterlands. Unlike the falconers of more 'civilized' lands, Eagle Hunters rarely raise their birds from the egg, instead harvesting eaglets from nests, or even capturing and training adult birds. Because of their larger size and calmer disposition, female birds are favored by most Hunters.

Even the birds of inexperienced Hunters are capable of taking prey as large as adult wolves or young antelopes. Fully trained adult eagles are known to kill even such dangerous creatures as snow tigers, dire wolves, or even wyverns.

Eagle Hunters forge close bonds with their companions, living side-by-side for years at a time. Eventually, though, the eagles are always released back into the wild, to produce the next generation.

Requirements

To qualify to become an Eagle Hunter, a character must fulfill all the following criteria:

Region: Hinterlands or Kio

Skills: Craft (Leatherworking) 7 ranks, Handle Animal 10 ranks, Survival 10 ranks.

Feats: Animal Affinity, Track

Special: Wild Empathy ability, Animal Companion

Class Skills (4 + Int modifier per level): Balance, Climb, Concentration, Craft (any), Handle Animal, Heal, Hide, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Profession (any), Ride, Search, Spellcraft, Spot, Survival, Swim, and Use Rope.

Class Features

All of the following are class features of the Eagle Hunter prestige class.

Weapon and Armor Proficiency: The Eagle Hunter gains no additional armor proficiencies. The Eagle Hunter gains proficiency with club, composite shortbow, dagger, handaxe, longspear, net, scimitar, shortbow, shortspear, sling, and spear.

Spells per Day: When a new Eagle Hunter level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming an Eagle Hunter, he must decide to which class he adds the new level for purposes of determining spells per day.

We Are One (Ex): The Eagle Hunter gains an eagle companion of one of four breeds: the Altai White-Shoulders, the Hovd Yellow, the Valley Black, or the Cross Eagle. Each Hunter favors one breed in particular; once a Hunter chooses a breed, any future companions will be of the same breed. If the Eagle Hunter has an existing animal companion that is not an eagle, from levels gained as a Druid or Ranger, that companion leaves. Any improvements to a previous companion stack with improvements gained from this ability. The basic statistics for each breed are listed below, and do not include any improvements.

TABLE 6-30: EAGLE COMPANION ADVANCEMENT

Eagle Hunter Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1-3	+3	+2	+2	1	Soul Link, Share Spells, Share Saving Throws
4-6	+5	+4	+4	3	Improved Evasion
7-9	+7	+6	+6	5	Command
10	+9	+8	+8	--	Spirit Form

Soul Link (Su): It is thought that the Eagle Hunter and his companion share a single soul. As such, the two are in constant telepathic contact, over any distance. They can see through each others eyes, and share the same connection to locations that either has been. The disadvantage of this link is that spells or effects that directly affect the target's life force (such as *trap the soul* or *finger of death*), if successful on either the Eagle Hunter or his companion, will affect both creatures. If the eagle companion is killed, the Eagle Hunter must make a DC 15 Fortitude save or be reduced to -1 hit point. If the save is successful, the Hunter loses half of his current hit points (round down).

To find a new companion, the Eagle Hunter must spend 30 days searching for an exceptional specimen of the same breed, after which the Eagle Hunter must perform a soul binding ritual with begins at sunset and lasts until the next sunrise, representing the dawning of a new bond.

Share Spells (Ex): At the Eagle Hunter's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his companion. The eagle must be within 30 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the eagle if the eagle moves farther 30 feet away and will not affect the eagle again, even if it returns to the Hunter before the duration expires.

Share Saving Throws (Ex): For each of its saving throws, the eagle uses its own base save bonus or the Hunter's, whichever is higher. The eagle applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the Hunter might have.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an eagle takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Command (Sp): Once per day per two class levels of its master, an eagle companion can use this ability to command other any normal bird (that is birds with the Animal subtype), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell. Each target may attempt a Will save (DC 10 + 1/2 Eagle Hunter's level + Eagle Hunter's Cha modifier) to negate the effect.

Spirit Form (Ex): At 10th level, the soul bond between the Eagle Hunter and his companion has become so strong that the eagle is no longer needed. At this point, the Hunter releases his companion from its bond, setting it free to produce the next generation. The Hunter's soul remembers the connection, however, and manifests a companion similar to the now-departed eagle. Because the eagle is literally an extension of the Hunter's soul, it no longer needs to be taught tricks, and can perform any act it is physically capable of undertaking.

The Eagle Hunter's companion becomes a magical creature with the following changes: Type: Magical Beast (augmented Animal); Special Qualities: spell resistance 25, damage reduction 10/magic, darkvision 60 feet, Fast Healing 1. Because the change in type is acquired, the eagle's hit dice size and base attack bonus progression remain unchanged. The Spirit Form eagle's natural weapons are considered magical for purposes of penetrating damage resistance.

If the Spirit Form eagle is brought to 0 hp, it vanishes and can only be recreated by the Eagle Hunter once it has regenerated all of its hit points. The Spirit Form eagle's appearance does not change, although it seems more perfect, somehow, than a normal animal. If the Eagle Hunter is killed, the Spirit Form eagle keeps watch over the body until the following dawn, at which time it carries the Hunter's Soul to its ultimate destination. It will not prevent the Hunter's allies from raising or healing the body, should that option be available.

As The Wind (Ex): An Eagle Hunter of 2nd, level or higher, when not in combat, travels at twice his normal movement rate while traveling overland following his Eagle Companion. This increase does not apply over tactical or local distances (i.e., in combat), but can be maintained over any terrain and for as long as travel continues. If the Eagle Hunter is riding a mount, this bonus is still received, but the mount is subject to any terrain restrictions that may apply. This ability cannot allow the Eagle Hunter to travel faster than his Eagle Companion.

The Sky Watches (Ex): At 3rd level, the Eagle Hunter receives a +2 bonus to Spot checks. Additionally, the Eagle Hunter receives a -1 penalty to Spot checks for each 20 feet of distance (instead of 10 feet). At 6th level, the Eagle Hunter receives a +4 bonus to Spot checks and takes a -1 penalty for each 40 feet of distance. At 8th level, the Eagle Hunter receives a +8 bonus to Spot checks and incurs a -1 penalty for each 80 feet of distance. These bonuses only apply outdoors, in view of the sky.

You Lend Your Heart (Su): At 4th level, the Eagle Hunter receives a +2 Enhancement bonus to one ability score determined by their eagle companion as indicated below. At 7th level, this bonus increases to +4, and at 10th level, to +6.

Eagle Companions

The Altai White-Shoulders eagle is known for its unusual size and strength. Favored by hunters who stalk dangerous prey, these birds are nearly twice as large as common eagles, often reaching over 12 feet from wingtip to wingtip. They emphasize offense over defense, and they must sometimes be ordered to flee a battle that is going poorly.

Altai White-Shoulders Eagle: CR —; Medium Animal; HD 3d8+6; hp 19; Init +1; Spd 10 ft (2 squares), fly 80 ft (average); AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +6; Atk +6 melee (1d8+4, talons); Full Atk +6/+6 (1d8+4, 2 talons) and +4 (1d4+2, bite); Space/Reach 5 ft./5 ft.; SA None; SQ low-light vision; AL any; SV Fort +5, Ref +4, Wil +3; Str 18, Dex 13, Con 14, Int 2, Wis 14, Cha 6; Skills and Feats: Listen +2, Spot +16, Improved Natural Attack (talons), Multiattack. Skills: The Altai White-Shoulders Eagle has a +8 racial bonus to spot checks.

The Hovd Yellow eagle is known for its keen vision and tendency towards caution. They rarely attack a creature larger than themselves, and can stalk prey for days, waiting for the advantage. They are often sought out by hunters who avoid battle whenever possible, preferring to act indirectly.

Hovd Yellow Eagle: CR —; Small Animal; HD 3d8+3; hp 16; Init +2; Spd 10 ft (2 squares), fly 80 ft (average); AC 14, touch 13, flat-footed 12; Base Atk +2; Grp -2; Atk +3 melee (1d4, talons); Full Atk +3/+3 (1d4, 2 talons) and -2 (1d3 bite); Space/Reach 5 ft./5 ft.; SA None; SQ low-light vision; AL any; SV Fort +4, Ref +5, Wil +5; Str 10, Dex 15, Con 12, Int 2, Wis 18, Cha 6; Skills and Feats: Listen +6, Spot +20, Alertness, Flyby Attack. Skills: The Hovd Yellow Eagle has a +8 racial bonus to spot checks.

The Valley Black eagle is known for its speed and agility. They favor smaller prey, but will sometimes work in groups to take down larger challenges. They are frequently flown by hunters who act impulsively and trust their skills to help them accomplish their goals.

Valley Black Eagle: CR —; Small Animal; HD 3d8+3; hp 16; Init +4; Spd 10 ft (2 squares), fly 80 ft (average); AC 16, touch 15, flat-footed 12; Base Atk +2; Grp -2; Atk +7 melee (1d6+6, talons); Full Atk +7/+7 (1d4, 2 talons) and +2 (1d3, bite); Space/Reach 5 ft./5 ft.; SA None; SQ low-light vision; AL any; SV Fort +4, Ref +7, Wil +3; Str 10, Dex 19, Con 12, Int 2, Wis 14, Cha 6; Skills and Feats: Listen +2, Spot +16, Weapon Finesse, Wingover. Skills: The Valley Black Eagle has a +8 racial bonus to spot checks.

The Cross Eagle is nearly as large as the Altai White-Shoulders, but lacks that breed's sheer power. Instead, they are known for their resilience and endurance. Their name comes from the belief that they are cross-bred with vultures, and have inherited that bird's ability to resist disease and poison, as well as injury. They are often chosen by hunters who enjoy wearing down their quarry over long periods of time.

Cross Eagle: CR —; Medium Animal; HD 3d8+12; hp 25; Init +1; Spd 10 ft (2 squares), fly 80 ft (average); AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +4; Atk +4 melee (1d6+2, talons); Full Atk +4/+4 (1d6+2, 2 talons) and -1 (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA None; SQ low-light vision; AL any; SV Fort +9, Ref +4, Wil +3; Str 14, Dex 13, Con 18, Int 2, Wis 14, Cha 6; Skills and Feats: Listen +2, Spot +16, Endurance, Great Fortitude. Skills: The Cross Eagle has a +8 racial bonus to spot checks.

Breed	Ability Score
Altai White-Shoulders	Strength
Hovd Yellow	Wisdom
Valley Black	Dexterity
Cross	Constitution

A Piercing Cry (Sp): Once per day per three levels, a 5th level Eagle Hunter or his companion can make a piercing cry that has the effect of a *fear* spell. This effect is produced as if cast by a sorcerer of the Eagle Hunter's character level.

The Wind is My Ally (Sp): Once per day, an Eagle Hunter of 9th level or higher may invoke the power of the air to produce an effect similar to the spells *control weather* or *control winds*. This effect is produced as if the spell were cast by a druid of the Eagle Hunter's character level. Both the Eagle Hunter and the Eagle are immune to the effects of the storm and my move through it as if they were the subject of a *freedom of movement* spell. This *freedom of movement* does not extend to any other effects, just this spell like ability.

My Soul Takes Flight (Su): Twice per day, a 10th level Eagle Hunter can instantly travel to his companion's location. If the eagle is in flight, the Hunter can choose to appear below his companion, on the nearest safe surface. If the Hunter is mounted, his mount is carried with him, as is any equipment carried up to a maximum of 1000 pounds. Other willing or helpless creatures can also be carried, as long as the total weight, not counting the Hunter and his mount, remains below the 1000lb limit. In all other respects, this effect is similar to the *greater teleport* spell.

Knowledge Warden of Althares

"For those who would seek knowledge, enter and be filled with wisdom. For those who would steal knowledge, enter and be emptied of life"

Inscription above the private chapel of the Monks of Althares

Althares has granted two gifts of knowledge to the Altherian people. Who such knowledge is considered both sacred and secret by his people. For centuries, a stalwart band of protectors has watched over this knowledge and sought to guard it from the depredation of time and the usurpation of others. These protectors, known as the Knowledge Wardens, are taken from amongst the best of Altheria's Monks and undergo rigorous training before they are finally selected to stand watch in the sanctuaries of Altheres.

The typical Knowledge Warden can be found watching over the secret knowledge of Blastpowder, and its distribution, ensuring that the knowledge is retained and not divulged to any outside of the Brotherhood. At times, they may also be found

escorting diplomats, and aiding in the recovery of dangerous knowledge from secret troves. The typical adventuring Knowledge Warder is of the latter kind, and is usually given such tasks by the master of the wardens.

These missions are public knowledge, and are widely celebrated by the Altherian church. The Knowledge Wardens however, have been known to steal knowledge of the church's rivals, taking information and data that the Church of Altheres deems dangerous. They have also purposefully upset their enemies' plans by "liberating" knowledge and revealing it to the masses. Currently, there is a contingent of Knowledge Wardens in Freeport, investigating the recent production and selling of Kolter Firearms.

Relations with the Sanctorum: Those who devote themselves to Althares and the protection of his Gifts know of the Sanctorum of the Arcane. Per the wishes of the Council of Wisdom, they have been instructed not to allow the Sanctorum to establish a Sanctuary upon Altherian soil. While Knowledge Wardens will not in any way attack or harm members of the Sanctorum, there has developed a sort of good-spirited rivalry between the two groups.

Requirements

To qualify as a Knowledge Warden of Altheres, a character must fulfill the following criteria.

Alignment: Any Lawful

Skills: Any two Knowledge Skills 10 ranks, Gather Information 5 ranks, Sense Motive 5 ranks.

Feats: Church Education, Improved Unarmed Strike.

Spells: Able to cast 1st level divine spells.

Base Will Save Bonus: +4

Special: Must be a resident of Altheria, must worship Althares, and must be a member of the Order of Knowledge.

Class Skills (4 + Int modifier per level): Appraise, Balance, Climb, Craft (any), Concentration, Decipher Script, Diplomacy, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge (all skills, taken individually), Listen, Move Silently, Search, Sense Motive, Spellcraft, Spot, and Tumble.

Class Features

The following are the class features of the knowledge warden prestige class.

Weapon and Armor Proficiency: Knowledge Wardens gain proficiency in monk weapons (see *Core Rulebook I*) and Altherian flintlock pistols and rifles. They gain no armor proficiencies, and none of the class features below may be used while the Knowledge Warden is wearing armor.

Spells per Day: At 2nd level and every second level thereafter, a knowledge warden gains additional spells per day as if he were one level higher in whatever divine casting class he had before he became a Knowledge Warden. If he had two or more such classes then he must choose one of them, and only that class gains the increase. This increase only affects spells per day, and spells known if applicable, other features (such as the ability to turn or rebuke undead) are not affected in any way.

Monk Abilities: A Knowledge Warden's class levels stack with his monk levels for the purpose of determining his unarmed damage, bonuses to Armor Class and unarmored speed. His Knowledge Warden class levels do not apply for the purposes of other level-related monk abilities such as slow fall or improving ki strike.

Sworn Servant of Althares: At 1st level, a knowledge warden of Althares swears a Sarishian blood oath to serve Althares and Altheria for life. The Knowledge Warden will be hunted down and killed by the Order of Knowledge if they at any time betray the Nation of Altheria or the Altherian church. (In the LIVING ARCANIS campaign, this means that the character is permanently removed from play for violating his oaths.)

Uncanny Dodge (Ex): At 3rd level, the knowledge warden gains the extraordinary ability to react quickly to danger. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class (such as rogue), the character automatically gains improved uncanny dodge (see below).

Evasion (Ex): At 3rd level, a Knowledge Warden can avoid damage with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a

TABLE 6-31: KNOWLEDGE WARDEN OF ALTHARES — HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Monk Abilities, Sworn Servant of Althares	
2nd	+1	+0	+3	+3		+1 Divine Caster Level
3rd	+2	+1	+3	+3	Uncanny Dodge, Evasion	
4th	+3	+1	+4	+4		+1 Divine Caster Level
5th	+3	+1	+4	+4	The Word of Althares	
6th	+4	+2	+5	+5		+1 Divine Caster Level
7th	+5	+2	+5	+5	Improved Uncanny Dodge	
8th	+6	+2	+6	+6		+1 Divine Caster Level
9th	+6	+3	+6	+6	Althares' Grace	
10th	+7	+3	+7	+7	Althares' Guidance, Improved Evasion	+1 Divine Caster Level

successful save (such as a *fireball*), he takes no damage instead. Evasion can only be used if the knowledge warden is wearing no armor. A helpless Knowledge Warden (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

The Word of Altheres (Sp): Starting at 5th level, a Knowledge Warden may use once per day, as a spell-like ability, the spell *holy smite* (see **Chapter 8**; this spell is keyed to the Knowledge Warden's Lawful alignment) as a caster of his character level. At 9th level, he may use this ability twice per day, and heightened to a 5th level spell. The save DC for these abilities is based off of the Wisdom of the Knowledge Warden, and may only be used if the Knowledge Warden has at least a 13 Wisdom.

Improved Uncanny Dodge (Ex): At 7th level, a Knowledge Warden can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the knowledge warden. The exception to this defense is that a rogue at least four levels higher than the knowledge warden can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class (such as barbarian/rogue), the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue levels required to flank the character.

Altheres' Grace (Su): At 9th level, a Knowledge Warden becomes touched by a modicum of Althares' divine power. This allows the Knowledge Warden to apply his Wisdom modifier to Armor Class, when wearing no armor. If the Knowledge Warden could already do so from another class (such as Monk), then the Knowledge Warden gains an additional +2 Insight bonus to Armor Class when wearing no armor.

Altheres' Guidance (Sp): At 10th level, a Knowledge Warden is guided directly by Althares in his every action. This confers a +2 insight bonus to attack and damage rolls when defending any book, tome, or other storehouse of knowledge from those who seek to destroy it, or take it from the Church of Althares, or take it from the Nation of Altheria.

Improved Evasion (Ex): A Knowledge Warden takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (like a *fireball*). What's more, he takes only half damage even if he fails her saving throw, since his reflexes allow him to get out of harm's way with incredible speed.

The Lifewarden

"Members of the council. It has been suggested that the recent storm brings with it a return to war. That we must, like our brothers to the south, turn our weapons against the humans to keep them from further awakening our darkest enemies. The councilman's speech was eloquent, and beautiful. He has become such a silver-tongued lad. But I remember him when he was a squalling child, and I remember too why those trees were planted. We Elorii must prepare for war, yes, as Belisarda has prophesied. But we must do this not out of a desire to kill, but out of a sure understanding that life must be protected. We did not plant the trees in triumph of victories won, but in solemn memoriam of the races whose lights are expunged from the world due to our actions. And as a warning to never make such a mistake again."

- Ardahiri Melianas of Elonbé

The High Priests of Belisarda are known as the Ardahiri, literally, "Guardians, or Keepers of Life". This has been translated into the human tongue as "Lifewarden", a name that suits them well. The Ardahiri are the living embodiment of their Goddess, a manifestation of all the living energy of Arcanis. They preside at all important religious functions, and assist or act as proxy for Priests of the lost Elemental Gods in their rituals. Lifewardens are the spiritual leaders of Elorii society. Many serve on the Councils of Elders governing their communities, and are, in

TABLE 6-32: THE LIFEWARDEN — HIT DIE: D4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Lay on hands, Channeling, Expunge Unlife, Swim the Stream of Souls	
2nd	+1	+3	+0	+3	Bonus Domain: Healing Hands of our Mother	+1 Divine Caster Level
3rd	+1	+3	+1	+3	Potent Turning +1d6	+1 Divine Caster Level
4th	+2	+4	+1	+4	Extra Channeling	
5th	+2	+4	+1	+4	Know the Soul	+1 Divine Caster Level
6th	+3	+5	+2	+5	Potent Turning +2d6	+1 Divine Caster Level
7th	+3	+5	+2	+5	Read the Signs	+1 Divine Caster Level
8th	+4	+6	+2	+6	Extra Channeling	
9th	+4	+6	+3	+6	Potent Turning +3d6	+1 Divine Caster Level
10th	+5	+7	+3	+7	Bastion of Life	+1 Divine Caster Level

most cases, consulted on major decisions. Through use of the sacred Elluwé pools, they have knowledge of past and future events. They are held in the highest respect, and their words carry great weight.

Though Lifewardens are not particularly effective combatants, they are the bane of the Undead, wielding life energy that is devastating to those entities that draw power from the Negative Material Plane.

Relations with the Sanctorum: The Lifewardens know of the Sanctorum of the Arcane. When the Elorii re-emerged, they discovered a changed world, and some of their number with the awakened Gift of magic were harvested. It was a Lifewarden that gave permission to the Elorii to join the Sanctorum, both for mutual defense against the Harvester, but also to learn what humans had discovered about magic. While no one knows how much information is shared between the Lifewardens of the Elorii, it is believed that all know of the Sanctorum's existence.

Requirements

To qualify to become a Lifewarden a character must fulfill all the following criteria

Alignment: Lifewardens must be good aligned. If for any reason they commit an evil act, they may no longer advance in this class and may be forevermore barred access to the Elluwe (at the GM's discretion)

Skills: Profession (Midwife) 8 ranks, Knowledge (Religion) 8 ranks, Spellcraft 8 ranks

Spellcasting: Must be able to cast 4th level divine spells

Special Restriction: Must be an Elorii and worship Belisarda

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (history: ancient), Knowledge (religion), Knowledge (religion: all Elorii subspecialties), Profession (any), and Spellcraft.

Class Features

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

Weapon and Armor Proficiency: Lifewardens gain very little in the way of military training; they gain no additional weapon or armor proficiencies

Spells per Day: With the exceptions of 1st, 4th, and 8th level, when a Lifewarden level is gained, the character gains new spells per day as if he had also gained a level in an divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a Lifewarden he must decide to which class he adds the new level for purposes of determining spells per day.

Lay on Hands (Su): This power is in every way identical to the Paladin Class ability of the same name. If the Life Warden already possesses a class with this ability, then the Lifewarden class level is added to the original class level for the purposes of this power, otherwise the Lifewarden class level is used.

Channeling (Ex): If the character does not already possess the ability to channel he now gains the ability to channel 3 + their charisma modifier per day. All characters may add their life warden levels to levels in any character class which provides divine spells.

Expunge Unlife (Sp): The Lifewarden may exchange prepared divine spells for channeling attempts. The character may perform this spell-like ability as a full round action a number of times per day equal to her Lifewarden class level. To perform this action, the character may expend a non-domain spell of a level no greater than the character's Lifewarden level in to perform a channeling check; this may only be used for turning undead, not powering other abilities. The channeling attempt rolls a number of turning damage dice equal to the spell level expended. Also the Lifewarden gains the ability to use her channeling ability to turn undead if she did not already possess the ability to do so.

Swim the Stream of Souls: By successfully channeling against her own hit die, the Lifewarder may travel from any Elluwe pool to any other pool in a single hour. The character may take as many additional creatures as her channeling damage. The character must succeed at a caster level check (DC: 10 + 5 per additional Elorii or +10 per non-Elorii) or he will accidentally travel to the incorrect portal and must either accept the new destination or travel again.

Bonus Domain (Healing): The character gains access to and the benefits of the Healing Domain. If the character is already a Cleric with the Healing Domain, she gains an additional +1 to his caster level when casting healing spells. If the character is a Cleric without the Healing Domain, he gains access to the domain as if it were selected at character creation. If the character is not a Cleric, she gains the ability to spontaneously cast healing spells and all Healing spells are at +1 caster level.

Hands of our Mother (Su): By a successful channeling check against a target's hit dice, the lifewarden may cure disease. At 5th level this ability may be used to mimic the effects of a *break enchantment* spell using the result of the Lifewarden's turning check as the effective caster level of the spell. Once per day at 10th level the Lifewarden gains the ability to channel healing to a number of creatures equal to the results of her channeling check. She may heal all creatures targetted a number of hit points equal to her channeling damage. This ability damages undead creatures for the same amount.

Potent Turning (Ex) When making a channeling check to turn undead, the Lifewarden adds an additional die of damage to her checks. This ability is only affective against an actual channel check to turn undead, not for any other use of channeling.

Extra Channeling (Ex): At 4th level the lifewarden gains a number of additional channeling attempts per day equal to her charisma modifier. At 8th level she gains an additional number of channeling attempts equal to her wisdom modifier.

Know the Soul: Lifewardens may use the Elluwe to look into the past and view every past incarnation of an Elorii's soul. When at the Elluwe, the character can determine what fate befell a newly-born elf-child's previous incarnation and can also perform research on any subject, using a caster level check in exchange for any applicable Knowledge skill.

Read the Signs (Sp): The Lifewarden can view the turbulence of the Elluwe in order to portend the future. This process takes 1 full day and a successful channeling against her own hit dice. Once the day has passed, the character may ask questions once an hour. These questions are about whether an action would be advisable. The character must succeed at caster level check (the first question is free, the second question has a DC of 10 with a +5 increase for each subsequent roll) and if she succeeds she gets one of the following answers:

"Weal" (if the action will probably bring good results).

"Woe" (for bad results).

"Weal and woe" (for both).

"Nothing" (for actions that don't have especially good or bad results).

Once the character fails at a caster level check, the turbulence of the Elluwe has caused her to lose the thread of fate that she was following. The character must start all over (spending another full day) or consider the task finished. If the character is interrupted, she must begin again

Bastion of Life (Su): The character becomes the ultimate embodiment of Belisarda's will. The character is permanently protected as if she were affected by the spell *death ward;* all the Lifewarden's unarmed attacks take on the *disrupting* power as presented in Core Rulebook II.

Psionic Inquisitor

"The world has been stained with the fallen tears of a thousand generations of suffering. Suffering caused by the impurities of soul, mind and intent. Find the impure and grant them redemption, if they will not repent then send them on that Nier may judge them,r that Sarish bind them for their transgressions."

- Calcestus Val'Assante at the Indoctrination of the High Inquisitor

The Holy Inquisition, rightfully feared by many in Coryan, has been blending psychic insight with the divine powers granted by Illiir and Sarish since the earliest days of its existence. The Psychic Inquisitor is the ultimate expression of the blending of these two forces. His training focuses on using divine inspiration and divination, combined with psychic mind probes, to root out heresy, for they are charged with seeking out the impure of mind, body and soul.

The loyalty of those chosen to serve as Psionic Inquisitors is unquestioned, and they are held in high regard by those whose faith is unquestioned. They are trusted by their superiors to hunt down heretics, even those who hold only heretical thoughts within their hearts. As the training of a Psionic Inquisitor progresses, they learn to see through illusions with ease, bathe themselves in Illiir's light, and even capture the souls of the guilty. For this, they are rightly revered… and reviled!

Relation to the Sanctorum: Though not part of the Sanctorum themselves, many Psychic Inquisitors know of the existence of the Sanctorum of the Arcane. These Inquisitors are

TABLE 6-33: THE PSIONIC INQUISITOR

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Holy Inquisitor, Truth of the Body	
2nd	+1	+0	+0	+3	—	+1 Caster & Manifester Level
3rd	+1	+1	+1	+3	Sacred Focus, Truth of the Mind	—
4th	+2	+1	+1	+4	—	+1 Caster & Manifester Level
5th	+2	+2	+2	+4	Light of Illiir, Truth of the Heart	—
6th	+3	+2	+2	+5	—	+1 Caster & Manifester Level
7th	+3	+3	+3	+5	Bindings of Sarish, Truth of the Eye	—
8th	+4	+3	+3	+6	—	+1 Caster & Manifester Level
9th	+4	+4	+4	+6	—	—
10th	+5	+4	+4	+7	Truth of the Soul	+1 Caster & Manifester Level

always on the lookout for the potentially gifted, as some of their investigations turn out to be not heretics, but rather gifted children who are being accused of being 'cursed' or 'bewitched'. But unbeknownst to even the Sanctorum is that these Inquisitors have also been charged with watching over the Sanctorum itself, keeping an eye on the organization for any sign of treason or Infernal influence among their members.

Requirements

To qualify to become a Psionic Inquisitor, a character must fulfill all the following criteria:

Alignment: Any Lawful

Skills: Concentration 8 ranks, Knowledge (Religion) 5 ranks, Psicraft or Spellcraft 5 ranks, Sense Motive 8 ranks

Feats: Inquisitor, Psionic Meditation

Spellcasting: Must be able to cast 1st level divine spells.

Manifesting: Must be able to manifest 1st level powers.

Deity: Must follow either Illiir or Sarish

Class Skills (2 + Int modifier per level): Autohypnosis, Craft (any), Concentration, Knowledge (all skills, taken individually), Listen, Psicraft, Search, Sense Motive, Spellcraft, and Spot.

Class Features

The following are class features of the Psionic Inquisitor prestige class.

Weapon and Armor Proficiency: The Psionic Inquisitor gains no additional weapon or armor proficiencies.

Holy Inquisitor (Ex): Beginning at 1st level, a Psionic Inquisitor can regain his psionic focus as a free action, but only after using the Inquisitor feat. He may only regain his focus as a free action once per Psionic Inquisitor level every hour. Regaining focus as a free action does not provoke an attack of opportunity.

Caster and Manifester Levels: Starting at 2nd level and every even-numbered level thereafter, the Psionic Inquisitor gains additional spells per day as if he were one level higher in whatever divine casting class he had before he became a Psionic Inquisitor. If he had two or more such classes then he must choose one of them, and only that class gains the increase. This increase only affects spells per day, and spells known if applicable. Other class features, such as the ability to turn undead, are not affected in any way.

Additionally, each time he gains a divine spellcasting level (every even level, starting at 2nd level) the Psionic Inquisitor also gains additional powers known and power points per day as if he were one level higher in whatever Psionic class he had prior to becoming a Psionic Inquisitor. If he had two or more such classes, he must choose one of them to gain the benefit of this increase in manifester level. This increase only affects power points per day, powers known and maximum power level if applicable. All other class features that would be gained by a member of the other class, including bonus feats and psicrystal advancement, are not improved in any way.

Truth of the Body (Sp): At first level, a Psionic Inquisitor gains a modicum of power over the flesh of those he interrogates. Once per day, the Psionic Inquisitor can duplicate the effects of either a *cure light wounds* or an *inflict light wounds* as he chooses. At 3rd level, he can instead duplicate either a *cure moderate wounds* or an *inflict moderate wounds*, again only once per day. At 5th level, he can once per day duplicated either a *cure serious wounds* or an *inflict serious wounds*. At 7th level, he can duplicate either a *cure critical wounds* or an *inflict critical wounds*, once per day. At 10th level he can use this ability three times per day. All of these effects are cast at the Psionic Inquisitor's caster level, and have a save DC of 10 + 1/2 Psionic Inquisitor Level + Wisdom modifier.

Sacred Focus (Ex): At 3rd level the Psionic Inquisitor learns how to lay the nets of control with greater efficacy. He gains a +1 DC to all spells and powers with the mind-affecting descriptor. This bonus stacks with other class features or feats that increase the DC of his spells and powers.

Truth of the Mind (Ex): A Psionic Inquisitor of at least 3rd level gains insight into how the mind works. This allows him to recognize when someone, or something, tampers with his mind. Any time that a Psionic Inquisitor fails a Will save against a mind-affecting ability with a duration longer than instantaneous, he may attempt a second save as a free action during his next turn. If he succeeds on this second Will save, the effect is broken, and the Psionic Inquisitor acts as if he had never been affected by the power. Regardless of success or failure, he only gets one additional attempt on the saving throw from this ability.

Light of Illiir (Sp): At 5th level, the Psionic Inquisitor begins to shed light as per the *light* spell. This effect can be suppressed at will for as a free action. If dispelled, it can be resumed as a free action on the Psychic Inquisitor's next turn.

Truth of the Heart (Ex): At 5th level, the Psionic Inquisitor gains the ability to shrug off most toxins and other effects of similar nature. The Psionic Inquisitor can make a second fortitude saving through against any toxin or disease, whether mundane or magical, as a free action on his next turn. In the case of spells, manifestations and spell like abilities, the second saving throw is only given if the affect has a duration greater than instantaneous. If the second saving throw is effective, the Psionic Inquisitor acts as if he had never been affected. Example: Alrin val'Assante failed a fortitude save vs. a toxin.

On his next action, he makes the second saving throw. Alrin takes no ability damage due to the effects of the toxin. Regardless, he only gets one additional attempt on the saving throw from this ability.

Bindings of Sarish (Sp): A 7th level Psionic Inquisitor gains the ability to temporarily bind Infernals. The Psionic Inquisitor must make a successful touch attack against the infernal. If successful, the Infernal must make a will save against a DC of 10 + the Psionic Inquisitor class level + the Psionic Inquisitor's Charisma modifier or be affected as if under a *hold monster* effect cast by a character of the Psionic Inquisitor's caster level. This ability may be used once per day per two Psionic Inquisitor levels.

Truth of the Eye (Sp): A Psionic Inquisitor's of 7th level and higher can see through illusion as easily as they can see through air. Once per day per every two Psionic Inquisitor levels, he can invoke the light of Illiir to cleanse his perceptions, effectively granting him *true seeing*. This is cast at the Psionic Inquisitor's divine caster level.

Truth of the Soul (Sp): At 10th level a Psionic Inquisitor can hold the souls of those he questions. This ability allows him to duplicate a *trap the soul* effect once per week. The Psionic Inquisitor himself qualifies as the focus for the spell. To use this ability he must have interrogated his opponent for at least five minutes prior to using the ability. The Psionic Inquisitor can choose to release any one or all of the trapped souls as a free action; alternatively, they are released when the Psionic Inquisitor perishes. This is cast at the Psionic Inquisitor's divine spell caster level.

Tree Shaper of Saluwe

"In the shadows of the trees we find shelter. The strength of wood is our strength wood to wood, flesh to wood, we live to shape the trees."

~ Mantra of the Tree Shapers of Saluwe

The shadowed groves of Saluwe hold secrets of nature that few have ever glimpsed. These groves must be protected at all cost, and it is the Tree Shapers of Saluwe who do so. Tree Shaper this is a secretive order within the church of Saluwe, but suffice it to say, they are not a force to be underestimated. Their ability to hide within the forest, and move quickly to intercept those who do not belong, has given them a reputation for being masterful spies and warriors.

Even more fearsome is the fact that they are known to be able to awaken the very trees they protect to fight if the need arises. Rumors also hold that the Tree Shapers themselves become part of the forest when they have done their service to Saluwe, although no one has ever been able to confirm this.

Requirements

To qualify as a Tree Shaper of Saluwe, a character must fulfill the following criteria.

Religion: Must worship Saluwe.

Base Attack Bonus: +4

Skills: Craft (woodworking) 8 ranks, Knowledge (nature) 8 ranks, Survival 5 ranks.

Spells: Able to cast divine spells.

Special: Must either have the Plant domain, or be able to cast *tree shape*.

Class Skills (2 + Int modifier per level): Balance, Craft (any), Concentration, Diplomacy, Escape Artist, Gather Information, Intimidate, Jump, Knowledge (all skills, taken individually), Listen, Profession (any), Search, Sense Motive, Spellcraft, Spot, and Tumble.

Class Features

The following are the class features of the Tree Shaper prestige class.

Weapon and Armor Proficiency: Tree Shapers gain proficiency in druid weapons and armor. They now suffer the same restrictions on available weapons and armor that a druid has.

Spells per day: At 2nd level and every second level thereafter, a Tree Shaper gains additional spells per day as if he were one level higher in whatever divine casting class he had before he became a Tree Shaper. If he had two or more such classes then he must choose one of them, and only that class gains the increase. This increase only affects spells per day, and spells

TABLE 6-34: TREE SHAPER OF SALUWE **HIT DIE: D6**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Hide of Bark +6 (-4), Speak with Trees	
2nd	+1	+0	+0	+3	Tree Shape (2/day)	+1 divine spellcaster level
3rd	+1	+1	+1	+3	Hide of Bark +7 (-3)	
4th	+2	+1	+1	+4	Tree Stride (1/day)	+1 divine spellcaster level
5th	+2	+1	+1	+4	Hide of Bark +8 (-2), Tree Shape (3/day)	
6th	+3	+2	+2	+5	Treant Companion	+1 divine spellcaster level
7th	+3	+2	+2	+5	Hide of Bark +9 (-1)	
8th	+4	+2	+2	+6	Tree Shape (4/day)	+1 divine spellcaster level
9th	+4	+3	+3	+6	Hide of Bark +10 (-), Tree Stride (2/day)	
10th	+5	+3	+3	+7	Metamorphosis	+1 divine spellcaster level

known if applicable. Other features, such as the wild shape ability, are not affected in any way.

Hide of Bark (Ex): At 1st level, a Tree Shaper is taught how to shape wood in order to fashion a suit of armor. This armor, which grants a +6 armor bonus, has a maximum Dexterity of +4, and an Armor check penalty of -4, can only be worn by the Tree Shaper who made the armor. To others it provides only a +1 Armor bonus, with a maximum Dexterity of +1 and an Armor check penalty of -8. At 3rd level, and every second level thereafter, the armor bonus increases by +1, while the Armor check penalty decreases by 1 (minimum 0). This armor may not be permanently enchanted, although magic such as *magic vestment* can provide a tempoary enhancement Crafting the armor takes one week, during which the Tree Shaper must spend 8 hours a day working on the armor. This wooden armor gives a Tree Shaper a +5 circumstance bonus to Hide checks within a wooded environment.

***Speak with Trees* (Sp):** Starting at 1st level, the Tree Shaper may use *speak with plants* at his caster level once per day per class level, but only for speaking with trees.

***Tree Shape* (Sp):** Starting at 2nd level, the Tree Shaper can use the *tree shape* spell as a spell-like ability twice per day, with a caster level of his character level. Every three levels thereafter, the Tree Shaper can use the ability an additional time per day.

***Tree Stride* (Sp):** Having mastered the art of shaping wood, the Tree Shaper can now meld himself into trees and move through forested areas with incredible speed. Starting at 4th level this grants the Tree Shaper the ability to *tree stride* once per day as a spell like ability with a caster level equal to the Tree Shaper's character level. This ability only affects the Tree Shaper; he can not carry others with this ability. The Tree Shaper can use this twice per day at 9th level. At 9th level, the Tree Shaper can take up to three others with him when using *Tree Stride*.

Treant Cohort: At 6th level, a Tree Shaper may attract a treant. The treant follows the character loyally, and will honor requests (not demands) as long as the treant feels that the shaper is acting in the best interests of nature as a whole. The GM is the final judge of what is and is not appropriate. The treant will not go into non-forested areas, but will wait patiently in one for the shaper to return. Treants will not enter cities or heavily populated areas unless it strongly believes that doing so will help the treant safeguard nature. Treants gained by this ability lose the ability to animate trees at will.

Metamorphosis (Ex): At 10th level, the *Hide of Bark* gained at first level fuses to the Tree Shapers body. This transformation changes the Tree Shaper's type changes to [plant]. Additionally, this grants damage reduction 5/bludgeoning or slashing. The Tree Shaper no longer needs to sleep, or eat (but must still drink). Effects that target plants now affect the Tree Shaper (such as the ability to turn or rebuke plants from the Plant domain), but spells such as *hold person* will no longer have an effect. Finally, the rate of aging of the Tree Shaper decreases by 10%.

Chapter Seven
Equipment

In this chapter we present a variety of useful equipment, alchemical substances, special items, and new weapons.

Alchemical Substances and Items

Any of these substances can be made by a character with the Craft (alchemy) skill. The DC to create each item is listed on **Table 7-1** along with the weight and cost of each item, as well as the typical type of container for that item.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Acid, Refined: A refined form of common alchemical acid, this acid works at a much slower pace, but is able to eat through most materials if given time. If this acid (which looks like thick gray goo) is placed upon an item made of wood, metal, silver, or gold it will start to eat through the material. The acid deals 1d4 points of damage per round for 2d6 rounds, ignoring the item's hardness. This acid has no effect upon magical items and may be washed off an object using water or any alcoholic liquid. This kind of acid is commonly carried in copper jars.

Acid Sphere, Small: This concentrated and very powerful form of acid can only be safely carried in glass containers. It is

commonly transported in glass sphere which is sealed with melted glass. You can throw a small sphere as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 15 feet. A direct hit deals 1d6 points of acid damage. Every creature within 10 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Acid Sphere, Large: This contains the same acid found in the small acid sphere, there is just a lot more of it. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 2d6 points of acid damage. Every creature within 10 feet of the point where the acid hits takes 1d4 points of acid damage from the splash.

Alchemical Wolvesbane: This alchemical concoction requires silversheen and distilled wolvesbane, creating a liquid to which lycanthropes have a terrible allergic reaction. You may use a vial of alchemical wolvesbane as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit requires the lycanthrope to make an immediate Fortitude save (DC 15) or be nauseated for 1d4+1 rounds and then fatigued for 1d4+1 rounds. Any other lycanthropes within 5 feet of the point of impact must attempt the same saving throw, but only suffer 1 round of nausea on a failure. If a lycanthrope makes its save then it suffers no ill effects. Affected creatures may immerse themselves into water to wash off the alchemical wolvesbane, which immediately negates the compound's remaining effects. If this substance is used as a poison, it is highly effective against lycanthropes (Injury, Fortitude DC 15, initial damage 1d10 Con, secondary damage 1d10 Con) and much less effective against other types of creatures (Injury, Fortitude DC 15, initial damage 1d2 Con, secondary damage 1d2 Con). Once applied to a weapon, the concoction only remains viable for a short while (1d4+1 rounds) before fading.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the primary target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Altherian Signal Rocket: Military units throughout Onara use these small blast powder powered projectiles. Typically a six-inch tube of concentrated blast powder is mounted to a twelve-inch length of straight wood. The blast powder tube is modified for various effects, but always has a fuse to light the rocket on the lower portion of the tube. Lighting this rocket is a standard action that provokes an attack of opportunity. Though rumors exist of larger, more accurate versions of rockets being developed by the Altherians, these smaller rockets are not accurate enough to be used as projectile weapons in any way. The blast powder contained within these rockets is not protected from exposure to the elements. These rockets are currently restricted for purchase or possession in the same manner as blast powder. Attempting to harvest the blast powder from a rocket destroys the rocket and renders the blast powder useless.

Currently, there are three types of rockets available for purchase.

Flare: This rocket is propelled into the air and bursts open, destroying the rocket and revealing a small piece of a brightly burning metallic substance that is suspended from a piece of flame resistant cloth by small metal strands. The heat from the burning substance rises and is caught in the cloth, making the entire device float in the air for an extended period of time. This rocket provides the effects of bright moonlight in a 50-foot radius area for 3d4 rounds. The center of the illuminated area may be anywhere within 100 feet of the user and is determined by making a Dexterity check (DC 15) when igniting the rocket. If the user fails this check, deviate the center of the illuminated area in a random direction by 1d4 feet for every point by which the user missed the DC. This may deviate the rocket outside of its original 100-foot target area. Druids and worshipers of Saluwé abhor these items, as they have been known to start huge forest fires.

Flash: This rocket is propelled into the air and explodes in one of many vibrant colors. These items are primarily used as signal devices with certain colors or combinations of colors having specific meanings. A flash rocket produces a signal that may be seen for nearly 1 mile (5,000 feet) in the daytime if the visibility is clear. The signal may be seen for nearly 2 miles (10,000 feet) at night. No targeting is necessary with these rockets. The flash produced by this rocket is instantaneous and will only ignite highly flammable items such as oil or blast powder.

Whistle: This rocket is propelled into the air and a small tube attached to the base of the wood emits a high-pitched whistle that may be heard by all creatures within 2,000 feet with a Listen check DC 0. For every 10 feet beyond this, add one to the Listen DC. This rocket is primarily used as an alert or warning device, but some

TABLE 7-1: ALCHEMICAL SUBSTANCES AND ITEMS

Item	Container	Cost	Weight	Craft DC
Acid	Flask	10 gp	1 lb.	15
Acid, Refined	Copper Jar	40 gp	1 lb.	20
Acid Sphere (small)	Glass Sphere†	45 gp	1/2 lb.	25
Acid Sphere (large)	Glass Sphere†	75 gp	1 lb.	25
Alchemical Wolvesbane	Flask	200 gp	1/2 lb.	20
Alchemist's Fire	Flask	20 gp	1/2 lb.	20
Altherian Signal Rocket (Flare)	Single Rocket	100 gp	1 lb.	15
Altherian Signal Rocket (Flash)	Single Rocket	50 gp	1 lb.	15
Altherian Signal Rocket (Whistle)	Single Rocket	40 gp	1 lb.	15
Antitoxin	Vial	50 gp	0.2 lb.	25
Antitoxin, Refined	Vial	100 gp	0.2 lb.	30
Cloud Mind	Vial	500 gp	0.2 lb.	25
Cloud Mind, Refined	Vial	7500 gp	0.2 lb.	30
Combustible Sphere (small)	Glass Sphere†	90 gp	1/2 lb.	25
Combustible Sphere (large)	Glass Sphere†	450 gp	1 lb.	25
Coating Flame	Vial	50 gp	0.2 lb.	25
Flash Sphere (small)	Glass Sphere†	45 gp	1/2 lb.	30
Flash Sphere (large)	Glass Sphere†	135 gp	1 lb.	30
Mind Cloud	Vial or Glass Sphere	500 gp	1/2 lb.	30
Mind Cloud, Refined	Vial or Glass Sphere	800 gp	1/2 lb.	30
Mold Spores	Vial	200 gp	0.2 lb.	25
Mold Spores, Diseased	Vial	200 gp	0.2 lb.	25
Poison Gas	Glass Sphere†	Special	1/2 lb.	35
Poison Gas, Refined	Glass Sphere†	Special	1/2 lb.	40
Quick-Setting Glue	Jar	50 gp	1/2 lb.	20
Rustbane	Vial	50 gp	0.2 lb.	20
Silver Shine	Vial	50 gp	0.2 lb.	25
Sleep Gas	Glass Sphere†	100 gp	1 lb.	20
Sleep Gas, Refined	Glass Sphere†	200 gp	1 lb.	25
Smelling Salts	Jar	50 gp	1/2 lb.	15
Smokestick	Torch	20 gp	1/2 lb.	20
Sunrod	Torch	2 gp	1 lb.	25
Tanglefoot Bag	Bag	50 gp	4 lb.	25
Thunderstone	—	30 gp	1 lb.	25
Tindertwig	—	1 gp	—	20
Traveling Salts	Jar	100 gp	1/2 lb.	25

† Requires the crafter to also possess 5 ranks of Craft (glassblowing) to make these items.

TABLE 7-2: ALCHEMICAL LABORATORIES AND KITS

Equipment	Price	Weight
Alchemist's Satchel	500 gp	15 lb
Alchemy Laboratory, Transportable (Carriage)	1,000 gp	800 lb
Permanent Alchemy Laboratory †	900 gp	-
Mastercraft Alchemical Components ††	200 gp	-

† The character must have a permanent location (such as a residence) to house this laboratory; see the item description for details.

†† Mastercraft alchemical components may be added to any Alchemical Lab; see the item description for details.

TABLE 7-3: OTHER EQUIPMENT

Equipment	Price	Weight
Belt / Bandolier, Potion	50 gp	1 lb.
Belt / Bandolier, Scroll	50 gp	1 lb.
Bandolier, Spellcaster's	50 gp	2 lb.
Encoded Spellbook †	+ 300 gp	as book
Clockwork Maintenance and Repair Kit	500 gp	10 lb.
Clockwork Maintenance and Repair Kit, Masterwork	1,000 gp	15 lb.
Clockwork Maintenance and Repair Kit, Refill	100 / 200 gp	--
Scribe's Case*		
Oiled Leather	100 gp	3 lb.
Reinforced Case	250 gp	5 lb.
Hardened Case	500 gp	10 lb.
Staff Compartment*		
Low Quality	50 gp	4 lb.
Standard Quality	100 gp	4 lb.
High Quality	250 gp	4 lb.
Masterwork Quality	300 gp	4 lb.
Spell Component Pouch, Hidden ††	+ 50 gp	--
Traveling Altar Case, Pine	50 gp	10 lb.
Traveling Altar Case, Oak	100 gp	15 lb.
Warrior's Divine Focus	200 gp	2 lb.

† This price is added to the final cost of the spellbook, though to the untrained eye this book may appear to be worth much less.

†† This price is added to the cost of any standard outfit found in Core Rulebook I

* See the item description for additional rules.

enterprising military units have adopted them to carry dispatches over great distances in a short period of time. They simply tie a dispatch to the wooden shaft, shoot the rocket in the general direction of the intended recipient, and let the noise of the rocket lead the target to the message. Used in this fashion, the rocket may carry a single piece of parchment a distance of 1,000 feet in one round. Rumors also exist of some units modifying these items for use with trip wires and spring-loaded flint and steel to produce blast powder rocket alarm systems.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Antitoxin, Refined: If you drink refined antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 10 hours.

Combustible Sphere, Small: These small spheres are filled with a mixture of alchemist's fire, flint chips, and blast powder. Treat this as a grenade-like weapon attack, which deals 1d6 points of fire damage on a direct hit, and 1 point of fire splash damage to all other creatures within 5 feet. The range increment is 15 feet.

Combustible Sphere, Large: This large sphere is just like its smaller cousin, but it packs a bigger punch. Treat this as a grenade-like weapon attack, which deals 3d6 points of fire damage on a direct hit, and 1d3 points of fire splash damage to all other creatures within 10 feet. The range increment is 10 feet.

Coating Flame: A two-part formula, this thicker and more stable version of alchemist's fire was created to be poured upon a weapon, coating it in flame for a short period of time. Coating a weapon in this substance requires a move action and provokes an attack of opportunity. One round after it is applied, the oil bursts into flame, allowing the weapon to deal an additional 1d4 points of fire damage per successful hit for 1d6 rounds. If used as a splash weapon, it follows all the rules for alchemist's fire, except that it ignites the round after it strikes its target.

Flash Sphere, Small: This small sphere is filled with a gray powder. Treat this as a grenade-like weapon, which bursts in a flash of searing light. The sphere has a range increment of 20 feet. A creature that suffers a direct hit must make a Fortitude save (DC 15) or be blinded for 1d6 rounds. All other creatures within 10 feet of the sphere's point of impact must make a Reflex save (DC 15) or be blinded for 1d4 rounds.

Flash Sphere, Large: This large sphere is just like its smaller cousin, but it contains a larger quantity of flash powder. Treat this as a grenade-like weapon, with a range increment of 15 feet. A creature that suffers a direct hit must make a Fortitude save (DC 18) or be blinded for 1d6 rounds. All other creatures within 20 feet of the sphere's point of impact must make a Reflex save (DC 18) or be blinded for 1d4 rounds.

Mind Cloud: This is a yellow mist kept in a vial or other container. When released or thrown the gas spreads instantly in a 5-foot-radius spread. Everyone in the area of effect must make a Will save (DC 19) or become more vulnerable to mental effects. This gives a -4 penalty to saving throws against all mind-affecting effects for 1 hour. Dark-kin who fail the save lose their immunity to charm effects for 8 hours instead of suffering the -4 saving throw penalty.

Mind Cloud, Refined: This is the same as Mind Cloud, except that the gas covers a 10-foot-radius spread, the Will save DC is 21, and those who fail their saves suffer a -6 penalty on subsequent saves against mind-affecting effects for 1 hour. Dark-kin who are affected by this substance lose their immunity to charm effects for 24 hours and suffer a -2 penalty on Will saves against mind-affecting effects for 1 hour.

Mold Spores: Mold spores are cultivated mold that causes fits of sneezing when breathed. The spores come in a vial and when the vial is broken open the mold becomes airborne and spreads in a 10-foot radius. Any creature caught in the area must make a Fortitude save (DC 16) or be unable to do anything other than sneeze and cough for 1d6 rounds (treat this as equivalent to the nauseated condition).

Mold Spores, Diseased: These spores are cultivated mold that has been infected with a disease (see *Core Rulebook II* for some sample diseases). Not only does this cause fits of sneezing (as mold spores) it has chance of giving the disease to anyone caught in the area of effect. It costs nothing to add a disease to mold spores. You only need to introduce diseased tissue to the vial while you are cultivating the mold.

Poison Gas: This substance is made by an alchemical process using various kinds of solid and liquid poison. Choose any poison (such as those listed in *Core Rulebook II*) that is not already a gas. The DC to create a gaseous form of a poison is 2 points higher than the base DC to create the poison in its normal form, and the cost is tripled. Most poisons lose some of their potency when distilled into a gaseous form; the saving throw DC is reduced by 2. Poison gas is usually kept in glass spheres, which can be thrown as grenade-like weapons. All creatures within 10 feet of the point of impact must save against the poison or suffer its effects.

Poison Gas, Refined: This substance is just like poison gas, but it has been refined and mixed with various catalysts to increase its potency. The DC to create a refined gaseous poison is 4 points higher than the base DC to create the poison in its normal form, and the cost is quadrupled. Because of the extra steps in the refining process, the gaseous form of the poison has its full normal strength; the save DC is unchanged from the poison's normal form.

Quick-Setting Glue: Used to quickly repair damaged parts and patch sails on Altherian airships, this glue was originally created by a Milandisian alchemist who was attempting to create a

quicker-drying paint. This substance only requires 1d4 minutes to set, and is capable of covering a single 5' square. It can be used to glue a door shut, in which case the door is treated as if it were stuck (DC 20 Strength check to force it open).

Rustbane: One of the few alchemical recipes not developed in the Altherian Republic, this substance was actually created in the city of Censure after a particularly troubling rise in the number of rust monster attacks. This thick blue liquid may be used to treat any metal item, protecting it from rust (both natural and magical in nature) for a period of one month. Applying rustbane to any metallic item requires 10 minutes to rub and properly coat the item.

Silversheen: A form of quicksilver, this alchemical formula allows a warrior to never be without a silver weapon. By pouring a vial of silversheen onto any weapon (requiring a move action which provokes an attack of opportunity) the weapon gains the ability to bypass DR / silver. The silversheen remains on the weapon for 1d6 rounds before it becomes ineffective.

Sleeping Gas: This small sphere is filled with a clear liquid which, when it comes in contact with air, evaporates, causing many who breathe it to fall asleep. This sphere may be thrown as a grenade-like weapon with a range increment of 20 feet. A creature who suffers a direct hit must make a DC 15 Fortitude save or fall asleep for 1d6 rounds. All other creatures within 10 feet of the point of impact must make a DC 10 Fortitude save or fall asleep for 1d3 rounds. This gas has no effect upon targets with more than 4 Hit Dice.

Sleeping Gas, Refined: This has the same characteristics as regular sleeping gas, but due to its increased potency, it can affect creatures of up to 10 Hit Dice. The Fortitude save against a direct hit is DC 18, and the Fortitude save for those within 10 feet of the point of impact is DC 13.

Smelling Salts: This strange and powerful concoction was first created by the Ansharan church to help young neophytes recover from the rigors of their priestly training. Using smelling salts requires a full-round action which provokes an attack of opportunity. Using smelling salts upon any unconscious or sleeping creature will violently awaken the target, disorienting them in the process. The awakened creature is *dazed* for 1 round.

Traveling Salts: A modification of the infamous Ansharan smelling salts, this concoction has obviously powerful immediate effects, but detrimental aftereffects. If taken by a creature that is fatigued or shaken, the creature will be freed of that effect, but suffers 1d6 points of nonlethal damage. The creature retains its immunity to those conditions for 1d6 minutes, but as soon as the duration ends, the target becomes both fatigued and shaken for the next hour. It is not possible to benefit from traveling salts when one is currently suffering from the aftereffects of a previous dosage.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell.

The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as having an AC of 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

TABLE 7-4: SPECIALIZED WEAPONS

Item	Price	Weight
Flask Atlatl	15 gp	1 lb.
Claw Head Ammunition (Arrows or Bolts)	4 gp each	-
Signal Ammunition (Arrows or Bolts)		
Whistler	75 gp each	-
Mirrored Flash	75 gp each	-
Smoke	75 gp each	-
Flare	75 gp each	-

Alchemical Tools

Because of the advanced state of alchemy in the lands of Arcanis, the basic alchemist's lab (as presented in *Core Rulebook I*) can be replaced or augmented by the following new options. See **Table 7-2** for costs and other information.

Alchemist's Satchel: This basic alchemical lab/kit contains all of the stan dard items needed by someone trained in the craft of alchemy to make use of some of his skills. Consisting of steel, brass, and copper vials, as well as basic measuring tools, dishes, and utensils, this kit is designed for the rigors of adventuring. Though it is useful for testing existing alchemical concoctions and identifying potions, it is not as well-stocked as a standard alchemist's lab. Therefore, the alchemist's satchel provides only a +1 circumstance bonus on Craft (alchemy) checks. However, it has the advantage of portability. Using an alchemist's satchel instead of an alchemical lab has no bearing on the costs related to the Craft (alchemy) skill. Only alchemical items with a Craft DC of 15 or less may be produced with this most basic of kits.

Alchemy Lab, Transportable: Consisting of a small alchemical laboratory built into a full-sized carriage, this is the best an adventuring alchemist could hope for (unless they come across a *Maliar's Magnificent Laboratory*; see **Chapter 9: Magic Items** for details). This laboratory consists of a full range of beakers, vials, tools, secure storage areas, and even a small stove (which can double for cooking food). Protected with a common lock (better locks can be added for the standard prices for locks as indicated in *Core Rulebook I*) this quickly becomes a home away from home for the traveling alchemist. Like a standard lab, the transportable laboratory provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill and allows an alchemist to make alchemical items with a Craft DC of 25 or below.

Permanent Alchemy Laboratory: This is a full, stationary, permanent laboratory. To have such a laboratory the character must have a place of residence (such as a home or tower) in which to house the laboratory. The laboratory requires a room at least 20 feet square in order to house all of its components and allow for a workbench. Consisting of everything included with the transportable alchemy lab and then some, this laboratory provides a +4 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill and allows an alchemist to make any alchemical item regardless of the Craft DC.

Masterwork Alchemical Components: An alchemist can always get better tools for the job. Any alchemical satchel or laboratory can be improved through the use of superior alchemical components. Acquiring such components increases the kit's bonus to Craft (alchemy) checks by +1 and allows the kit's user to craft alchemical items with a DC 5 points higher than normal. After the lab has been used for 10 Craft (alchemy) skill checks (whether the checks succeeded or failed), the masterwork components have been used up and must be replenished.

Other Equipment

Information about these new types of equipment, including cost and weight, is found on **Table 7-3**.

Spell Component Pouch, Hidden: This otherwise basic spell component pouch may be disguised within the folds of any outfit of clothing (for an additional cost). The price presented is for a single outfit, regardless of type. If a character is wearing an outfit that has had a hidden spell component pouch added, then he does not need to carry a separate spell component pouch in order to be able to cast spells with normal material components. If the character changes to an outfit that does not have a hidden spell component pouch, then obviously he must also carry a standard spell component pouch or be unable to cast his spells that require material components.

Clockwork Maintenance and Repair Kit: Used almost exclusively by Altherian Artificers, this kit (normally in the form of a reinforced backpack or saddlebag carried by the Artificer's clockwork companion) consists of tools, springs, and other spare parts which help the Artificer maintain and repair her clockwork companion on a daily basis. After the repair kit has been used for 90 days, the Artificer must restock it with additional parts, oils, etc. This costs 100 gp for a normal maintenance and repair kit, or 200 gp for a masterwork maintenance and repair kit.

Clockwork Maintenance and Repair Kit, Masterwork: An advanced version of the basic clockwork maintenance and repair kit, this kit provides an Altherian Artificer with a +2 circumstance bonus on all skill checks he must make in regard to repairing or upgrading his clockwork companion. The kit also lessens the time needed to perform daily maintenance on the companion by half.

Encoded Spellbook: One of the many techniques utilized by the Sanctorum of the Arcane is the disguising of spellbooks as common publications. Sometimes these spellbooks are discussed as works of fiction, journals, and in some cases even books of poetry. To the untrained these books seem to be just regular mundane books, but to the specially trained (those with the Encode Spell feat) the contents of these books are priceless. Unlike other spellbooks any wizard with the Encode Spell feat may prepare spells from an encoded spellbook without having to transcribe them into his own spellbook, allowing him to keep these discovered spells secret from other spellcasters.

Staff Compartment: With the ever-present need to conceal arcane abilities and materials from the Harvesters, members of the Sanctorum of the Arcane often hire craftsmen to create these staves. By taking a masterwork or higher-quality quarterstaff and carving a small compartment into one end, a scroll may be rolled up and stored inside the staff. This scroll may then be withdrawn as a move action when needed. Cutting into the wood slightly weakens the staff; if it is used as a double weapon it will break on any off-hand strike that causes maximum damage. However, few members of the Sanctorum find this to be a problem. The Search DC to find the compartment on the staff depends on the quality of the construction; however, once the scroll has been pulled out, the compartment is obvious until a move action is spent to close it. The compartment is large enough to contain one scroll or handwritten note, or a single potion vial. However, if a potion is stored in the compartment and the staff is used as a double weapon, any off-hand attack that scores a critical threat also has a 25% chance to shatter the potion vial.

TABLE 7-5: STAFF COMPARTMENTS

Quality	Search DC	Cost
Low	15	20 gp
Standard	20	100 gp
Good	25	250 gp
Masterwork	30	500 gp

Scribe's Case: The hazards of traveling to distant lands can put valuable tomes at risk from the elements or worse. Many scribes use these cases to protect their valuable libraries; wizards have also found them extremely useful to safeguard their spellbooks. Made of treated leather over a solid frame of wood, bone, or even metal, a properly maintained case is waterproof and resistant to damage. Each case can hold a single book and a small amount of writing paper and inks. In the event of damage, the case absorbs all the damage directed at its contents until it has taken more than half of its total hit points in damage, then it absorbs half of the damage until it is destroyed.

TABLE 7-6: SCRIBE'S CASES

Type	Weight	Cost	Hardness	HP
Oiled Leather	3 lb.	100 gp	2	5
Reinforced Case	5 lb.	250 gp	4	10
Hardened Case	10 lb.	500 gp	8	20

A scribe's case may also be made of special materials for an additional cost. Some wizards and collectors will pay almost any price to protect their written works.

Sarishan Steel: This blessed metal increases the case's weight by 50%, and increases its hardness and hit points by 10. If the case is required to make any

saving throw against any spell-like or supernatural ability of an Infernal creature, it gains a +4 bonus on its save. Only reinforced and hardened cases may be made of Sarishan steel, at a cost of +100 gold pieces per pound of weight.

Adamantine: This material doubles the case's weight, gives the case a hardness of 20 and doubles its hit points. Only reinforced and hardened cases may be made of adamantine, at a cost of +250 gold pieces per pound of weight.

Mithral: This material increases the hardness of the case to 15 and increases its hit points by 5 without changing the case's weight. Only reinforced and hardened cases may be made of mithral, at a cost of +125 gold pieces per pound of weight.

Fervidite: This rare material doubles the case's weight and hit points, and increases its hardness to 15. The case also gains energy resistance 2 against all forms of energy damage. Only hardened cases may be made of fervidite, at a cost of +375 gold pieces per pound of weight.

Traveling Altar Case, Pine: This small case opens and can be transformed into a fully functional altar in a matter of minutes. It comes complete with a prayer-book and all the accoutrements of faith that are needed for most rituals and prayers for the deity to which it is dedicated. It is plain pine and meets only the barest of needs, however.

Traveling Altar Case, Oak: This small case opens and can be transformed into a fully functional altar in a matter of minutes. It comes complete with a prayer-book and all the accoutrements of faith that are needed for most rituals and prayers for the deity to which it is dedicated. It also is designed to hold up to four bottles of holy water in cushioned compartments and has a built-in incense burner forged in a fashion to minimize the chance of fire. The case itself is elegantly carved with hymns and prayers to the appropriate deity. Often beautiful carvings of religious scenes are inlaid in gold, silver, and other fine metals on the sides. Such a case is generally preferred by priests of noble descent.

Warrior's Divine Focus: This holy symbol is designed in a manner that allows it to easily attach via a clamp onto a shield, weapon, or gauntlet. It is extremely useful to clerics and Holy Champions who wish to cast their spells while both hands are occupied by weapons or shields. Whatever item this item is attached to may be utilized as a divine focus for the purpose of spellcasting and channeling attempts. The cost, however, is high due to the complexity of the clamp mechanism. Any successful sunder attempt made against the weapon destroys the divine focus once the weapon has been reduced to half its hit points or below. If the weapon is made of a special material, the divine focus is not made of the same material unless specifically paid for as such (at a cost equal to the market price of 1 pound of the special material in question).

Potion or Scroll Belt/Bandolier: This sturdy leather belt or bandolier has replaceable shaped pockets that hold potion vials or scrolls. First created by the Altherians, these belts and bandoliers can be found in almost any military unit on Onara. Once per round, the wearer may retrieve a potion or scroll from one of these items as a free action. This provokes attacks of opportunity. It is also possible for another character to try and snatch items from the bandolier. However, since the items are in such easy reach of the wearer, opponents attempting a Sleight of Hand check to grab an item from the belt/bandolier have the DC increased by 10. Each belt or bandolier may hold up to 5 potions, scrolls, or a combination of the two. Items stored in the belt or bandolier gain no protection from the elements or any other type of damage. A character may only wear one belt and two bandoliers at any time.

Spellcaster's Bandolier: First created by the Elorii, these handy bandoliers have found widespread use among members of the Sanctorum and some have even been recovered from Ymandragoran agents. A small leather belt fitted with small pockets and loops for carrying wands, potions, and scrolls, this bandolier is usually worn across the chest by spellcasters, but some wear them as belts. In either case, each bandolier can hold up to four wands, four scrolls, and two potions. Items in the bandolier are considered hidden (Spot check DC 20, Search check DC 10) but can still be drawn as a move-equivalent action, or as a free action with the Quick Draw feat. A character may only wear one belt and two bandoliers at any time.

Specialized Weapons

Basic information on these weapons, including their cost, can be found on **Table 7-4.**

Flask Atlatl: This device, developed by alchemists of Sicaris, consists of a shaft of wood the size of a torch with a shaped, wire cage head mounted on the top. An oil flask, or a specially prepared glass globe, can be loaded in the head and hurled with the stick handle for better accuracy and aim. Smooth rocks can also be launched in such a fashion (in which case the atlatl does the same damage as a normal sling). The device doubles the range increment of such a thrown object.

Claw Head Arrows or Bolts: This arrow (or crossbow bolt) is designed with a small claw-shaped prong instead of an arrowhead. Specially crafted spheres can be fitted into the claw. It takes a move-equivalent action to attach a sphere to the arrow. There is only room for one sphere. The claw is not shaped or sized properly to hold a potion vial, a flask, a tanglefoot bag, or a thunderstone. When fired, due to the weight of the sphere, the flight of the arrow is somewhat erratic, resulting in a -2 penalty on the attack roll. The sphere shatters automatically upon contact with any solid object or surface, and the arrow is destroyed in the process (regardless of whether the arrow hits or misses its intended target). If the arrow is fired without a sphere attached, it does not suffer the -2 penalty to hit, but the claw is not capable of piercing armor or skin, so the arrow does only 1 point of damage on a successful hit. Other sorts of tiny, sphere-shaped objects may be fitted into the claw instead of spheres (such as a balled-up piece of paper) and these arrows are occasionally used to send notes or messages across a battlefield.

Signal Ammunition (Arrows or Bolts): These items come in one of four varieties.

- **Whistler arrows** make a loud screeching noise as they fly through the air, audible up to 300 feet away.
- **Mirrored flash arrows** act like the 0-level spell *flare*, dazzling the target struck (no save) and potentially affecting all other creatures within 20 feet (Fort DC 11 negates).
- **Smoke arrows** act exactly like a smokestick upon impact.
- **Flare arrows** shed light as a torch, burning for 1 minute if they do not strike a creature. If a flare arrow strikes a creature, that creature takes the arrow's normal damage plus 1d4 points of fire damage and the arrow is extinguished.

Chapter Eight
New Spells

In this chapter we present spell lists for the new classes presented in this book, as well as over 100 new spells. The following definitions will be used.

Abbreviations: The following abbreviations are used in the spell descriptions to represent the new base classes found in **Chapter 4**: Altherian Artificer = Art, Hedge Mage = HgM, Shaman = Smn, Spellblade = Spb, Suromar = Sur, and Warder = Wrd. Also, the Ehtzara prestige class (see **Chapter 6**) has a large enough spell list that the new spells in this chapter use the abbreviation Eht to refer to that class. The other spellcasting prestige classes are not specifically mentioned in the spell descriptions in this chapter; see the individual prestige class descriptions for their class spell lists.

Caster Level: A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell. The word "level" in the spell lists that follow always refers to caster level. You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

A creature with no class levels has a caster level equal to its Hit Dice unless otherwise specified.

Components: The notation ^{M} or ^{F} appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. Such a component is not normally included in a standard spell component pouch and must be provided separately by the caster. Costly material components are consumed during the casting of the spell; focus components are not consumed and may be reused. The specific component or focus required is listed at the end of the spell's description.

An ^{X} denotes a spell with an experience-point (XP) component. This cost must be paid by the caster when the spell is cast, and no spell or power can ever return the lost XP to the caster. An XP component can never cause a spellcaster to lose a level, so if the caster does not currently have enough experience points to pay the component cost without dropping below the minimum XP total for his current level, he cannot cast the spell at all.

Creatures and Characters: The words "creature" and "character" are used synonymously in the spell descriptions.

Hit Dice: The term "Hit Dice" (abbreviated HD) is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature that only has its racial Hit Dice is considered to have an equivalent number of character levels. A character that has a mixture of racial Hit Dice and character levels uses the sum of its racial Hit Dice and its character levels. For example, a 7th-level human fighter has no racial Hit Dice, but she has 7 character levels and therefore 7 Hit Dice. A 6th-level troll ranger has 6 racial Hit Dice and 6 character levels, so it is treated as a 12 HD creature.

New Spell Descriptor: To better represent the nature of magic in Arcanis, a new descriptor [Alignment-Keyed] is used to represent all of the alignment descriptors from *Core Rulebook I*. Alignment-Keyed is a fluid descriptor. As the name implies, it represents a component of the caster's alignment. This can be Chaotic, Evil, Good, or Lawful. Most of the time, the caster gets to choose which component of her alignment will be used to key the spell. For example, a chaotic evil character could cast an Alignment-Keyed spell as either a Chaotic spell or as an Evil spell. Characters that are neutral along one axis (Good-Evil or Chaotic-Lawful) may not use that axis for casting Alignment-Keyed spells. True neutral characters cannot cast spells with the [Alignment-Keyed] descriptor at all unless the spell description specifically states otherwise.

Rumors persist of casters who can key spells to match their auras precisely along both axes, with interesting effects.

Specialty Spells: Some spells may only be cast by clerics of a specific faith or a specific Val bloodline; spells restricted in this way are noted in their level description. For example, "Clr 5 (Illiir)" would be a 5th-level cleric spell only available to clerics of Illiir, and "Brd 3 (val'Mehan)" would be a 3rd-level bard spell only available to a Val of the val'Mehan bloodline (or a val'Holryn who manifests val'Mehan bloodline powers).

New Adept Spells

The spells listed below are all found in this chapter. They should be added to the Adept spell list from *Core Rulebook II*.

1st-Level Adept Spells

Love Charm: Cause one humanoid to fall in love with another.

Mask Scent: Conceal all odors from a creature or object.

Predict Weather: Predict the natural course of weather around you.

2nd-Level Adept Spells

Bestow Curse, Lesser: -2 to an ability score, -1 on attack rolls, saves, and checks, or –2 penalties on skill checks.

Evil Eye: This spell is similar to the spell eye bite, but it is less powerful and can affect only a single living creature.

Grovel *(Gnome)***:** Compel your enemy to spare you.

Molt: Slip out of your own skin to escape bindings.

Predict Weather, Greater: Predict the natural course of weather around you for the next two days.

3rd-Level Adept Spells

Remove Curse, Lesser: Relieve less powerful curses.

New Assassin Spells

The spells listed below are all found in this chapter. They should be added to the Assassin spell list from *Core Rulebook II*.

1st-Level Assassin Spells

Acidic Touch: Your touch becomes acidic, damaging creatures or objects.

Ghostly Adversary: Target perceives illusionary enemy, believes himself flanked

Low-light Vision: Gain low-light vision.

Mask Scent: Conceal all odors from a creature or object.

Quiet:

Steady Aim: Give yourself better aim on ranged attacks.

Shadow Darts: Throw darts of your own shadow at your foes.

Shadow Image: Control and manipulate shadows.

2nd-Level Assassin Spells

Quiet: Creature touched makes no sound.

3rd-Level Assassin Spells

Flaying Darkness: Cloak an area in painful shadows.

Mirror Legion: As *Mirror Image* except duplicates move to attack foes, flanking and confusing them

New Bard Spells

The following spells should be added to the Bard spell list from *Core Rulebook I.* Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. Spells marked with a double dagger (‡) may be found in *Ssethregore: In the Coils of the Serpent Empire*. All the other spells listed below are new spells found in this chapter.

0-Level Bard Spells

Quicken Stride: Increase touched creature's land speed.

Scatter: A burst of telekentic energy.

‡ **Shrill:** A sonic ray shoots forth from your fingers.

Stabilize: Target creature automatically succeeds in stabilization checks.

1st-Level Bard Spells

Darkness, Lesser: Call darkness in a 10-ft radius.

Detect Magic, Greater: This spell functions as detect magic, except with a longer duration.

Discern Emotions: This spell lets you determine a subject's emotional state.

Dig: This spell lets you construct buildings, move battlements or dig trenches.

Elasticity: Alters the malleability of a living creature's body.

Ghostly Adversary: Target perceives illusionary enemy, believes himself flanked

† **Hardness:** Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.

Love Charm: Cause one humanoid to fall in love with another.

Low-light Vision: Gain low-light vision.

‡ **Piercing Shriek:** Your scream damages and possibly staggers your foes.

Prestidigitation, Subtle: Cast prestidigitation quicker and harder to notice.

Quiet, Lesser: Creature touched makes no sound.

Rattle: You create a localized seismic vibration.

Silver Tongue: You speak in a persuasive manner, gaining bonuses to some charisma-based skills.

† **Songs in the Night (val'Borda, val'Trisin):** Disappear from sight leaving music in your wake.

† **Summon Tome (val'Abebi):** Call forth a phantom tome from the Great Library of Altheria for a short time.

Telepathic Scan: Passively scan the thoughts of those in a 60-ft. cone.

2nd-Level Bard Spells

Access Feat: Steal use of another's feat.

Access Skill: Steal use of another's skill.

Battle's Rage: Empower yourself with the strength and determination of your own soul.

Brainstorm: You may link with willing creatures for increased knowledge.

Disguise Self, Greater: This spell functions like disguise self, except that it also changes your voice and grants an improved bonus to disguise checks.

Dispel Illusion: This spell functions similar to dispel magic, except that it affects only illusion spells.

Echo: Touched creature collects sound to redirect at attackers.

Elemental Weapon: Enchant a weapon with an element type.

Grovel: (Gnome) Compel your enemy to spare you.

Larissa's Kiss of Narcissism: Convince your target to withdraw into her own mind.

Speak with Sarish's Pets: You gain the ability to speak with feline creatures.

3rd-Level Bard Spells

† **Dance of Fate (val'Sheem, val'Sungha):** Gain a +2 fate bonus to all rolls for a short time.

Flaying Darkness: Cloak an area in painful shadows.

Larissa's Sultry Whispers: Daze your foes with whispers and promises.

Luck of Fools: Become reckless to grant yourself incredible luck.

Mirror Legion: As *Mirror Image* except duplicates move to attack foes, flanking and confusing them

† **Oath (val'Mehan):** Create a Sarishan Oath.

Quiet: Creature touched makes no sound.

Scrounge: search an area and find useful items

Speak with Sarish's Pets, Greater: You gain the ability to speak with feline creatures longer.

Watery Form: Touched creature and equipment becomes clear water.

4th-Level Bard Spells

Fuel My Fury: Redirect the fury of others to yourself or allies.

Moan of the Cloaker: You moan a cone-shaped blast of subsonic energy.

Quiet, Greater: Creature touched makes no sound, but still may speak if they wish.

Stalwart Presence: Give your soldiers a rallying speech, granting them inspirational bonuses.

5th-Level Bard Spells

Bewildering Aura: Pattern of light and sound stuns and dazes viewers

Fickle Fortunes: This spell creates a probability aberration, disrupting spells.

Gaze Trigger: Spell is stored in mirror, creature gazing into mirror triggers spell.

† **Heroism, Mass:** Gives many allies a +2 bonus on attack rolls, saves, and skill checks.

6th-Level Bard Spells

Destrachan's Roar: You may roar like a Destrachan.

Distance Distortion:

Scrounge, Greater: search an area and find useful items

Quiet, Mass: A group of creatures make no sound.

New Cleric Spells

The following spells should be added to the Cleric spell list from *Core Rulebook I.* Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. Spells marked with a double dagger (‡) may be found in *Ssethregore: In the Coils of the Serpent Empire*. All the other spells listed below are new spells found in this chapter.

0-Level Cleric Spells

Negative Energy Cascade: Shoot a bolt of negative energy from your fingertips.

Positive Energy Cascade: You fire a cone shaped blast of positive energy.

Stabilize: Target creature automatically succeeds in stabilization checks.

1st-Level Cleric Spells

Cadaverous Form (Neroth): Caster turns into a cadaverous emaciated figure and gains a +2 natural armor bonus

Darkness, Lesser: Call darkness in a 10-ft radius.

Detect Curses: You can detect cursed creatures, items or places.

Detect Infernals (Sarish): You can detect infernal creatures.

Detect Magic, Greater: This spell functions as detect magic, except with a longer duration.

Deepen Wounds (Anshar): This spell softens living skin, or hardens undead flesh.

Diabolical Treasurer (Sarish): summons and imp to appraise items

Eldritch Dagger (Sarish): Call a dagger of pure magical force into existence.

Glancing Blow: Enchant a weapon to subdue at a critical moment.

Inflict Cramps (Anshar): Your touch causes intense stomach cramps.

Larissa's Fickleness (Larissa): You can give your bad luck to an opponent.

Light, Greater (Illiir): Cause an object to glow like a hooded lantern.

Love Charm (Larissa): Cause one humanoid to fall in love with another.

Protection from Undead: Create a magic circle against Undead.

† **Skeletal Companion (Neroth):** Creates a skeletal servant.

Snuff Out: Small globes of water snuff out torches.

Stillness: Gain a +2 bonus to will saves vs. mind effecting spells

Speak with Sarish's Pets (Sarish): You gain the ability to speak with feline creatures.

2nd-Level Cleric Spells

Anchor Soul & Psyche: Link the mind to the body, granting bonuses against some spells.

Ardent Skin: Your skin itself catches fire, granting you various bonuses.

† **Armor of Faith (Larissa):** Wrap yourself in an armor of faith.

† **Bleed:** You cause a target to bleed for 1d4 damage per round.

Buffet: You direct winds to batter flying creatures, or knock aside missiles.

† **Crushing Weight (Saluwé) [M]:** Make a creature stick to the ground.

Dead Mans Shackles (Neroth): You create shackles made of bone to bind and punish your enemies.

† **Discern Value (Althares) [F]:** Discern the gold piece value of one or more items.

Dispel Illusion: This spell functions similar to dispel magic, except that it affects only illusion spells.

Dutiful Mapper (Althares, Anshar, Belisarda): Invisible spirit follows caster, drawing maps

Elemental Weapon: Enchant a weapon with an element type.

† **Epiphany (Althares):** Improves Knowledge and Craft skills for a short time.

Feline Form (Sarish): Change your form into that of a house cat.

Force Upon the Mortal Coil: Force an incorporeal creature more fully into the material plane.

‡ **Force Whip:** Create a whip made of pure force.

† **Glimpse of the Cauldron (Beltine) [M]:** Give your enemies a glimpse into the horrors of Beltine's Caldron.

Gravity Well, Lesser (Saluwe): Slow your foes with the weight of gravity.

Grovel (Larissa and Gnome): Compel your enemy to spare you.

† **Hold the Spirit (Beltine) [M]:** Hold one spirit to its body for longer than the normal 24-hour period, but at great risk.

Larissa's Kiss of Narcissism (Larissa): Convince your target to withdraw into her own mind.

† **My Master Allows (Sarish):** Use spell-completion devices or spell-trigger devices for a short time.

‡ **Piercing Shriek:** Your scream damages and possibly staggers your foes.

Positive Energy Missiles: You create Magic Missiles of positive energy.

Protection – Infernals:

Shadow Darts: Throw darts of your own shadow at your foes.

Shark Maw (Yarris): You gain the bite attack of a shark.

† **Skyward (Hurrian):** Launch yourself or an ally up into the air with limited maneuverability upon descent.

† **Songs in the Night (Cadic):** Disappear from sight leaving music in your wake.

Speak with Sarish's Pets, Greater (Sarish): You gain the ability to speak with feline creatures longer.

Spirit Bane: Enchant a weapon with the ghost touch ability.

† **Sticks to Snakes (Anshar):** Transmute a number of sticks into snakes that attack at your foes.

† **Summon Tome (Althares):** Call forth a phantom tome from the Great Library of Altheria for a short time.

† **Twist of Fate (Larissa):** Allows a second chance roll before the GM declares whether the roll results in success or failure.

Unravel the Thread: Dismiss a summoned creature.

† **Wild Ride:** Enchant yourself and your mount to travel impossible distances.

† **Whirlwind of Blades (Hurrian):** Call forth multiple copies of your sword, which attack all those around you.

† **Your Time to Die (Neroth) [M]:** Cause a spirit to leave the body before the normal 24-hour period.

3rd-Level Cleric Spells

Battle's Rage: Empower yourself with the strength and determination of your own soul.

† **Battle Spines (Saluwé):** Cause long, jagged bone spines to erupt from your body.

Cadic's Chicanery (Cadic): You redirect beneficial spells from an enemy to yourself.

Cadic's Shroud (Cadic): You create an area which cannot be illuminated.

Favor of Air: You gain a variety advantages from the power of air..

Favor of Earth: You gain a variety of advantages from the power of earth.

Favor of Fire: You gain a variety of advantages from the power of fire

Favor of Life (All except Neroth): You gain a variety of advantages from the power of positive energy

Favor of Water: You gain a variety of advantages from the power of water.

Fickle Fortunes:

Hammer and Anvil (Althares): Grant two creatures combat bonuses.

Heretic Shield: Gain bonuses against heretical followers of your God.

‡ **Hydroblast (Yarris)**: Strike and knockback foes with a stream of water.

Larissa's Sultry Whispers (Larissa): Daze your foes with whispers and promises.

Lightning Web: Create a web of electrical energy.

Luck of Fools (Larissa & Cadic): Become reckless to grant yourself incredible luck.

Magic Circle against Undead (Neroth, Beltine & Belisarda): This spell functions like a magic circle against evil, except that it affects undead creatures instead of evil creatures

† **Mantle of Unassailable Flame:** Cover yourself in intense flame.

† **Mark of Thralldom (Neroth) [M]:** Animate an undead after a short time.

† **My Honor is My Strength (Illiir):** The strength of your personality adds to your physical Strength in combat for a short time.

† **Retribution (Hurrian):** With all damage you suffer, you become greater in combat.

Retributive Strike: When you are struck by a weapon, a weapon appears to strike back.

Rekindle: Reignite flames of a magical or mundane nature.

† **Saltburst (Yarris):** An explosion of salt crystals and brine assaults your enemies.

Saluwe's Verdant Skin (Saluwe): Soak up Illir's light to heal and protect you from negative energy.

† **Shadow Stride (Cadic):** Step from one shadow to another far away.

† **Smell of Death (Neroth):** Creates a cloud of nauseating stench that emanates from the caster.

Stabilize, Mass: Target creatures automatically succeed in stabilization checks.

† **Water Stride (Yarris):** Step from one body of water to another far away.

4th-Level Cleric Spells

† **Beltine's Blessed Strike:** For 1 hour per level you make a weapon the bane of all undead.

Charm Infernal: Makes one infernal creature your friend.

Chilling Scythe (Neroth): Animate a Scythe with cold energies to attack for you.

Curse of Years (Illiir): Ages the subject 5d4 years

Darkness is my ally (Cadic): You adjust your eyes to see in darkness, even magical darkness.

Eldritch Sword (Sarish): Call a sword of pure magical force into existence.

Elemental Form: Change your form to resemble an elemental creature.

Fuel My Fury: Redirect the fury of others to yourself or allies.

Gout of Vermin: Summon forth a swarm over locusts from your own mouth.

Gravity Well (Saluwe): Greatly slow your foes with the weight of gravity.

† **His Blade Shall Not Harm Me (Hurrian):** Gain damage reduction 10/bludgeoning for a short time.

† **Like Water (Yarris)** [M]**:** Gain +4 to your AC and damage reduction of 5/bludgeoning for a short time.

† **Neroth's Embrace (Neroth):** Cause an opponent's appendage to shrivel up.

† **Not Where You Think (Cadic):** Take short jaunts though the shadow plane to escape danger.

Magic Circle against Infernals (Sarish): This spell functions like a magic circle against evil, except that it affects infernal creatures instead of evil creatures.

† **Oath (Sarish, val'Mehan only):** Create a Sarishan Oath.

† **Phantasmal Lover (Larissa):** Summon the loving grace of Larissa to heal your wounds.

Phantom Sails (Yarris): Fits a ship with temporary sails and rigging

Pierce the Shroud: You gain the ability to see between planes.

Sea Armor of Yarris (Yarris): Wrap yourself in the protection of Yarris, or expend the spell's energy at your foes.

† **Share my Pain (Anshar):** Recall any amount of damage suffered over the last 5 rounds and deliver that damage as a touch attack.

† **Shield Other, Improved (Hurrian)** [F]: You take 75% of subject's damage, and the subject gains a +2 deflection bonus and a +2 resistance bonus.

Spectral Crew (Yarris): Conjure up the spirits of fallen sailors to man your ship.

† **Steamblast (Nier)** [M]**:** Release a cone of super-heated steam at your enemies.

Touch of Beltine's Cauldron (Beltine) Create a super-heated cloud of steam.

Wings of Phoenix (Saluwe): You grow wings of fire which can damage nearby foes.

† **Your Fire is Mine (Nier):** Steal a target's rage.

5th-Level Cleric Spells

Anshar's Eyes of Agony (Anshar): You gain a gaze attack that can hamper your foes.

Bitter Kiss of Winter (Hurrian): Call and direct one or more blasts of cold at your enemies.

Belisarda's Elemental Blood (Belisarda): When you are damaged, an elemental springs forth from your blood to aid you.

Bury: Your touch sends a creature to an impromptu grave.

Fickle Fortunes (Larissa): This spell creates a probability aberration, disrupting spells.

Flaying Darkness (Cadic): Cloak an area in painful shadows.

Gaze Trigger: Spell is stored in mirror, creature gazing into mirror triggers spell

† **I Feel You (Larissa):** Gain tremorsense and blindsense for a short time.

Shadow Ripper (Cadic): Draw out your victim's shadow to attack it's creator.

‡ **Negative Energy Lance:** Create a lance of pure negative energy.

† **Perfect Human Form (Illiir):** Gain ability scores of 18 for a short time.

Positive Energy Lance: Create a lance of pure positive energy.

Pouncing Claws (Saluwe): Touched creature gains claws, as well as the *pounce* ability.

Purge Element (Althares): You can purge either elemental creatures, or elemental effects.

† **Retribution, Greater (Hurrian):** With all damage you suffer, you become greater in combat.

Stalwart Presence: Give your soldiers a rallying speech, granting them inspirational bonuses.

Small Favors (Sarish): You barter for the ability of an extra-planar creature.

† **Summon Thy Own, Lesser (Sarish)** [X]**:** Summon a marked Infernal to do your bidding.

The Green Rot: Force gangrene on a wounded foe

Unravel the Thread, Greater: Greater Dispel a summoned creature.

6th-Level Cleric Spells

Beltine's Baneful Threnody (Beltine): Your scream of hatred for of undead creatures damages or otherwise affects them.

‡ **Bolts of Reckoning:** Your righteous bolts can either empower allies, or harm enemies.

Entropic Gaze (Neroth): Your gaze forces entropy.

Just Torment (Anshar): Target suffers damage he inflicts upon others

‡ **Lightning Armor (Hurrian):** A field of electricity surrounds and protects you.

Nier's Martyrdom (Nier): You sacrifice your life force to damage your enemies.

7th-Level Cleric Spells

Elemental Form, Greater: Change your form to more closely resemble an elemental creature.

Call the Restless Soul (Beltine, Neroth): Restless Spirits arrive to attack other creatures

Flames of the Dragons Fury (Fire Dragon): Harm your enemies with tendrils of fire.

Gout of Vermin, Hellish (Sarish): Summon forth a swarm over locusts from your own mouth.

† **Heroism, Mass:** Gives many allies a +2 bonus on attack rolls, saves, and skill checks.

Master of Winter (Hurrian): The power of winter grants you abilities and effects.

† **Revelation (Illiir):** Allows you to see things as they really are.

† **Shield Other, Greater (Hurrian)** [F]**:** You take all of a subject's damage, and the subject gains a +3 deflection bonus and a +3 resistance bonus.

† **Summon Thy Own (Sarish)** [X]**:** Summon a marked Infernal to do your bidding.

8th-Level Cleric Spells

Call down the Thunder (Hurrian): You call down two columns of intense thunder, damaging and deafening your foes.

Prophesy (Belisarda, Larissa): Catch Glimpses of the Future

‡ **Raze:** Call down fires that only damages the natural environment.

Shadow Twin (Cadic): Turns a creature's shadow into a hostile twin.

9th-Level Cleric Spells

Brimstone: Targets within 20ft take 15d6 fire damage + gas which remains next round kills creatures

† **Cry for Sprit's Release (Beltine):** Destroy undead with a cry to the heavens.

Death Surge (Neroth): You call forth a wave of negative energy, suppressing life and raising slain creatures as undead.

Dreamstealer (Larissa): Victim suffers a week of nightmares

† **Harm, Mass (Neroth):** As *harm*, but with several subjects.

Mystic Barrier (Hurrian): Hemispherical barrier provides DR 25/-, spell resistance and other effects

Soul Hammer: You conjure a black war hammer of negative energy.

† **Summon Thy Own, Greater (Sarish)** [X]**:** Summon a marked Infernal to do your bidding.

† **Word of Purification (Illiir):** With a word you radiate a glimmer of Illiir's unforgiving radiance.

New Domain Spells

Characters who have these domains gain the listed spells (which are all found in this chapter) as options for their domain spell slots of the appropriate level. The new options do not replace the original options from *Core Rulebook I*; the character may choose either spell to fill his domain slot of the appropriate level.

Air Domain

3. Favor of Air: You gain a variety advantages from the power of air.

Earth Domain

3. Favor of Earth: You gain a variety of advantages from the power of earth.

Fire Domain

3. Favor of Fire: You gain a variety of advantages from the power of fire.

Water Domain

3. Favor of Water: You gain a variety of advantages from the power of water.

New Druid Spells

The following spells should be added to the Druid spell list from *Core Rulebook I.* Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. Spells marked with a double dagger (‡) may be found in *Ssethregore: In the Coils of the Serpent Empire*. All the other spells listed below are new spells found in this chapter.

0-Level Druid Spells

Predict Weather, Lesser: Predict the natural course of weather around you for the next two hours.

Quicken Stride: Increase touched creatures landspeed.: Increase touched creature's land speed.:

Stabilize: Target creature automatically succeeds in stabilization checks.

1st-Level Druid Spells

Detect Nature's Defilement: You can detect spells or creatures that defile nature.

Deepen Wounds: This spell softens living skin, or hardens undead flesh.

Gaze of the Predator: Your gaze instills fear into animals.

Low-light Vision: Gain low-light vision.

Predict Weather: Predict the natural course of weather around you.

Viper Venom: Touched reptile gains a poisonous bite.

2nd-Level Druid Spells

Ardent Skin: Your skin itself catches fire, granting you various bonuses.

Buffet: You direct winds to batter flying creatures, or knock aside missles.

Elemental Weapon: Enchant a weapon with an element type.

Enhance Natural Attack: Natural attacks function as if enlarged

Gravity Well, **Lesser:** Slow your foes with the weight of gravity.

Invigorating Nectar: You enchant berries into a healing nectar. **Molt:** Slip out of your own skin to escape bindings.

Predict Weather, Greater: Predict the natural course of weather around you for the next two days.

Rekindle: Reignite flames of a magical or mundane nature.

Saluwe's Verdant Skin (Saluwe): Soak up Illir's light to heal and protect you from negative energy.

Scavenge: search an area and find useful items

Scavenger's Bounty: You gain something you truly need.

Shark Maw: You gain the bite attack of a shark.

Tremor strike: Localized tremors in a 30-ft. radius spread.

3rd-Level Druid Spells

Dig: This spell lets you construct buildings, move battlements or dig trenches.

Favor of Air: You gain a variety advantages from the power of air..

Favor of Earth: You gain a variety of advantages from the power of earth.

Favor of Fire: You gain a variety of advantages from the power of fire

Favor of Life: You gain a variety of advantages from the power of positive energy.

Favor of Water: You gain a variety of advantages from the power of water.

Gout of Vermin: Summon forth a swarm over locusts from your own mouth.

Heretic Shield: Gain bonuses against heretical followers of your God.

Sting of the Scorpion: You grow the tail of a scorpion from the base of your spine.

Stoneskin, Lesser: Ignore 5 points of damage per attack.

Wing Snare: Ensnare a flying creature.

Withering Vines: Throw strength-draining vines at targets.

4th-Level Druid Spells

Bestial Nature: You turn a willing creature into an animalistic, powerful brute.

Bury: Your touch sends a creature to an impromptu grave.

Chilling Scythe: Animate a Scythe with cold energies to attack for you.

Elemental Form: Change your form to resemble an elemental creature.

Gravity Well: Greatly slow your foes with the weight of gravity.

Moan of the Cloaker: You moan a cone-shaped blast of subsonic energy.

† **Nature's Gift:** Gain a +5 bonus on Spot, Search, and Listen checks for a short amount of time.

Pouncing Claws: Touched creature gains claws, as well as the *pounce* ability.

Purge Element: You can purge either elemental creatures, or elemental effects.

Ripping Sands: Choke and tear your foes to shreds with a sandstorm.

Sea Armor of Yarris (Yarris): Wrap yourself in the protection of Yarris, or expend the spell's energy at your foes.

The Green Rot: Force gangrene on a wounded foe

Thorn Bones: Forces bone growth that causes pain and hampers movement.

Twister: Create a cyclone of wind.

Wall of Serpents: You create a wall of poisonous serpents.

Wings of Phoenix: You grow wings of fire which can damage nearby foes.

5th-Level Druid Spells

Bitter Kiss of Fall: Summon forth weeds to entangle your enemies.

Bitter Kiss of Spring: Call and direct one or more blasts of air at your enemies.

Bitter Kiss of Summer: Call and direct one or more blasts of heat at your enemies.

Bitter Kiss of Winter: Call and direct one or more blasts of cold at your enemies.

Belisarda's Elemental Blood (Belisarda): When you are damaged, an elemental springs forth from your blood to aid you.

Gaze Trigger: Spell is stored in mirror, creature gazing into mirror triggers spell

† **Rending:** Calls forth a storm of ripping thorns.

† **Water Stride:** Step from one body of water to another far away.

6th-Level Druid Spells

Gout of Vermin, Hellish: Summon forth a swarm over locusts from your own mouth.

Power Word, Thunder: Causes a clasp of deafening thunder.

Scavenge, Greater: search an area and find useful items

7th-Level Druid Spells

Elemental Form, Greater: Change your form to resemble an elemental creature

Flames of the Dragons Fury (Fire Dragon): Harm your enemies with tendrils of fire.

Master of Fall: The power of fall grants you abilities and effects.

Master of Spring: The power of spring grants you abilities and effects.

Master of Summer: The power of summer grants you abilities and effects.

Master of Winter: The power of winter grants you abilities and effects.

‡ **Raze:** Call down fires that only damages the natural environment.

8th-Level Druid Spells

Call down the Thunder: You call down two columns of intense thunder, damaging and deafening your foes.

† **Safeguard:** Monitor those who enter or leave an area.

New Holy Champion Spells

The following spells are added to the spell list for all Holy Champions, regardless of deity. See the *Player's Guide to Arcanis* for details on Holy

Champions and their base class spell list. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. All the other spells listed below are new spells found in this chapter.

1st-Level Holy Champion Spells

Battle's Rage: Empower yourself with the strength and determination of your own soul.

Detect Infernals: You can detect infernal creatures.

Glancing Blow: Enchant a weapon to subdue at a critical moment.

Ghostly Adversary (Beltine): Target perceives illusionary enemy, believes himself flanked

Stabilize: Target creature automatically succeeds in stabilization checks.

Stillness: Grant yourself a bonus against mind affecting spells and abilities.

2nd-Level Holy Champion Spells

Force upon the Mortal Coil: Force an incorporeal creature more fully into the material plane.

Fuel My Fury: Redirect the fury of others to yourself or allies.

Heretic Shield: Gain bonuses against heretical followers of your God.

3rd-Level Holy Champion Spells

*** Bestow Blessing:** You grant bonuses to those of your faith.

Spirit Bane: Enchant a weapon with the ghost touch ability.

4th-Level Holy Champion Spells

Positive Energy Lance: Create a lance of pure positive energy.

Stalwart Presence: Give your soldiers a rallying speech, granting them inspirational bonuses.

† **Sword of Faith:** Enchant a weapon to become the bane of your foes for a short time.

New Paladin Spells

The following spells are added to the Paladin spell list from *Core Rulebook I*. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. All the other spells listed below are new spells found in this chapter.

1st-Level Paladin Spells

Battle's Rage: Empower yourself with the strength and determination of your own soul.

Detect Infernals: You can detect infernal creatures.

Glancing Blow: Enchant a weapon to subdue at a critical moment.

Stabilize: Target creature automatically succeeds in stabilization checks.

Stillness: Grant yourself a bonus against mind affecting spells and abilities.

2nd-Level Paladin Spells

Force Upon the Mortal Coil: Force an incorporeal creature more fully into the material plane.

Fuel My Fury: Redirect the fury of others to yourself or allies.

Heretic Shield: Gain bonuses against heretical followers of your God.

3rd-Level Paladin Spells

*** Bestow Blessing:** You grant bonuses to those of your faith.

Spirit Bane: Enchant a weapon with the ghost touch ability.

4th-Level Paladin Spells

† **Beltine's Blessed Strike (Beltine):** For a short time make a weapon the bane of all undead.

Positive Energy Lance: Create a lance of pure positive energy.

† **Shield Other, Improved (Hurrian)** [F]: You take 75% of subject's damage, and the subject gains a +2 deflection bonus and a +2 resistance bonus.

Stalwart Presence: Give your soldiers a rallying speech, granting them inspirational bonuses.

† **Sword of Faith:** Enchant a weapon to become the bane of your foes for a short time.

New Priest Spells

The Priest is a new core class presented in the *Player's Guide to Arcanis*. The following spells should be added to the Priest spell list from that book. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. Spells marked with a double dagger (‡) may be found in *Ssethregore: In the Coils of the Serpent Empire*. All the other spells listed below are new spells found in this chapter.

0-Level Priest Spells

Negative Energy Cascade: Shoot a bolt of negative energy from your fingertips.

Positive Energy Cascade: You fire a cone shaped blast of positive energy.

Stabilize: Target creature automatically succeeds in stabilization checks.

1st-Level Priest Spells

† **Armor of Faith:** Wrap yourself in an armor of faith.

Artificer's Hammer (Althares): Ray deals 1d6 damage/level to a construct, including animated objects.

Darkness, Lesser: Call darkness in a 10-ft radius.

Detect Curses: You can detect cursed creatures, items or places.

Detect Infernals (Sarish): You can detect infernal creatures.

Detect Magic, Greater: This spell functions as detect magic, except with a longer duration.

Deepen Wounds (Anshar): This spell softens living skin, or hardens undead flesh.

Eldritch Dagger (Sarish): Call a dagger of pure magical force into existence.

Glancing Blow: Enchant a weapon to subdue at a critical moment.

Inflict Cramps (Anshar): Your touch causes intense stomach cramps.

Larissa's Fickleness (Larissa): You can give your bad luck to an opponent.

Light, Greater (Illiir): Cause an object to glow like a hooded lantern.

Love Charm (Larissa): Cause one humanoid to fall in love with another.

Protection from Undead: Create a magic circle against Undead.

Snuff Out: Small globes of water snuff out torches.

Stillness: Gain a +2 bonus to will saves vs. mind effecting spells

Speak with Sarish's Pets (Sarish): You gain the ability to speak with feline creatures.

2nd-Level Priest Spells

Anchor Soul & Psyche: Link the mind to the body, granting bonuses against some spells.

Ardent Skin: Your skin itself catches fire, granting you various bonuses.

Buffet: You direct winds to batter flying creatures, or knock aside missiles.

Dead Man's Shackles (Neroth): You create shackles made of bone to bind and punish your enemies.

Dispel Illusion: This spell functions similar to dispel magic, except that it affects only illusion spells.

Elemental Weapon: Enchant a weapon with an element type.

Feline Form (Sarish): Change your form into that of a house cat.

Force Upon the Mortal Coil: Force an incorporeal creature more fully into the material plane.

‡ **Force Whip:** Create a whip made of pure force.

Gravity Well, Lesser (Saluwe): Slow your foes with the weight of gravity.

Grovel (Larissa and Gnome): Compel your enemy to spare you.

‡ **Hydroblast (Yarris)**: Strike and knockback foes with a stream of water.

Larissa's Kiss of Narcissism (Larissa): Convince your target to withdraw into her own mind.

Pain Shards (Anshar): You create a gem which can damage debilitate your foes.

Positive Energy Missiles: You create Magic Missiles of positive energy.

Speak with Sarish's Pets, Greater (Sarish): You gain the ability to speak with feline creatures longer.

Spirit Bane: Enchant a weapon with the ghost touch ability.

Unravel the thread: *Dispel* a summoned creature.

3rd-Level Priest Spells

Bestow Blessing: You grant bonuses to those of your faith.
Cadic's Chicanery (Cadic): You redirect beneficial spells from an enemy to yourself.
Cadic's Shroud (Cadic): You create an area which cannot be illuminated.
Favor of Air: You gain a variety advantages from the power of air..
Favor of Earth: You gain a variety of advantages from the power of earth.
Favor of Fire: You gain a variety of advantages from the power of fire
Favor of Life (All except Neroth): You gain a variety of advantages from the power of positive energy
Favor of Water: You gain a variety of advantages from the power of water.
Fickle Fortunes (Larissa): This spell creates a probability aberration, disrupting spells.
Hammer and Anvil (Althares): Grant two creatures combat bonuses.
Heretic Shield: Gain bonuses against heretical followers of your God.
Larissa's Sultry Whispers (Larissa): Daze your foes with whispers and promises.
Lightning Web: Create a web of electrical energy.
Luck of Fools (Larissa & Cadic): Become reckless to grant yourself incredible luck.
Neroth's Grave Token (Neroth): You create a token of bone to protect against undead creatures.
Pierce the Shroud: You gain the ability to see between planes.
Retributive Strike: When you are struck by a weapon, a weapon appears to strike back.
Rekindle: Reignite flames of a magical or mundane nature.
Saluwe's Verdant Skin (Saluwe): Soak up Illir's light to heal and protect you from negative energy.
Stabilize, Mass: Target creatures automatically succeed in stabilization checks.

4th-Level Priest Spells

Anshar's Eyes of Agony (Anshar): You gain a gaze attack that can hamper your foes.
Bury: Your touch sends a creature to an impromptu grave.
Charm Infernal: Makes one infernal creature your friend.
Chilling Scythe (Neroth): Animate a Scythe with cold energies to attack for you.
Darkness is my ally (Cadic): You adjust your eyes to see in darkness, even magical darkness.
Eldritch Sword (Sarish): Call a sword of pure magical force into existence.
Gout of Vermin (Saluwe):: Summon forth a swarm over locusts from your own mouth.
Gravity Well (Saluwe): Greatly slow your foes with the weight of gravity.
Magic Circle against Infernals (Sarish): This spell functions like a magic circle against evil, except that it affects infernal creatures instead of evil creatures.
Magic Circle against Undead (Neroth, Beltine & Belisarda): This spell functions like a magic circle against evil, except that it affects undead creatures instead of evil creatures
‡ **Negative Energy Lance:** Create a lance of pure negative energy.
Positive Energy Lance: Create a lance of pure positive energy.
Sea Armor of Yarris (Yarris): Wrap yourself in the protection of Yarris, or expend the spell's energy at your foes.
Spectral Crew (Yarris): Conjure up the spirits of fallen sailors to man your ship.
Touch of Beltine's Cauldron (Beltine): Create a super-heated cloud of steam.
Wings of Phoenix (Saluwe): You grow wings of fire which can damage nearby foes.

5th-Level Priest Spells

Bitter Kiss of Winter (Hurrian): Call and direct one or more blasts of cold at your enemies.
Belisarda's Elemental Blood (Belisarda): When you are damaged, an elemental springs forth from your blood to aid you.
‡ **Bolts of Reckoning:** Your righteous bolts can either empower allies, or harm enemies.
Elemental Form: Change your form to resemble an elemental creature.
Flaying Darkness (Cadic): Cloak an area in painful shadows.
Purge Element (Althares): You can purge either elemental creatures, or elemental effects.
Stalwart Presence: Give your soldiers a rallying speech, granting them inspirational bonuses.
Small Favors (Sarish): You barter for the ability of an extra-planar creature.
The Green Rot: Force gangrene on a wounded foe
Unravel the thread, Greater: Greater Dispel a summoned creature.

6th-Level Priest Spells

Beltine's Baneful Threnody (Beltine): Your scream of hatred for of undead creatures damages or otherwise affects them.
Entropic Gaze (Neroth): Your gaze forces entropy.
Lightning Armor (Hurrian): A field of electricity surrounds and protects you.
Nier's Martyrdom (Nier): You sacrifice your life force to damage your enemies.

7th-Level Priest Spells

Call Down the Thunder (Hurrian): You call down two columns of intense thunder, damaging and deafening your foes.
Flames of the Dragons Fury (Fire Dragon): Harm your enemies with tendrils of fire.
Gout of Vermin, Hellish (Sarish): Summon forth a swarm over locusts from your own mouth.
Master of Winter (Hurrian): The power of winter grants you abilities and effects.

8th-Level Priest Spells

Elemental Form, Greater: Change your form to more closely resemble an elemental creature.
‡ **Raze:** Call down fires that only damages the natural environment.

9th-Level Priest Spells

Brimstone: Targets within 20ft take 15d6 fire damage + gas which remains next round kills creatures
Cleansing Radiance: Heavenly light heals good creatures, while hurting evil creatures.
Death surge (Neroth): You call forth a wave of negative energy, suppressing life and raising slain creatures as undead.
Wake of Rebirth: A wave of holy power damaging evil creatures, healing good creature.

New Ranger Spells

The following spells should be added to the Ranger spell list from *Core Rulebook I*. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. All the other spells listed below are new spells found in this chapter.

1st-Level Ranger Spells

Detect Nature's Defilement: You can detect spells or creatures that defile nature.
Gaze of the Predator: Your gaze instills fear into animals.
Invigorating Nectar: You enchant berries into a healing nectar.
Low-light Vision: Gain low-light vision.
Mask Scent: Conceal all odors from a creature or object.
Predict Weather: Predict the natural course of weather around you.
Stabilize: Target creature automatically succeeds in stabilization checks.

2nd-Level Ranger Spells

* **Camouflage:** Hide in any natural terrain.

Fuel My Fury: Redirect the fury of others to yourself or allies.

Molt: Slip out of your own skin to escape bindings.

Predict Weather, Greater: Predict the natural course of weather around you for the next two days.

Scavenger's Bounty: You gain something you truly need.

Shark Maw: You gain the bite attack of a shark.

Steady Aim: Give yourself better aim on ranged attacks.

3rd-Level Ranger Spells

Enhance Natural Attack: Natural attacks function as if enlarged

Heretic Shield: Gain bonuses against heretical followers of your God.

† **Nature's Gift:** Gain a +5 bonus on Spot, Search, and Listen checks for a short amount of time.

Saluwe's Verdant Skin: Soak up Illir's light to heal and protect you from negative energy.

4th-Level Ranger Spells

Pouncing Claws: Touched creature gains claws, as well as the *pounce* ability.

† **Water Stride:** Step from one body of water to another far away.

Wing Snare: Ensnare a flying creature.

Withering Vines: Throw strength-draining vines at targets.

New Sorcerer/Wizard Spells

The following spells should be added to the Sorcerer/Wizard spell list from *Core Rulebook I*. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. Spells marked with a double dagger (‡) may be found in *Ssethregore: In the Coils of the Serpent Empire*, with the exception of *acid burn*, which is reprinted here with errata. All the other spells listed below are new spells found in this chapter.

0-Level Sorcerer/Wizard Spells

Evocation

‡ **Explosive Pellet:** A pellet of explosive force shoots from your finger.

Positive Energy Cascade: You fire a cone shaped blast of positive energy.

‡ **Shrill:** A sonic ray shoots forth from your fingers.

Ray of Flame: A ray of flame shoots from your finger.

Illusion

Shadow Image: Control and manipulate shadows.

Transmutation

Quicken Stride: Increase touched creatures landspeed.: Increase touched creature's land speed.

Scatter: A burst of telekentic energy.

1st-Level Sorcerer/Wizard Spells

Abjuration

Glancing Blow: Enchant a weapon to subdue at a critical moment.

Hide from Infernals: This spell functions like hide from undead, except that it works against infernal creatures instead of undead.

Mental Shield, Lesser: You create an invisible shield that helps screen out psionic attacks.

Protection from Undead: Create a magic circle against Undead.

Resistance, Greater: Grant a subject either +1 or +2 to saving throws.

Conjuration

Diabolical Treasurer: summons and imp to appraise items

Globe of Smoke: Dazzle and damage your foes.

Divination

Detect Curses: You can detect cursed creatures, items or places.

Detect Infernals: You can detect infernal creatures.

Detect Magic, Greater: This spell functions as detect magic, except with a longer duration.

Detect Spell Caster: This spell functions similar to detect magic, but it detects spellcasters instead.

Discern Emotions: This spell lets you determine a subject's emotional state.

Telepathic Scan: Passively scan the thoughts of those in a 60-ft. cone.

Enchantment

Love Charm: Cause one humanoid to fall in love with another.

Stillness: Grant yourself a bonus against mind affecting spells and abilities.

Evocation

Coldfire: 1d4/level cold damage (max 5d4)

Darkness, Lesser: Call darkness in a 10-ft radius.

Eldritch Dagger: Call a dagger of pure magical force into existence.

Inky Shroud: Blind foes with a mask of darkness.

Light, Greater: Cause an object to glow like a hooded lantern.

Static Sting: You fire a small electrical blast at a foe.

Shadow Darts: Throw darts of your own shadow at your foes.

Illusion

Ghostly Adversary: Target perceives illusionary enemy, believes himself flanked

Necromancy

Cadaverous Form: Caster turns into a cadaverous emaciated figure and gains a +2 natural armor bonus

Inflict Cramps: Your touch causes intense stomach cramps.

† **Skeletal Companion:** Creates a skeletal servant.

Transmutation

† **Alter Wind:** Change the strength and direction of the wind for a short while.

Acid Bullets: Create acidic sling bullet

Elasticity: Alters the malleability of a living creature's body.

† **Hardness:** Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.

Low-light Vision: Gain low-light vision.

Silver Tongue: You speak in a persuasive manner, gaining bonuses to some charisma-based skills.

† **Transmute Liquids:** Change one liquid to another.

Universal

Prestidigitation, Subtle: Performs minor tricks, but it is very difficult to notice that you are the cause.

2nd-Level Sorcerer/Wizard Spells

Abjuration

Anchor Soul and Psyche: Link the mind to the body, granting bonuses against some spells.
Mental Shield: You create an invisible shield that helps screen out psionic attacks.

Protection from Infernals: Create a magic circle against infernals.

Unravel the Thread: Dismiss a summoned creature.

Conjuration

Dutiful Mapper: Invisible spirit follows caster, drawing maps

Molt: Slip out of your own skin to escape bindings.

† **Saltburst:** An explosion of salt crystals and brine assaults your enemies.

Sludge Stream: Entangle foes with sticky black sludge.

Divination

Brainstorm: You may link with willing creatures for increased knowledge.

Speak with Sarish's Pets: You gain the ability to speak with feline creatures.

Ward of Location: Place a magical ward on a creature or object, allowing you to track the ward.

Enchantment

Grovel: Compel your enemy to spare you.

Evocation

Acidic Touch: Your touch becomes acidic, damaging creatures or objects.

Buffet: You direct winds to batter flying creatures, or knock aside missles.

Crippling Surge: You cause electrical energy to damage and disorient a creature.

Echo: Touched creature collects sound to redirect at attackers.

Elemental Weapon: Enchant a weapon with an element type.

Firebane: Damage creatures with the Fire subtype.

† **Force Strike:** Fire a beam of pure force to damage your enemies.

‡ **Force Whip:** Create a whip made of pure force.

‡ **Gravity Bolt:** Burden your foes with additional weight.

Harpoon of Impaling: Impale your enemies with a harpoon of force.

‡ **Hydroblast:** Strike and knockback foes with a stream of water.

Splinterstrike: Cause arrows that have struck a target to explode inside a creature.

Tremorstrike: Localized tremors occur in a 30-ft. radius spread.

Illusion

Disguise Self, Greater: This spell functions like disguise self, except that it also changes your voice and grants an improved bonus to disguise checks.

Mask Scent: Conceal all odors from a creature or object.

Necromancy

Bestow Lesser Curse: -2 to an ability score, -1 on attack rolls, saves, and checks, or –2 penalty on skill checks.

† **Bleed:** You cause a target to bleed for 1d4 damage per round.

Blood Whip: You create a whip from a victim's own blood, which attacks them.

Dead Mans Shackles: You create shackles made of bone to bind and punish your enemies.

Evil Eye: This spell is similar to the spell eyebite, but it is less powerful and can affect only a single living creature.

Transmutation

Ardent Skin: Your skin itself catches fire, granting you various bonuses.

Cloak of Lashing: Your cloak becomes a powerful combatant.

Dagger Swarm: Enchant a swarm of daggers to attack your foes.

† **Dolphin Chant/Mn'harr's Mighty Swimming:** Swim like a dolphin for a short amount of time.

† **Epiphany:** Improves Knowledge and Craft skills for a short time.

Gravity Well, Lesser: Slow your foes with the weight of gravity.

Secret Page, Lesser: Hide a page with magic.

Viper Venom: Touched reptile gains a poisonous bite.

† **Wild Ride:** Enchant yourself and your mount to travel impossible distances.

3rd-Level Sorcerer/Wizard Spells

Abjuration

Luck of Fools: Become reckless to grant yourself incredible luck.

Purge Element: You can purge either elemental creatures, or elemental effects.

Remove Lesser Curse: Relieve less powerful curses.

Conjuration

† **Shadow Stride (val'Borda, val'Trisin):** Step from one shadow to another far away.

Divination

Dispel Illusion: This spell functions similar to dispel magic, except that it affects only illusion spells.

Speak with Sarish's Pets, Greater: You gain the ability to speak with feline creatures longer.

Enchantment

Access Feat: Steal use of another's feat.

Access Skill: Steal use of another's skill.

Larissa's Sultry Whispers: Daze your foes with whispers and promises.

Larissa's Kiss of Narcissism: Convince your target to withdraw into her own mind.

† **Mantle of Unassailable Flame:** Cover yourself in intense flame.

Evocation

Cinderbolt: Damage and blind your foes.

Flailing Fists: Conjure fists to strike your foes.

Lightning Web: Create a web of electrical energy.

Munokhoi's Magnificent Explosions: You create multiple explosions in a 10' radius.

Retributive Strike: When you are struck by a weapon, a weapon appears to strike back.

Ripping Sands: Choke and tear your foes to shreds with a sandstorm.

Stoneskin, Lesser: Ignore 5 points of damage per attack.

Vitriolic Gout: A cone of acid shooes from your mouth.

‡ **Windshear:** Slash airborne targets to the ground.

Illusion

Mirror Legion: As Mirror Image, except copies move to attack foes, confusing and flanking them

Necromancy

† **Mark of Thralldom (val'Mordane) [M]:** Animate an undead after a short time.

Transmutation

Battle's Rage: Empower yourself with the strength and determination of your own soul.

† **Destroy Water:** Destroys water or damages a water creature.

Dig: This spell lets you construct buildings, move battlements or dig trenches.

Feline Form: Change your form into that of a house cat.

Favor of Earth: You gain a variety of advantages from the power of earth.

Favor of Fire: You gain a variety of advantages from the power of fire

Favor of Water: You gain a variety of advantages from the power of water.

Favor of Air: You gain a variety advantages from the power of air..

Favor of Life: You gain a variety of advantages from the power of positive energy.

Force upon the Mortal Coil: Force an incorporeal creature more fully into the material plane.

Hammer and Anvil: Grant two creatures combat bonuses.

Infernal Vision: Gain the darkvision of an infernal creature.

Sting of the Scorpion: You grow the tail of a scorpion from the base of your spine.

Touch of Beltine's Cauldron: Create a super-heated cloud of steam.

Watery Form: Touched creature and equipment becomes clear water.

4th-Level Sorcerer/Wizard Spells

Abjuration

Magic Circle against Infernals: This spell functions like a magic circle

against evil, except that it affects infernal creatures instead of evil creatures.

Magic Circle against Undead: This spell functions like a magic circle against evil, except that it affects undead creatures instead of evil creatures

Ray of Nullification, Lesser: You fire a ray that decreases spellcasting ability.

Conjuration

Phantom Sails: Fits a ship with temporary sails and rigging

Enchantment

Magic Circle of Stunning: You create a stunning circle of protection.

† **Oath (val'Mehan):** Create a Sarishan Oath

Evocation

Acid burn: 1d6 of acid and fire damage per level, 30-ft. radius

Flaying Darkness: Cloak an area in painful shadows.

‡ **Negative Energy Lance:** Create a lance of pure negative energy.

Scalding Wisps: Damage and nauseate your foes.

‡ **Scorching Frost:** 30-foot burst of cold and electricity.

‡ **Shrapnel of Flame:** You create a glowing red star which can be thrown.

Shadow Ripper: Draw out your victim's shadow to attack it's creator.

Wings of Phoenix: You grow wings of fire which can damage nearby foes.

Illusion

Quiet: Creature touched makes no sound.

Spectral Crew: Conjure up the spirits of fallen sailors to man your ship.

Stench of Evil: Places a false aura of Evil upon target.

Necromancy

Curse of Years: Ages the subject 5d4 years

Magic Circle of Torment: you create a circle of protection that torments those who would cross it.

Transmutation

Bury: Your touch sends a creature to an impromptu grave.

Cadic's Chicanery: You redirect beneficial spells from an enemy to yourself.

Elemental Form: Change your form to resemble an elemental creature.

Fickle Fortunes: This spell creates a probability aberration, disrupting spells.

Gravity Well: Greatly slow your foes with the weight of gravity.

Magic Circle of Elemental Retribution: You create a barrier of elemental energy around yourself.

Magic Circle of Detonation: You create a barrier of force around yourself.

Mantle of the Medusa, Lesser: Your hair grows into snakes, which provide a variety of effects.

Small Favors: You barter for the ability of an extra-planar creature.

Spirit Bane: Enchant a weapon with the ghost touch ability.

5th-Level Sorcerer/Wizard Spells

Abjuration

Mental Shield, Greater: You create an invisible shield that greatly helps to screen out psionic attacks.

Unravel the thread, Greater: Greater Dispel a summoned creature.

Divination

Gaze Trigger: Spell is stored in mirror, creature gazing into mirror triggers spell

Enchantment

Charm Infernal: Makes one infernal creature your friend.

Wall of Concussion: You create a wall of explosive force.

Evocation

Chilling Shadow: You summon blasts of cold from a creature's shadow.

Destrachan's Roar: You may roar like a Destrachan.

Detonating Rain: You call down a rain of pure force.

Eldritch Sword: Call a sword of pure magical force into existence.

Lava Burst: Bring up a column of lava to burn your enemies.

Lightning Armor: A field of electricity surrounds and protects you.

Illusion

Bewildering Aura: Pattern of light and sound stuns and dazes viewers

Necromancy

† **Neroth's Embrace (val'Mordane):** Cause an opponent's appendage to shrivel up.

Thorn Bones: Forces bone growth that causes pain and hampers movement.

Transmutation

Darkness is my ally: You adjust your eyes to see in darkness, even magical darkness.

Entropic Gaze: Your gaze forces entropy.

6th-Level Sorcerer/Wizard Spells

Abjuration

Distract the Eldritch Eye: Acts as a counterspell to divination spells

Ray of Nullification: You fire a ray that drastically hampers spellcasting ability.

Conjuration

Power Word, Thunder: Causes a clasp of deafening thunder.

Enchantment

Just Torment: Target suffers damage that he inflicts on victims.

Evocation

Force Chains of Constriction: Create a spiked chain of force to entangle your enemies.

Gauntlet of the Elements: You create gauntlets of an elemental type to absorb attacks and then damage foes.

Prismatic Arrow: You fire an arrow with a multitude of effects.

† **Riptide:** Fire a jet of water strong enough to knock down your opponents.

Illusion

False Death: upon any successful attack, you may transport yourself to safety and cloak your self from visual and magical detection, as an illusion of your death is witnessed by all.

Distance Distortion: You make your target believe the distance between two points is shorter or longer then it really is.

Anathema: Create an illusion of your target's most hated enemy who faces the target in combat, any damage dealt actually dealt to the target as non-lethal damage.

Necromancy

Anshar's Eyes of Agony: You gain a gaze attack that can hamper your foes.

Transmutation

Bestial Nature: You turn a willing creature into an animalistic, powerful brute.

Liquefaction: Target's flesh dissolves into goo.

† **Reanimate Construct** [M, X]**:** Partly repairs and reanimates a destroyed construct under your control.

Universal

Guardian Ties: Ritualistically bind two people together.

7th-Level Sorcerer/Wizard Spells

Abjuration

Antimagic Fog: As *fog cloud* but with the effect of an *antimagic field.*

Conjuration

Cadaverous Champion: You mold corpses into a flesh golem, which fights for you.

Call the Restless Soul (val'Mordane, val'Inares): Restless spirits arrive to attack other creatures.

Divination

Arcane Replication: You temporarily gain the knowledge of how to cast an unknown arcane spell that you observe.

Enchantment

† **Heroism, Mass:** Gives many allies a +2 bonus on attack rolls, saves, skill checks.

Illusion

Quiet, Mass: A group of creatures make no sound.

Necromancy

Rending Mist: Cloud deals slashing damage, hinders healing.

Transmutation

† **Anshar's Burning Blood:** Ignite the blood of your enemies.

Elemental Form, Greater: Change your form to more closely resemble an elemental creature.

Flames of the Dragons Fury (Fire Dragon): Harm your enemies with tendrils of fire.

Mantle of the Medusa: You gain the gaze attack of Medusa.

8th-Level Sorcerer/Wizard Spells

Abjuration

Dispel Magic Field: You create an area of effect dispel magic field which allows you to dispel active spells as well as counter spells targeted at you for the duration of the spell.

Conjuration

Sculpted Sentinel: Create a Clay Golem.

Brimstone: Targets within 20ft take 15d6 fire damage + gas which remains next round kills creatures

Divination

Prophesy: Catch Glimpses of the Future

Evocation

Call down the Thunder: You call down two columns of intense thunder, damaging and deafening your foes.

Eldritch Maelstrom: Bombards an area with raw chaotic magical energy.

‡ **Shatterfrost:** Freeze your enemies and objects.

Illusion

Shadow Twin: Turns a creature's shadow into a hostile twin.

Necromancy

Wraith Circlet: Small wraiths circle your head, protecting you or damaging foes.

Transmutation

Line of Sight: Range of next spell cast by caster is increased to hit any creature the caster can see.

9th-Level Sorcerer/Wizard Spells

Abjuration

Mystic Barrier: Hemispherical barrier provides DR 25/-, spell resistance and other effects.

Conjuration

Granite Goliath: Create a Stone Golem from rocks.

War Machine: Create an Iron Golem from nearby metal.

Enchantment

Dreamstealer: Victim suffers a week of nightmares

Puppet Army: Form a small army of dominated individuals.

Evocation

Annihilate: Summon forth waves of elemental power to destroy your foes.

Deathroar: Your scream kills creatures or destroys objects.

Hellfire: Bring down the fires of the hells on your enemies.

Pulverize: You create a hammer that grinds your foes into dust.

Illusion

Shadow Brother: Create a shadow twin of your self, which fights by your side

Necromancy

† **Cry for Sprit's Release (val'Ishi, val'Sosi):** Destroy undead with a cry to the heavens.

Unending Pain: You make your targets suffer immeasurable unending pain.

Soul Hammer: You conjure a black war hammer of negative energy.

Transmutation

Blindness, Greater: Target's eyes are destroyed, causing damage, penalties and permanent blindness.

Spell Lists for New Base Classes

See **Chapter 4** for details on the new 20-level classes presented in this book.

Altherian Artificer Spell List

All Altherian Artificers have access to the following spells. Spells marked with an asterisk (*) are new spells found in this chapter. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. All the other spells listed below are found in *Core Rulebook I*.

0-Level Altherian Artificer Spells

Acid Splash: Orb deals 1d3 acid damage.

Arcane Mark: Inscribes a personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights

Detect Magic: Detects spells and magic items within 60 ft.

Flare: Dazzles one creature (–1 on attack rolls).

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

* **Mend Constrict:** repair 1 points of damage to any construct.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Resistance: Subject gains +1 on saving throws.

Read Magic: Read scrolls and spell books.

1st-Level Altherian Artificer Spells

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

* **Artificer's Hammer:** Ray deals 1d6 damage/level to a construct, including animated objects.

Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Endure Elements: Exist comfortably in hot or cold environments.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.\
Grease: Makes 10-ft. square or one object slippery.
† **Hardness:** Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.
Hold Portal: Holds door shut.
Identify [M]**:** Determines properties of magic item.
Imbue with Artificial Intelligence: Imbue a construct with additional intelligence.
Jump: Subject gets bonus on Jump checks.
Magic Aura: Alters object's magic aura.
Mage Armor: Gives subject +4 armor bonus.
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
* **Patch Construct:** repair 1d8+1/level (max of +5) points of damage to any construct.
Obscuring Mist: Fog surrounds you.
Repair Light Damage: Repair 1d8+1 per level (max of +5) to any object or construct.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Unseen Servant: Invisible force obeys your commands.

2nd-Level Altherian Artificer Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Arcane Lock [M]**:** Magically locks a portal or chest.
Continual Flame [M]**:** Makes a permanent, heatless torch.
* **Disrupt Construct:** you may slow down a construct for some time.
Glitterdust: Blinds creatures, outlines invisible creatures.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Locate Object: Senses direction toward object (specific or type).
Magic Mouth [M]**:** Speaks once when triggered.
Obscure Object: Masks object against scrying.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Protection from Arrows: Subject immune to most ranged attacks.
* **Repair Construct:** repair 2d8+1/level (max of +10) points of damage to any construct.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Rope Trick: As many as eight creatures hide in extradimensional space.
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures.
Spider Climb: Grants ability to walk on walls and ceilings.
Whispering Wind: Sends a short message 1 mile/level.

3rd-Level Altherian Artificer Spells

* **Access Feat:** Borrow a feat from a target you touch for a short time
* **Access Skill:** Borrow a skill from a target you touch for a short time
Arcane Sight: Magical auras become visible to you.
Daylight: 60-ft. radius of bright light.
Dispel Magic: Cancels magical spells and effects.
Charm Construct: *charm* a construct for a short wile.
Explosive Runes: Deals 6d6 damage when read.
Fly: Subject flies at speed of 60 ft.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
***Heal Construct:** repair 3d8+1/level points of damage to any construct.
Keen Edge: Doubles normal weapon's threat range.
Lightning Bolt: Electricity deals 1d6/level damage.
Magic Weapon, Greater: +1/four levels (max +5).
Magic Vestment: Armor or shield gains +1 enhancement/three levels
Minor Creation: Creates one cloth or wood object.
Nondetection [M]**:** Hides subject from divination, scrying.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Sepia Snake Sigil [M]**:** Creates text symbol that immobilizes reader.
Stinking Cloud: Nauseating vapors, 1 round/level.
Tongues: Speak any language.
Tiny Hut: Creates shelter for ten creatures.
Secret Page: Changes one page to hide its real content.
Shrink Item: Object shrinks to one-sixteenth size.
Slow: One subject/level takes only one action/round, –2 to AC, –2 on attack rolls.
Stone Shape: Sculpts stone into any shape.
Water Breathing: Subjects can breathe underwater.

4th-Level Altherian Artificer Spells

Arcane Eye: Invisible floating eye moves 30 ft./round.
Dimension Door: Teleports you short distance.
Detect Scrying: Alerts you of magical eavesdropping
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Fire Trap [M]**:** Opened object deals 1d4 damage +1/level.
Freedom of Movement: Subject moves normally despite impediments.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Locate Creature: Indicates direction to familiar creature.
Major Creation: As *minor creation*, plus stone and metal.
Stoneskin [M]**:** Ignore 10 points of damage per attack.
Secure Shelter: Creates sturdy cottage.
Scrying [F]**:** Spies on subject from a distance.
Resilient Sphere: Force globe protects but traps one subject.

5th-Level Altherian Artificer Spells

Analyze Dweomer [F]**:** Reveals magical aspects of subject.
Fabricate: Transforms raw materials into finished items.
Legend Lore [M F]**:** Lets you learn tales about a person, place, or thing.
Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Secret Chest [F]**:** Hides expensive chest on Ethereal Plane; you retrieve it at will.
Sending: Delivers short message anywhere, instantly.
Telekinesis: Moves object, attacks creature, or hurls object or creature.
Teleport: Instantly transports you as far as 100 miles/level.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Wall of Force: Wall is immune to damage.
Wall of Stone: Creates a stone wall that can be shaped.

6th-Level Altherian Artificer Spells

Acid Fog: Fog deals acid damage.
Ant magic Field: Negates magic within 10 ft.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency [F]**:** Sets trigger condition for another spell.
Disintegrate: Makes one creature or object vanish.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.
***Dominate Construct:** take control of a construct.
Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.
Guards and Wards: Array of magic effects protects area.
† **Presence of Master Smiths** [F, X]**:** Call upon past smiths to assist you in the creation of amazing weapons and armor.
† **Reanimate Construct** [M, X]**:** Partially repairs and reanimates a destroyed construct under your control.
Repulsion: Creatures can't approach you.
Restore Construct: Repair all damage to a construct.
Instant Summons [M]**:** Prepared object appears in your hand.
True Seeing [M]**:** Lets you see all things as they really are.
Flesh to Stone: Turns subject creature into statue.
Move Earth: Digs trenches and build hills.
Stone to Flesh: Restores petrified creature.
Transformation [M]**:** You gain combat bonuses. (Gear and Flesh)
Wall of Iron [M]**:** 30 hp/four levels; can topple onto foes.

Hedge Mage Spell List

All hedge mages have access to the following spells. Spells marked with an asterisk (*) are new spells found in this chapter. All the other spells listed below are found in *Core Rulebook I*.

0-Level Hedge Mage Spells

Arcane Mark: Inscribes a personal rune (visible or invisible).
Cure Minor Wounds: Cures 1 point of damage.
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Flare: Dazzles one creature (–1 on attack rolls).
Ghost Sound: Figment sounds.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Virtue: Subject gains 1 temporary hp.

1st-Level Hedge Mage Spells

Bane: Enemies take –1 on attack rolls and saves against fear.
Bless: Allies gain +1 on attack rolls and saves against fear.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Disguise Self: Changes your appearance.
Charm Animal: Makes one animal your friend.
Detect Curses: You can detect cursed creatures, items or places.
Charm Person: Makes one person your friend.
Command: One subject obeys selected command for 1 round.
Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements: Exist comfortably in hot or cold environments.
Hypnotism: Fascinates 2d4 HD of creatures.
Identify [M]**:** Determines properties of magic item.
* **Love Charm**: Cause one humanoid to fall in love with another.
Predict Weather: Predict the natural course of weather around you.
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.

2nd-Level Hedge Mage Spells

Alter Self: Assume form of a similar creature.
* **Bestow Curse, Lesser:** -2 to an ability score, -1 on attack rolls, saves, and checks, or –2 penalties on skill checks.
Blindness/Deafness: Makes subject blinded or deafened.
Calm Emotions: Calms creatures, negating emotion effects.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Thoughts: Allows "listening" to surface thoughts.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
* **Evil Eye:** This spell is similar to the spell eye bite, but it is less powerful and can affect only a single living creature.
Detect Thoughts: Allows "listening" to surface thoughts.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As *silent image*, plus some sound.
Scare: Panics creatures of less than 6 HD.
Speak with Animals: You can communicate with animals.
Whispering Wind: Sends a short message 1 mile/level.

3rd-Level Hedge Mage Spells

Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
* **Bestow Blessing:** You grant bonuses to those of your faith.
Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Contagion: Infects subject with chosen disease.
Create Food and Water: Feeds three humans (or one horse)/level.
Dispel Magic: Cancels spells and magical effects.
Heroism: Gives +2 on attack rolls, saves, skill checks.
Magic Circle against Chaos / Evil / Good / Law: As *protection* spells, but 10-ft. radius and 10 min./level.
* **Magic Circle Against Infernals**: This spell functions like a magic circle against evil, except that it affects infernal creatures instead of evil creatures.
* **Magic Circle Against Undead**:This spell functions
Remove Lesser Curse: Relieve less powerful curses.:
* **Retributive Strike:** When you are struck by a weapon, a weapon appears to strike back.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Suggestion: Compels subject to follow stated course of action.
Tiny Hut: Creates shelter for ten creatures.
Tongues: Speak any language.
Water Breathing: Subjects can breathe underwater.

4th-Level Hedge Mage Spells

Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.
Discern Lies: Reveals deliberate falsehoods.
Divination [M]**:** Provides useful advice for specific proposed actions.
Fear: Subjects within cone flee for 1 round/level.
Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Locate Creature: Indicates direction to familiar creature.
like a magic circle against evil, except that it affects undead creatures instead of evil creatures
* **Magic Circle of Elemental Retribution:** You create a barrier of elemental energy around yourself.
* **Magic Circle of Detonation:** You create a barrier of force around yourself.
* **Magic Circle of Stunning:** You create a stunning circle of protection.
* **Magic Circle of Torment:** you create a circle of protection that torments those who would cross it.
Minor Creation: Creates one cloth or wood object.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Polymorph: Gives one willing subject a new form.
Remove Curse: Frees object or person from curse.
Scrying [F]: Spies on subject from a distance.

5th-Level Hedge Mage Spells

Animal Growth: One animal/two levels doubles in size.
Animate Dead [M]: Creates undead skeletons and zombies.
Baleful Polymorph: Transforms subject into harmless animal.
Dream: Sends message to anyone sleeping.
Fabricate: Transforms raw materials into finished items.
Feeblemind: Subject's Int and Cha drop to 1.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Scrying, Greater: As *scrying*, but faster and longer.
Magic Jar [F]: Enables possession of another creature.
Major Creation: As *minor creation,* plus stone and metal.
Mirage Arcana: As *hallucinatory terrain,* plus structures.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Seeming: Changes appearance of one person per two levels.
Waves of Fatigue: Several targets become fatigued.

6th-Level Hedge Mage Spells

Animate Objects: Objects attack your foes.
Eyebite: Target becomes panicked, sickened, and comatose.
Find the Path: Shows most direct way to a location.
Geas/Quest: As *lesser geas,* plus it affects any creature.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Legend Lore [M F]: Lets you learn tales about a person, place, or thing.
Suggestion, Mass: As *suggestion,* plus one subject/level.
Mislead: Turns you invisible and creates illusory double.
Programmed Image [M]: As *major image*, plus triggered by event.
Transformation [M]: You gain combat bonuses
True Seeing [M]: Lets you see all things as they really are.
Control Weather: Changes weather in local area

7th-Level Hedge Mage Spells

* **Cadaverous Champion:** You mould corpses into a Flesh Golem which fights for you.
* **Call Down the Thunder:** You call down two columns of intense thunder, damaging and deafening your foes.
Creeping Doom: Swarms of centipedes attack at your command.
Finger of Death: Kills one subject.
Insanity: Subject suffers continuous *confusion*.
Liveoak: Oak becomes treant guardian
Repel Wood: Pushes away wooden objects.
Transport via Plants: Move instantly from one plant to another of the same kind.
* **Wraith Circlet:** Small wraiths circle your head, protecting you or damaging foes.

8th-Level Hedge Mage Spells

Antimagic Field: Negates magic within 10 ft.
Antipathy: Object or location affected by spell repels certain creatures.
Discern Location: Reveals exact location of creature or object.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Polymorph Any Object: Changes any subject into anything else.
Statue: Subject can become a statue at will.
Sympathy [M]: Object or location attracts certain creatures.
Trap the Soul [M F]: Imprisons subject within gem.
Waves of Exhaustion: Several targets become exhausted.

9th-Level Hedge Mage Spells

Earthquake: Intense tremor shakes 80-ft.-radius.
Foresight: "Sixth sense" warns of impending danger.
Refuge [M]: Alters item to transport its possessor to you.
Shapechange [F]: Transforms you into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Wail of the Banshee: Kills one creature/level.
Weird: As *phantasmal killer,* but affects all within 30 ft.

Shaman Spell List

All shamans have access to the following spells. Spells marked with an asterisk (*) are new spells found in this chapter. Spells marked with a dagger (†) are found in the *Player's Guide to Arcanis*. All the other spells listed below are found in *Core Rulebook I*.

0-Level Shaman Spells

Create Water: Creates 2 gallons/level of pure water.
Cure Minor Wounds: Cures 1 point of damage.
Detect Curses: You can detect cursed creatures, items or places.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (–1 penalty on attack rolls).
Ghost Sound: Figment sounds.
Guidance: +1 on one attack roll, saving throw, or skill check.
Inflict Minor Wounds: Touch attack, 1 point of damage.
Know Direction: You discern north.
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Touch of Fatigue: Touch attack fatigues target.
Virtue: Subject gains 1 temporary hp.

1st-Level Shaman Spells

Bane: Enemies take –1 on attack rolls and saves against fear.
Bless: Allies gain +1 on attack rolls and saves against fear.
Calm Animals: Calms (2d4 + level) HD of animals.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Charm Animal: Makes one animal your friend.
Command: One subject obeys selected command for 1 round.
Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Deathwatch: Reveals how near death subjects within 30 ft. are.
Detect Animals or Plants: Detects kinds of animals or plants.
Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Detect Snares and Pits: Reveals natural or primitive traps.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements: Exist comfortably in hot or cold environments.
Enlarge Person: Humanoid creature doubles in size.
Entropic Shield: Ranged attacks against you have 20% miss chance.
† **Glimpse of the Cauldron [M]:** Give your enemies a glimpse into the horrors of Beltine's Cauldron.
Ghostly Adversary: Target perceives illusionary enemy, believes himself flanked
Hide from Animals: Animals can't perceive one subject/level.

Hide from Undead: Undead can't perceive one subject/level.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Jump: Subject gets bonus on Jump checks.
Longstrider: Your speed increases by 10 ft.
Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
Obscuring Mist: Fog surrounds you.
Pass without Trace: One subject/level leaves no tracks.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Reduce Person: Humanoid creature halves in size.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary: Opponents can't attack you, and you can't attack.
Shield of Faith: Aura grants +2 or higher deflection bonus.
Sleep: Puts 4 HD of creatures into magical slumber.
Speak with Animals: You can communicate with animals.
Summon Monster I: Calls extraplanar creature to fight for you.
Summon Nature's Ally I: Calls creature to fight.

2nd-Level Shaman Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Augury M F**:** Learns whether an action will be good or bad.
Barkskin: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Calm Emotions: Calms creatures, negating emotion effects.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Find Traps: Notice traps as a rogue does.
Flame Blade: Touch attack deals 1d8 +1/two levels damage.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Gentle Repose: Preserves one corpse.
Gust of Wind: Blows away or knocks down smaller creatures.
Hold Animal: Paralyzes one animal for 1 round/level.
Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
Make Whole: Repairs an object.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Reduce Animal: Shrinks one willing animal.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-ft. radius.
Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
Spider Climb: Grants ability to walk on walls and ceilings.
Status: Monitors condition, position of allies.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Tree Shape: You look exactly like a tree for 1 hour/level.
Undetectable Alignment: Conceals alignment for 24 hours.
Warp Wood: Bends wood (shaft, handle, door, plank).
† **Wild Ride:** Enchant yourself and your mount to travel impossible distances.
Wood Shape: Rearranges wooden objects to suit you.
Zone of Truth: Subjects within range cannot lie.

3rd-Level Shaman Spells

Animate Dead M**:** Creates undead skeletons and zombies.
Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Blindness/Deafness: Makes subject blinded or deafened.
Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.
Contagion: Infects subject with chosen disease.
Create Food and Water: Feeds three humans (or one horse)/level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. radius of bright light.
Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
Dispel Magic: Cancels spells and magical effects.
Dominate Animal: Subject animal obeys silent mental commands.
* **Favor of Air:** You gain a variety advantages from the power of air.
* **Favor of Earth:** You gain a variety of advantages from the power of earth.
* **Favor of Fire:** You gain a variety of advantages from the power of fire
* **Favor of Life**: You gain a variety of advantages from the power of positive energy.
* **Favor of Water:** You gain a variety of advantages from the power of water.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
Locate Object: Senses direction toward object (specific or type).
Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.
Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).
Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Meld into Stone: You and your gear merge with stone.
Obscure Object: Masks object against scrying.
Phantom Steed: Magic horse appears for 1 hour/level.
Plant Growth: Grows vegetation, improves crops.
Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Quench: Extinguishes nonmagical fires or one magic item.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.
Ray of Exhaustion: Ray makes subject exhausted.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Remove Disease: Cures all diseases affecting subject.
Sleet Storm: Hampers vision and movement.
Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.
Snare: Creates a magic booby trap.
Speak with Plants: You can talk to normal plants and plant creatures.
Speak with Dead: Corpse answers one question/two levels.
Stone Shape: Sculpts stone into any shape.
Summon Monster III: Calls extraplanar creature to fight for you.
Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Shaman Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
Antiplant Shell: Keeps animated plants at bay.
Blight: Withers one plant or deals 1d6/level damage to plant creature.
Command Plants: Sway the actions of one or more plant creatures.
Control Water: Raises or lowers bodies of water.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to death spells and negative energy effects.
Dimensional Anchor: Bars extradimensional movement.
Discern Lies: Reveals deliberate falsehoods.
Dismissal: Forces a creature to return to native plane.
Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Imbue with Spell Ability: Transfer spells to subject.
Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
Magic Weapon, Greater: +1 bonus/four levels (max +5).
† **Nature's Gift:** Gain a +5 bonus on Spot, Search, and Listen checks for a short amount of time.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Restoration [M]: Restores level and ability score drains.
Rusting Grasp: Your touch corrodes iron and alloys.
Sending: Delivers short message anywhere, instantly.
Spell Immunity: Subject is immune to one spell per four levels.
Spike Stones: Creatures in area take 1d8 damage, may be *slowed.*
Summon Monster IV: Calls extraplanar creature to fight for you.
Summon Nature's Ally IV: Calls creature to fight.
Tongues: Speak any language.

5th-Level Shaman Spells

Atonement [F X]: Removes burden of misdeeds from subject.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Command, Greater: As *command,* but affects one subject/level.
Commune [X]: Deity answers one yes-or-no question/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
Insect Plague: Locust swarms attack creatures.
Raise Dead [M]: Restores life to subject who died as long as one day/level ago.
Righteous Might: Your size increases, and you gain combat bonuses.
Scrying [F]: Spies on subject from a distance.
Slay Living: Touch attack kills subject.
Spell Resistance: Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you.
Summon Nature's Ally V: Calls creature to fight.
True Seeing [M]: Lets you see all things as they really are.
Wall of Stone: Creates a stone wall that can be shaped.

6th-Level Shaman Spells

Animal Growth: One animal/two levels doubles in size.
Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
Baleful Polymorph: Transforms subject into harmless animal.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/ level.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Call Lightning Storm: As *call lightning,* but 5d6 damage per bolt.
Call the Restless Soul: Restless Spirits arrive to attack other creatures
Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Change wind direction and speed.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic,* but up to +20 on check.
Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.
Find the Path: Shows most direct way to a location.
Forbiddance [M]: Blocks planar travel, damages creatures of different alignment.
Geas/Quest: As *lesser geas,* plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Harm: Deals 10 points/level damage to target.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.
Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.
Stoneskin [M]: Ignore 10 points of damage per attack.
Summon Monster VI: Calls extraplanar creature to fight for you.
Summon Nature's Ally VI: Calls creature to fight.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Tree Stride: Step from one tree to another far away.
Undeath to Death [M]: Destroys 1d4 HD/level undead (max 20d4).
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Thorns: Thorns damage anyone who tries to pass.
Wind Walk: You and your allies turn vaporous and travel fast.

7th-Level Shaman Spells

Animate Plants: One or more plants animate and fight for you.
Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction [F]: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Fire Seeds: Acorns and berries become grenades and bombs.
Ironwood: Magic wood is strong as steel.
Move Earth: Digs trenches and builds hills.
Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
Refuge [M]: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repel Wood: Pushes away wooden objects.
Repulsion: Creatures can't approach you.
Restoration, Greater [X]: As *restoration,* plus restores all levels and ability scores.
Resurrection [M]: Fully restore dead subject.
Scrying, Greater: As *scrying*, but faster and longer.
Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Summon Monster VII: Calls extraplanar creature to fight for you.
Summon Nature's Ally VII: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wall of Stone: Creates a stone wall that can be shaped.

8th-Level Shaman Spells

Animal Shapes: One ally/level polymorphs into chosen animal.
Antimagic Field: Negates magic within 10 ft.
Control Plants: Control actions of one or more plant creatures.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft.-radius.
Finger of Death: Kills one subject.
Fire Storm: Deals 1d6/level fire damage.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Repel Metal or Stone: Pushes away metal and stone.
Reverse Gravity: Objects and creatures fall upward.
Scrying, Greater: As *scrying*, but faster and longer.
Spell Immunity, Greater: As *spell immunity,* but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Summon Nature's Ally VIII: Calls creature to fight.
Sunbeam: Beam blinds and deals 4d6 damage.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.

9th-Level Shaman Spells

Antipathy: Object or location affected by spell repels certain creatures.
Astral Projection [M]: Projects you and companions onto Astral Plane.
Energy Drain: Subject gains 2d4 negative levels.
Etherealness: Travel to Ethereal Plane with companions.
Foresight: "Sixth sense" warns of impending danger.
Gate [X]: Connects two planes for travel or summoning.
Heal, Mass: As *heal*, but with several subjects.
Implosion: Kills one creature/round.
Shapechange [F]: Transforms you into any creature, and change forms once per round.
Soul Bind [F]: Traps newly dead soul to prevent *resurrection*.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.
Summon Nature's Ally IX: Calls creature to fight.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Sympathy [M]: Object or location attracts certain creatures
Whirlwind: Cyclone deals damage and can pick up creatures.
Word of Recall: Teleports you back to designated place.

Spellblade Spell List

All spellblades have access to the following spells. Spells marked with an asterisk (*) are new spells found in this chapter. All the other spells listed below are found in *Core Rulebook I*.

1st-Level Spellblade Spells

Alarm: Wards an area for 2 hours/level.
Burning Hands: 1d4/level fire damage (max 5d4).
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Enlarge Person: Humanoid creature doubles in size.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Endure Elements: Exist comfortably in hot or cold environments.
Flame Blade: Touch attack deals 1d8 +1/two levels damage.
Jump: Subject gets bonus on Jump checks.
Mage Armor: Gives subject +4 armor bonus.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles.*
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
True Strike: +20 on your next attack roll.

2nd-Level Spellblade Spells

Protection from Arrows: Subject immune to most ranged attacks.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
* **Elemental Weapon:** Enchant a weapon with an element type.
Glitterdust: Blinds creatures, outlines invisible creatures.
See Invisibility: Reveals invisible creatures or objects.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
Blur: Attacks miss subject 20% of the time.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Darkvision: See 60 ft. in total darkness.
Fox's Cunning: Subject gains +4 Int for 1 min./level.
Spider Climb: Grants ability to walk on walls and ceilings.

3rd-Level Spellblade Spells

Dispel Magic: Cancels magical spells and effects.
Nondetection [M]: Hides subject from divination, scrying.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Phantom Steed: Magic horse appears for 1 hour/level.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC..
Displacement: Attacks miss subject 50%.
Blink: You randomly vanish and reappear for 1 round/level.
Flame Arrow: Arrows deal +1d6 fire damage.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge: Doubles normal weapon's threat range.
Magic Weapon, Greater: +1/four levels (max +5).
* **Spirit Bane:** Enchant a weapon with the ghost touch ability.
Magic Vestment: Armor or shield gains +1 enhancement/three levels

4th-Level Spellblade Spells

Dimensional Anchor: Bars extra dimensional movement.
Freedom of Movement: Subject moves normally despite impediments.
Dimension Door: Teleports you short distance.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Invisibility, Greater: As *invisibility,* but subject can attack and stay invisible.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Stoneskin [M]: Ignore 10 points of damage per attack.

Suromar Spell List

All suromari have access to the following spells. All the spells listed below are found in *Core Rulebook I*, except as noted.

[1] Denotes a spell from *Eldest Sons: the Essential Guide to Elves*
[2] Denotes a spell from the *Player's Guide to Arcanis*
[3] Denotes a spell from the *Expanded Psionics Handbook*
[4] Denotes a spell from *Unveiled Masters*

0-Level Suromar Spells

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 feet.
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs to an object.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Touch of Fatigue: Touch attack fatigues target.
Virtue: Subject gains 1 temporary hit point.

1st-Level Suromar Spells

[4] **Arcane Blade:** Subject's highest-level spell or power is expended without effect.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 feet.
Endure Elements: Exist comfortably in hot or cold environments.
Enlarge Person: Humanoid creature doubles in size.
Entropic Shield: Ranged attacks against you have a 20% miss chance.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 feet.
Feather Fall: Objects or creatures fall slowly.
[2] **Hardness:** Makes armor and weapons more difficult to damage.
Jump: Subject gets a bonus on Jump checks.
Mage Armor: Gives subject a +4 armor bonus.
Magic Weapon: Weapon gains a +1 bonus.
Obscuring Mist: Fog surrounds you.
Protection from Chaos / Evil / Good / Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
Reduce Person: Humanoid creature halves in size.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles.*
True Strike: +20 on your next attack roll.
Ventriloquism: Throws voice for 1 minute / level.

2nd-Level Suromar Spells

[4] **Accelerate Magic:** Make spells run through their durations more quickly.
Alter Self: Assume form of a similar creature.
Bear's Endurance: Subject gains +4 to Con for 1 minute / level.
[2] **Bleed:** Target bleeds for 1d4 points of damage per round.
Blur: Attacks miss subject 20% of the time.
Bull's Strength: Subject gains +4 to Str for 1 minute / level.
Cat's Grace: Subject gains +4 to Dex for 1 minute / level.
Darkness: 20-foot radius of supernatural shadow.
Darkvision: See 60 feet in total darkness.
[1] **Discern Mysteries:** Blue light outlines hidden doors, objects, compartments, and traps.
Detect Thoughts: Allows "listening" to surface thoughts.
Eagle's Splendor: Subject gains +4 to Cha for 1 minute / level.
[2] **Force Strike:** Ray of force deals 1d6 +2 per level damage.
Fox's Cunning: Subject gains +4 to Int for 1 minute / level.
Invisibility: Subject is invisible for 1 minute / level or until it attacks.
Glitterdust: Blinds creatures, outlines invisible creatures.
[3] **Glossolalia:** Cone-shaped shriek distracts smart foes, makes concentrating difficult.
Levitate: Subject moves up and down at your direction.
Mirror Image: Creates decoy duplicates of your (1d4 +1 per three levels, max 8).
Owl's Wisdom: Subject gains +4 to Wis for 1 minute / level.
Protection from Arrows: Subject immune to most ranged attacks.
Resist Energy: Ignore first 10 (or more) points of damage per attack from a specified energy type.
See Invisibility: Reveals invisible creatures and objects.
Spider Climb: Grants ability to walk on walls and ceilings.
Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
Web: Fills 20-foot radius spread with sticky spiderwebs.

3rd-Level Suromar Spells

Arcane Sight: Magical auras become visible to you.
Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
[4] **Brain Drain:** Drains a creature's Intelligence to increase your own.
Blink: You randomly vanish and reappear for 1 round / level.
Daylight: 60-foot radius of bright light.
Dispel Magic: Cancels magical spells and effects.
Fly: Subject flies at a speed of 60 feet.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Keen Edge: Doubles normal weapon's threat range.
Magic Circle Against Chaos / Evil / Good / Law: As protection spells, but 10-ft. radius and 10 min./level.
Magic Weapon, Greater: Weapon gains +1 bonus / 4 levels (max +5).
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
Ray of Exhaustion: Ray makes subject exhausted.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Shrink Item: Object shrinks to one-sixteenth size.
Sleet Storm: Hampers vision and movement.
Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.
[1] **Spectral Archers:** Ghostly archers deal 1d6/level damage when an ally makes a ranged attack.
Stinking Cloud: Nauseating vapors, 1 round / level.
[3] **Telepathic Bond, Lesser:** As *telepathic bond*, but you and one other creature.
Tongues: Speak any language.

4th-Level Suromar Spells

Arcane Eye: Invisible floating eye moves 30 feet / round.
Detect Scrying: Alerts you of magical eavesdropping.
Dimensional Anchor: Bars extradimensional movement.
Dimension Door: Teleports you a short distance.
Enervation: Subject gains 1d4 negative levels.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Freedom of Movement: Subject moves normally despite impediments.
Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.
Globe of Inulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Locate Creature: Indicates direction to a familiar creature.
[3] **Psychic Turmoil:** Invisible field leeches power points away.
Scrying [F]**:** Spies on subject from a distance.
Solid Fog: Blocks vision and slows movement.
[1] **Speak the Soul:** Compel subject to answer a single question, completely and honestly.
Stoneskin [M]**:** Subject gains damage reduction 10/adamantine.

5th-Level Suromar Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Feeblemind: Subject's Int and Cha drop to 1.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Mage's Transformation [M]**:** You gain combat bonuses.

Mind Fog: Subjects in fog suffer -10 on Wisdom checks and Will saves.
Passwall: Create passage through wood or stone wall.
[3] **Probe Thoughts:** Read subject's memories, one question / round.
Prying Eyes: 1d4 +1/level floating eyes scout for you.
[1] **Rescue:** Subject is magically transported to within 5 feet of your location.
Spell Resistance: Subject gains SR 12 + level.
Teleport: Instantly transports you as far as 100 miles / level.
Waves of Fatigue: Several targets become fatigued.
Wall of Force: Wall is immune to damage.

6th-Level Suromar Spells

Analyze Dweomer [F]**:** Reveals magical aspects of subject.
Acid Fog: Fog deals acid damage.
Antimagic Field: Negates magic within 10 feet.
Eyebite: Target becomes panicked, sickened, and comatose.
Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level effects.
[1] **Link** [M]**:** Transfer damage between yourself and one other creature.
Legend Lore [M, F]**:** Lets you learn about a person, place, or thing.
Mislead: Turns you *invisible* and creates illusory double.
[3] **Psychic Turmoil, Greater:** As *psychic turmoil*, but you gain power points as temporary hit points.
Slay Living: Touch attack kills subject.
True Seeing [M]**:** Lets you see all things as they really are.
[1] **Vampiric Earth:** Patch of ground (5 feet / level) slows and damages living creatures.
Waves of Exhaustion: Several targets become exhausted.

Warder Spell List

All warders have access to the following spells. Spells marked with an asterisk (*) are found in the book *Eldest Sons: The Essential Guide to Elves.* Spells marked with two asterisks (**) are new spells found in this chapter. All the other spells listed below are found in *Core Rulebook I.*

0-Level Warder Spells

Create Water: Creates 2 gallons/level of pure water.
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Flare: Dazzles one creature (–1 on attack rolls).
Ghost Sound: Figment sounds.
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.

1st-Level Warder Spells

Alarm: Wards an area for 2 hours/level.
* **Camouflage:** Hide in any natural terrain.
Charm Animal: Makes one animal your friend.
Deathwatch: Reveals how near death subjects within 30 ft. are.
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Jump: Subject gets bonus on Jump checks.
Longstrider: Increases your speed.
Magic Weapon: Weapon gains +1 bonus.
Mage Armor: Gives subject +4 armor bonus.
Obscuring Mist: Fog surrounds you.
Pass without Trace: One subject/level leaves no tracks.
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
True Strike: +20 on your next attack roll.
Ventriloquism: Throws voice for 1 min./level.

2nd-Level Warder Spells

Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Barkskin: Grants +2 (or higher) enhancement to natural armor.
Blur: Attacks miss subject 20% of the time
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Darkness: 20-ft. radius of supernatural shadow.
Daylight: 60-ft. radius of bright light.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Hold Animal: Paralyzes one animal for 1 round/level.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As *silent image*, plus some sound.
Protection from Arrows: Subject immune to most ranged attacks.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Scare: Panics creatures of less than 6 HD.
* **Scavenge:** search an area and find useful items
See Invisibility: Reveals invisible creatures or objects.
Shield Other [F]**:** You take half of subject's damage.
Speak with Animals: You can communicate with animals.
Tree Shape: You look exactly like a tree for 1 hour/level.
Zone of Truth: Subjects within range cannot lie.

3rd-Level Warder Spells

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Create Food and Water: Feeds three humans (or one horse)/level.
Diminish Plants: Reduces size or blights growth of normal plants.
Displacement: Attacks miss subject 50%.
Fear: Subjects within cone flee for 1 round/level.
Greater Magic Weapon: +1/three levels (max +5).
Gust of Wind: Blows away or knocks down smaller creatures.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge: Doubles normal weapon's threat range.
Magic Vestment: Armor or shield gains +1 enhancement/three levels.
Major Image: As silent image, plus sound, smell and thermal effects.
** **Mirror Legion:** As *mirror image*, except copies move to attack foes, confusing and flanking them
Nondetection: Hides subject from divination, scrying.
Plant Growth: Grows vegetation, improves crops.
Protection from Elements: Absorb 12 damage/level from one kind of energy.
* **Scavenger's Bounty:** You gain something you truly need.
Sleet Storm: Hampers vision and movement.
Speak with Plants: You can talk to normal plants and plant creatures.
Water Walk: Subject treads on water as if solid.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Warder Spells

Control Plants: Talk to and control plants & fungi.
Control Water: Raises, lowers, or parts bodies of water.
Discern Lies: Reveals deliberate falsehoods.
Freedom of Movement: Subject moves normally despite impediments.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, etc.).
Improved Scavenge: You find needed items of moderate value.

Polymorph Self: You assume a new form.
Repel Vermin: Insects stay 10 ft. away.
Shout: Deafens all within cone and deals 2d6 damage.
Solid Fog: Blocks vision and slows movement.
Status: Monitors condition, position of allies.
Stoneskin [M]**:** Subject gains damage reduction 10/adamantine.

5th-Level Warder Spells

Control Winds: Change wind direction and speed.
Dream: Sends message to anyone sleeping.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Insect Plague: Insect horde limits vision, inflicts damage, and weak creatures flee.
Mind Fog: Subjects in fog get -10 Wis, Will checks.
Mislead: Turns you invisible and creates illusory double.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As *major image*, but no concentration required.
Tree Stride: Step from one tree to another far away.
True Seeing: See all things as they really are.

6th-Level Warder Spells

Acid Fog: Fog deals acid damage.
Control Weather: Changes weather in local area.
Find the Path: Shows most direct way to a location.
*** Scavenge, Greater:** Search an area and find useful items.
Move Earth: Digs trenches and build hills.
Programmed Image: As *major image*, plus triggered by event.
Repel Wood: Pushes away wooden objects.
Repulsion: Creatures can't approach you.
Transport via Plant: Move instantly from one plant to another of the same species.
Veil: Changes appearance of group of creatures.
Wind Walk: You and your allies turn vaporous and travel fast.

New Spell Descriptions

Acid Bullets

Transmutation [Acid]
Level: Sor/Wiz 1
Casting Time: 1 standard action
Components: V, S, F, M
Range: Touch
Target: One sling bullet / 3 levels
Duration: 10 minutes/level or until discharged
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You transmute a single nonmagical sling bullet into a magical bullet that explodes with a shower of acid on impact. You must fire the bullet with a sling (you cannot throw it, nor is it triggered by being dropped, stepped on, etc.). Because the bullet only needs to make contact with its target to be effective, you make a ranged touch attack roll instead of a normal ranged attack roll. If you target a creature and the bullet misses then it is destroyed with no effect. Targeting a space requires an attack roll against AC 5 (you still suffer range increment penalties). If you target a space and miss then roll on the grenade-like weapons table from the core rules to determine where the bullet explodes.

Although the bullets are considered magical, they do not have an enhancement bonus for purposes of your attack roll, and the bullet's normal base damage is completely replaced by the acid damage from this spell. A successful hit with an *acid bullet* deals 1d4 points of acid damage per 3 caster levels (maximum 4d4) to the target and 1 point of acid splash damage to all creatures and unattended objects within 5 feet of the target.

At 4th level and for every three caster levels thereafter, you may create another bullet, to a maximum of five bullets at 13th level. The bullets retain their effectiveness if you give them to someone else. They revert back to normal bullets when the duration ends. The bullets are always destroyed when fired, whether they hit or miss.

Arcane Focus: A sling (which does not have to be magical) that the bullets are fired from.

Material Component: A drop of vinegar and the sling bullets to be transformed.

Acid Burn

Evocation [Acid, Fire]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 feet + 10 ft./level)
Area: 30-foot radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell produces an explosion of acid and fire that detonates with a low roar, dealing 1d6 points of damage per caster level (maximum 15d6) to all creatures and unattended objects within the area. Half of the damage dealt is fire and half is acid. *Acid burn* can set fire to combustibles within its area of effect, exactly as *fireball*.

You point your finger and determine the range (distance and height) at which the *Acid burn* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into an explosion of green-tinted flame at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

Material Component: A bloodstone and a vial of bitter tonic.

Access Feat

Enchantment [Mind-Affecting]
Level: Art 3, Bard 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You may steal knowledge from another creature's mind and immediately put that knowledge to use. This spell requires a successful melee touch attack. The target recieves a Will save to resist the effects. If the saving throw fails, you may choose one of the victim's General or Military feats, which is now considered to be one of your feats for the duration of the spell. You must meet the prerequisites for the feat you steal or you cannot use it (but you may steal it even if you know you cannot use it, simply to deny its use to your opponent). While you have access to the feat, your opponent may not use it, but he is not denied access to any of his other feats that require the stolen feat as a prerequisite. The loss of the stolen feat does not deny the target access to class abilities from classes that require the feat, but the target cannot actively use the stolen feat until the duration ends.

Example: Torrent val'Tensen uses *access feat* to "borrow" the Power Attack feat from an Orc Barbarian. The Orc can still use his Cleave feat, even though it has Power Attack as a prerequisite, but the Orc may not Power Attack for the duration of the spell. Torrent may only use the stolen Power Attack feat if he has a Strength score of at least 13.

Access Skill

Enchantment [Mind-Affecting]
Level: Art 3, Bard 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature Touched
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You may steal knowledge from another creature's mind and immediately put that knowledge to use. This spell requires a successful melee touch attack. The target recieves a Will save to resist the effects. If the saving throw fails, you may choose one of the victim's skills, which is now considered to be one of your skills for the duration of the spell. You may use this skill as if you had half the ranks the target has (round down). If you already have ranks in the stolen skill, then you gain an equivalent bonus. For the duration of the spell, the target is denied access to the stolen skill (he may still make untrained skill checks if the skill allows them). The target does not automatically lose any feats or abilities that have the stolen skill as a prerequisite, although the loss of the skill may mean that he cannot effectively use those feats or abilities.

Acidic Touch

Evocation [Acid]
Level: Asn 3, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

You clap your hands together while sounding a lugubrious burbling chant, and a layer of caustic acid erupts from your skin. You may now make normal melee attacks (not touch attacks) with your hands; you are considered armed while under the effects of this spell and your attacks do not provoke attacks of opportunity. A successful attack deals 1d6 points of acid damage plus 1 point per caster level (maximum +10). Each time you deal damage with this spell, the remaining duration is reduced by one minute. If you wield a weapon and attack with that weapon, the damage from this spell does not activate.

You are not considered to be concentrating or "holding the charge" of a touch spell while this spell is in effect, meaning that you may cast other spells and take other actions without ending this spell. Items that you hold in your hands are not damaged by the acid, although you may attack unattended objects or make sunder attempts against attended objects. You do provoke attacks of opportunity when making sunder attempts with your hands unless you also have the Improved Sunder feat.

Anathema

Illusion (Phantasm) [Compulsion, Mind-Affecting]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (see below)
Saving Throw: Will disbelief (see text)
Spell Resistance: Yes

This spell causes the target to see a figment drawn from the darkest depths of her imagination. She is compelled to attack this figment as if it were real. The victim may freely decide how she wishes to attack the figment, but she somehow knows that the more damage she deals, the more likely she is to destroy it. Any attacks that the victim makes are real attacks (she may not attack the figment for nonlethal damage) and everyone who can see her witnesses her slashing at the air, casting spells at a seemingly invisible foe, etc.

There is no initial saving throw against this spell, but each time the victim successfully deals damage to the figment, she recieves a Will save to disbelieve the effect. Only the target can see the figment, so her allies cannot help her destroy it, nor can they give her a bonus on her Will saves by claiming that the figment doesn't exist. No matter where the victim goes or which way she turns, the figment always seems to follow her, remaining 5 feet away and directly in front of her. Her normal vision is unaffected, so she will not (for example) accidentally place an area-effect spell so that it targets an ally in addition to the figment (though she may do so deliberately). The figment appears corporeal (i.e. there is no miss chance for the victim's attacks).

The figment has a base Armor Class of 10 + caster level, plus a deflection bonus equal to the caster's relevant ability score modifier (Intelligence for wizards, Charisma for sorcerers). The figment's saving throw modifier for any saving throw is equal to one-half the caster level (rounded down). Finally, the figment has hit points equal to 8 times the caster level. Because the figment isn't real, it is immune to magic, mind-affecting effects, non-lethal damage, stunning, paralysis, death from massive damage, ability damage, and ability drain, but the victim has no way of knowing that.

At the end of her turn, if the victim dealt any damage to the figment, it deals an equal amount of nonlethal damage to her. The victim sees this as the figment damaging her in whatever way is most appropriate for the type of being that she sees it as (clawing her if it is a beast, stabbing her if it is a warrior, casting spells at her if it is a magic-user, etc.). If the figment is destroyed, the target does not suffer any damage that round.

The figment disappears when one of the following conditions is met: the spell duration expires, the target falls unconscious, the fig-

ment is reduced to 0 hit points, or the target succeeds on a Will save to disbelieve the figment.

Anchor Soul and Psyche

Abjuration
Level: Clr 2, Pst 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

With this spell, the connection between a creature's mind and body is greatly strengthened, making it almost impossible to separate the two. It also provides greater protection versus mental and magical attacks that specifically target the mind and assists in defeating any attack which would cause the subject to act in a manner not of its own volition.

The subject of this spell recieves a +2 insight bonus on saves against charms, compulsions, mind-affecting effects, possession attempts, and any other attacks that influence the mind directly. The bonus increases to +3 at caster level 10, and to +4 at caster level 20.

Anshar's Eyes of Agony

Necromancy
Level: Clr 5 (Anshar), Pst 4 (Anshar), Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Perhaps no other God knows what true pain is more than Anshar. Just as She teaches Her faithful to endure agony, She also shows them how to inflict it. This spell bestows the power to debilitate a creature with a mere glance.

During the round in which you cast this spell, and once per round as a move action thereafter, you may target any single creature within Close range (25 feet + 5 feet per caster level) with your gaze. You need line of sight to the target, but you do not need line of effect. Creatures that are not using sight to perceive their surroundings (and are therefore immune to gaze attacks) are also immune to this spell.

When you target a creature with your gaze, it receives a Fortitude save; failure indicates that it is overcome with sickness and pain. This reduces the victim's movement to one-half normal (round down, minimum 5 feet), denies the victim any Dexterity bonus to AC, and lowers the victim's Strength by 8 points. These are all considered enhancement penalties, and do not stack with similar penalties. This spell cannot reduce a target's Strength below 1. The effects persist until the spell's duration ends, whereupon all affected creatures return to normal.

If you target a creature with your gaze and that creature succeeds on its saving throw, you may target the creature again on your next turn to force it to make another save. Should your own gaze be reflected back upon you, it has no effect. This is a feature of this spell only, and does not render you immune to any other gaze attacks that might be directed against you.

Antimagic Fog

Abjuration
Level: Sor/Wiz 7
Duration: 1 round / level

This spell operates exactly as an *antimagic field* except that the area of effect is identical to that of the *fog cloud* spell, and the affected area moves each round in the same way as a *fog cloud.* The vapors created by this spell are indistinguishable from those created by a *fog cloud* spell. Magical winds have no effect on the cloud created by this spell, but non-magical winds affect the fog in the same manner they affect *fog cloud*.

Arcane Replication

Divination
Level: Sor/Wiz 7
Components: V, S, M, XP
Casting Time: 1 minute
Range: Personal
Target: You
Duration: 1 day/level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

You observe another arcane caster casting a spell, or you observe the spell's aura while it is still active, and by means of this spell you temporarily become able to cast that spell yourself. The spell you observe must be of a level you are able to cast and must be on one of your class spell lists. You do not need to observe the casting of the spell at the time you are casting this spell, but you must cast this spell while the other spell's duration is active, or within one minute if the other spell's duration is instantaneous. You must correctly identify the spell that you wish to learn by succeeding on a Spellcraft check (normally DC 15 + spell level, although circumstances may dictate differently). The caster whose spell you are copying does not get a saving throw to resist this spell, even if he does not want you to learn how to copy his spell.

Once you have learned the spell, you may prepare and cast that spell as you would any other spell you know. You have access to the new spell for the duration of this spell. You prepare and cast the new spell at its normal level, not at the level of *arcane replication*. You lose all memory of the new spell once this spell's duration ends. You may not scribe spells learned in this fashion into your own spellbooks, nor may you use a spell that you learned in this fashion to meet any prerequisites for creating magic items, even if the creation time of the item (such as a scroll) would be less than the remaining duration of this spell.

Material Component: A tiny pair of cymbals and a pair of twin snakes.

XP Cost: 10 XP per level of the spell learned.

Ardent Skin

Transmutation [Fire]
Level: Clr 2, Drd 2, Priest 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Personal or touch
Target: You or creature touched
Duration: 1 round / level
Saving Throw: None (harmless)
Spell Resistance: Yes

Inspired by a Nierite monastic order, this spell causes the subject's skin to glow red hot. The spell inflicts fire damage upon living creatures that touch the subject or upon objects that the subject touches, as well as affording the subject a limited protection against fire-based attacks. Objects carried by the recipient of the spell are unharmed, but while this spell is in effect, the recipient endangers all others who wish to touch him, whether it is for benign or nefarious purposes.

The subject's skin radiates intense heat, dealing 1d6 points of fire damage +1 point per caster level (maximum +10) to any creature that touches him, or to any creature or object that he makes a successful unarmed strike (not a melee touch attack) against. Weapons, including projectiles, that strike the subject do not suffer fire damage as they are not in contact with his skin long enough. The spell's damage applies to all unarmed attacks made by or against the subject (including grapple checks) as well as to any attack made by or against the subject with a natural weapon. However, the subject is not considered armed strictly because of this spell, so his own attacks may provoke attacks of opportunity if he does not have natural weaponry or the Improved Unarmed Strike feat.

Furthermore, the subject of this spell gains resistance to fire equal to one-half the spell's caster level (rounded down, minimum 1). He also recieves a +1 bonus on all saves against fire- or heat-based attacks. He suffers an equal penalty on all saves against cold based attacks.

Artificer's Hammer

Evocation
Level: Art 1, Pst (Althares) 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft/ 2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A thin beam of red light springs from your clenched fist towards your chosen target, requiring a successful ranged touch attack. This ray deals 1d6 points of damage per caster level (maximum 5d6) to any construct that it hits. This spell does not allow SR, so it

Table: Aura of Faith

Key Alignment	Affected Foes	Secondary Effect
Chaotic	Lawful X	Confused 1 round, as confusion
Evil	X Good	1d6 points of temporary Strength damage
Good	X Evil	Blinded, as blindness/deafness
Lawful	Chaotic X	Slowed 1 round, as slow

Table: Bewildering Aura

Hit Dice	Effect
Equal to Caster Level	Dazed
Up to Caster Level – 1	Confused, dazed
Up to Caster Level – 5	Stunned, confused, dazed
Up to Caster Level – 10	Unconscious, stunned, confused, dazed

ignores any magical immunities that the construct may have. The *artificer's hammer* also ignores any damage reduction or hardness that the target may possess by virtue of the material of its construction.

This spell can also be used to damage unattended objects, dealing 1d4 damage per caster level (maximum 5d4) to them (ignoring hardness). It cannot be used to damage attended objects, including worn armor and weapons, or any other held or carried object.

Aura of Faith

Abjuration [Alignment-Keyed]
Level: Holy 8, Honor 8
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by creatures of an opposed alignment, and causing creatures of an opposed alignment to suffer ill effects when they strike the subjects.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers the spell's effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the spell's effects if it is lawful good, neutral good, or chaotic good. A creature whose alignment is not diametrically opposed to the key alignment is unaffected by this spell, except as noted below.

This abjuration has four effects:

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on all its saving throws. This benefit applies against all attacks, not just against attacks by creatures of the diametrically opposed alignment.

Second, each warded creature gains spell resistance 25 against all spells with the opposed alignment descriptor and all spells cast by creatures of the diametrically opposed alignment.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does. This benefit applies regardless of the alignment of the creature that is attempting to possess or mentally influence a subject.

Finally, if a creature of the diametrically opposed alignment succeeds on a melee attack against a warded creature, the offending attacker suffers the listed secondary effect (Fortitude save negates, but against this spell's save DC).

In Arcanis, this spell replaces the following spells from the core rules: *cloak of chaos* (which becomes Aura of Faith [Chaotic]); *holy aura* (which becomes Aura of Faith [Good]); *shield of law* (which becomes Aura of Faith [Lawful]); and *unholy aura* (which becomes Aura of Faith [Evil]).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Battle's Rage

Transmutation [Mind-Affecting]
Level: Brd 2, Clr 3, HC 1, Pal 1, Sor/Wiz 3
Components: V
Casting Time: 1 standard action
Range: Personal
Duration: 1 round /level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Calling upon the passion of the heart, this spell empowers the caster with a powerful rage that is drawn directly from the fires that burn within his soul. Creatures without souls, such as constructs, cannot benefit from this spell. This spell is most highly favored by worshippers of Nier, but the followers of Hurrian as well as some arcane casters have also found use for this spell.

You receive a +4 enhancement bonus to Strength and Constition for the duration of the spell. You also receive a +2 morale bonus on saves against fear.

Bewildering Aura

Illusion (Pattern)
Level: Brd 5, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Area: 10-ft radius sphere around the creature or object touched
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a chaotic pattern of light, sound, heat, and smell centered on a creature or object that you touch. The area of effect moves if the creature or object moves. The pattern fills a ten-foot radius sphere around the target. Because the spell creates false sensory input of all conceivable types, even those creatures that do not use sight to perceive their surroundings are affected. The target is immune to the spell's effects, but all other creatures who enter the area are subject to the following effects, as determined by their Hit Dice. All effects are cumulative and concurrent.

A creature whose Hit Dice exceeds the spell's caster level is completely unaffected. All other creatures receive a Will save to negate the spell's effects. If a creature succeeds on its Will save but remains within the area of effect, it must attempt another Will save at the start of its next action.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Confused: The creature acts as if under the effects of a *confusion* spell for 1d4 rounds. This aspect of the spell is considered a mind-affecting compulsion effect.

Stunned: The creature is stunned for 1d6 rounds.

Unconscious: The creature falls unconscious for 1d10 minutes.

Each creature can only be affected once per casting by this effect. (In other words, if a creature fails its save and suffers the listed ill effects, but it remains in the area of effect, that creature is thereafter immune to the spell and does not need to make additional saving throws.) While the aura only lasts for one round per caster level, the effects of the spell may extend beyond the end of the spell.

Belisarda's Elemental Blood

Conjuration (Summoning)
Level: Clr 5 (Belisarda), Drd 5 (Belisarda), Pst 5 (Belisarda), Sor/Wiz 5 (Belisarda)
Components: V, S, M
Casting Time: 1 full-round action
Range: 10 feet
Effect: One summoned elemental
Duration: 1 round / level (D)
Saving Throw: None
Spell Resistance: No

This spell may only be cast by an Elorii (other than an Ardakene) who worships Belisarda. The Elorii taps into his fundamental elemental nature to summon forth an elemental that corresponds to his bloodkine. In order to provide the material component necessary for the spell to function, the caster must have been struck for hit point damage (not including temporary hit points) by a piercing and/or slashing attack during the previous round. If more than one creature dealt piercing and/or slashing damage to the caster during the preceding round, then the creature that did the most total damage to the Elorii during the round will be the "target" of this spell.

This spell summons a Large elemental of the appropriate type (earth for Mârokene, air for Osalikene, fire for Kelekene, or water for Berokene). This elemental may appear anywhere within 10 feet of the Elorii, and immediately moves to attack the creature that shed the caster's blood. The elemental will attack no other creature until it has defeated its initial target, and it gains a +2 sacred bonus on attack and damage rolls until that task has been accomplished. Once the initial target has been knocked unconscious or killed, the elemental follows the Elorii's orders and behaves like any other summoned creature for the rest of the spell's duration. This spell has an elemental subtype that corresponds to the summoned elemental.

Material Component: The caster's own blood, shed from a cut freshly inflicted by an enemy.

Beltine's Baneful Threnody

Evocation [Sonic]
Level: Clr 6 (Beltine), Priest 6
Components: V, DF
Casting Time: 1 standard action
Range: 60 feet
Area: Cone-shaped burst
Duration: Instantaneous or 1 round / level (see text)
Saving Throw: Will half or Will negates (see text)
Spell Resistance: Yes

The worshippers of Beltine created this spell to destroy or incapacitate undead creatures. Although Beltine's dominion is that of the spirit, this spell affects both corporeal and incorporeal undead (but in different ways; see below). The verbal component of this spell involves the caster shouting words of hatred and loathing towards the undead. Her words are converted by the spell's magic into a cone of sonic energy that slams into the undead. Unlike many spells that are designed to combat undead, this spell affects both positive-energy and negative-energy undead with equal strength.

Against corporeal undead, the sonic energy creates an instantaneous disruption within the creature's flesh, inflicting 1d6 points of sonic damage per caster level (maximum 15d6). Each corporeal undead creature within the area of effect receives a Will save for half damage.

Against incorporeal undead, the spell attacks the creature's dual nature (between the Material Plane and the Ethereal Plane), forcing the creature to fully manifest itself on one plane or the other (caster's choice). If the caster chooses to force an incorporeal undead into the Material Plane, it loses all of the benefits of being incorporeal for 1 round per caster level. If the caster chooses to force the undead into the Ethereal Plane, then it cannot affect or be affected by creatures on the Material Plane in any way (except with force effects or *ghost touch* items) for 1 round per caster level. Each incorporeal undead within the area of effect receives a Will save to negate the spell's effects.

If there is a mixture of corporeal and incorporeal undead within the area effect, each undead creature is affected according to its own type. When affecting incorporeal undead, the caster must choose as part of casting the spell whether the creatures will be forced into the Material Plane or the Ethereal Plane and all targets who fail the saving throw are affected in the same way (in other words, the caster cannot send some to one plane and the rest to the other plane).

This spell has no effect on creatures (whether corporeal or incorporeal) that are not undead.

Bestial Nature

Transmutation
Level: Clr (Saluwe) 5, Drd 4, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One willing creature touched
Duration: 1 round / level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell greatly dimishes a creature's social and mental capabilities and converts those aspects into physical enhancements, turning the subject into a dim-witted but powerful brute. The subject of this spell has its Intelligence, Wisdom, and Charisma scores reduced to 5 for the spell's duration, and it gains a +4 enhancement bonus to its Strength, Dexterity, and Constitution scores. In addition, the subject's skin thickens like that of a wild animal, granting it a +2 natural armor bonus.

If any of the ability scores that would be lowered by this spell is already less than 6, then that ability score remains unchanged, and one of the ability scores that would have been enhanced receives no bonus. For example, when casting this spell on a character with an Intelligence of 8, a Wisdom of 6, and a Charisma of 3, the subject's Intelligence and Wisdom would be lowered to 5, and its Charisma would stay the same. Because there was nothing to gain by lowering the subject's Charisma, there is only enough energy to enhance two of the subject's physical attributes, so the caster must choose which of Strength, Dexterity, and Constitution does not receive an enhancement bonus.

Material Component: A small piece of brain and hide from a wild animal.

Bestow Blessing

Enchantment (Compulsion) [Mind-Affecting]
Level: HC 3, HdM 3, Pal 3, Pri 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched (other than the caster)
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By means of this spell you place a powerful blessing upon one of the faithful. This spell is only effective when cast upon a creature with an Intelligence score of 3 or higher that worships the same God as you do. You may not cast this spell upon yourself.

When casting this spell you may pick one of the following effects to bestow upon the subject:

+4 enhancement bonus to any one ability score for 10 minutes per caster level

+2 holy bonus on attack rolls, ability checks, and skill checks for 1 minute per caster level

+4 holy bonus to Armor Class and saving throws for 1 minute per caster level.

Bestow Lesser Curse

Necromancy
Level: Adept 2, Hedge Mage 2, Sor/Wiz 2, Eht 2
Components: V, S
Casting Time: 1 full-round action
Range: Touch
Target: Creature touched
Duration: One day
Saving Throw: Will negates
Spell Resistance: Yes

You place a curse on the subject. This spell is similar to *bestow curse*, except that the casting time is longer, the duration is shorter, and the curses are less baleful. The subject receives a Will save to negate the curse's effects. If the curse takes hold, choose one of the following three effects:

–2 penalty to any of the subject's ability scores (minimum 1).

–1 penalty on attack rolls, saving throws, ability checks, and skill checks.

–5 penalty on skill checks for one specific skill.

You may also invent your own curse, but it should be no more powerful than those described above.

The lesser curse bestowed by this spell can be dispelled, and it also can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, *remove lesser curse*, or *wish* spell.

Bestow lesser curse may be used to counter *remove lesser curse*.

Bitter Kiss of Fall

Conjuration (Creation) [Earth]
Level: Clr 5 (Saluwé), Drd 5, Pst 5 (Saluwé)
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Calling upon the power of the harvest and multiplying it to devastating effect, you generate an area where hundreds of thorn-filled weeds burst out of the ground, slashing at and entangling everything within reach. This spell may only be cast outdoors, but there does not need to be any existing vegetation in the area of effect.

Every creature within the area of effect must make a grapple check, opposed by the grapple check of the weeds. Treat the weeds as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, the weeds have a grapple check modifier equal to your caster level plus 8. The weeds instantly grow to replace any that are destroyed, so creatures are unable to free themselves by inflicting damage upon the weeds.

The weeds are considered to have a reach of 20 feet, so they may attempt to grapple flying creatures within the area that are too close to the ground, but their reach is constrained to remain within the area of effect, so they may not attempt to grapple creatures that have moved outside of the spell's radius.

Once the weeds grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of slashing damage. The weeds continue to slash the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the weeds. Furthermore, the entire area of effect is considered difficult terrain. Even creatures who aren't grappling with the weeds may move through the area at only half normal speed.

Material Component: A leaf fallen from a tree during a harvest festival.

Bitter Kiss of Spring

Evocation [Air]
Level: Clr 5 (Hurrian), Drd 5, Pst 5 (Hurrian)
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: One or more blasts of air
Duration: 1 round/level
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Calling upon the power of a spring breeze and multiplying it to devastating effect, you create an intense gust of wind that strikes creatures with enough force to snap bone and send even the strongest of opponents reeling.

When you cast this spell, you gain the ability to generate one blast of wind, plus one additional blast per 5 caster levels (maximum of 5 blasts total at 20th level). You may project one blast per round as a move action. Blasts that you do not use before the spell's duration expires are wasted.

When you project a blast, you choose a single target creature within range. That creature is slammed by a magical wind that is the equivalent of a 60 mph gust. The blast deals 6d6 points of damage (Reflex half) and makes an immediate bull rush attempt against the target creature. Treat the blast as if it were a Large creature with a Strength of 18 that had just charged the target. If the bull rush succeeds, the blast pushes the target as far back as it can, and the target is knocked prone (or driven to the ground if it is flying).

Material Component: A flower petal taken from a night-blooming jasmine.

Bitter Kiss of Summer

Evocation [Fire]
Level: Clr 5 (Nier), Drd 5, Pst 5 (Nier)
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: One or more blasts of heat
Duration: 1 round / level
Saving Throw: See text
Spell Resistance: Yes

Calling upon the power of summer's hottest day and multiplying it to devastating effect, you generate a blast of intense heat that smashes into your foes.

When you cast this spell, you gain the ability to generate one blast of heat, plus one additional blast per 5 caster levels (maximum of 5 blasts total at 20th level). You may project one blast per round as a move action. Blasts that you do not use before the spell's duration expires are wasted.

When you project a blast, you choose a single target creature within range. That creature is slammed by a wave of heat for 6d6 points of fire damage (Reflex half). The creature must also attempt a Fortitude save (regardless of the success or failure of the Reflex save). If the Fortitude save succeeds, the target suffers a momentary heat stroke, which inflicts a -1 penalty on its attack rolls, damage rolls, and Armor Class for 1 round. If the Fortitude save fails, the heat stroke is much more severe; the target is dazed for 1d4 rounds, during which time it may take no actions and it suffers a -2 penalty to AC.

Creatures that are immune to fire are immune to the effects of this spell. Creatures that have a particular vulnerability to fire (such as those with the Cold subtype) suffer a -2 penalty on their saving throws.

Material Component: A stone found in the cracked mud of a dry river bed or a chunk of cooled lava.

Bitter Kiss of Winter

Evocation [Cold]
Level: Clr 5 (Yarris), Drd 5, Pst 5 (Yarris)
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: One or more blasts of cold
Duration: 1 round / level
Saving Throw: See text
Spell Resistance: Yes

Calling upon the power of winter's bitter chill and multiplying it to devastating effect, you generate a blast of intense cold that smashes into your foes.

When you cast this spell, you gain the ability to generate one blast of cold, plus one additional blast per 5 caster levels (maximum of 5 blasts total at 20th level). You may project one blast per round as a move action. Blasts that you do not use before the spell's duration expires are wasted.

When you project a blast, you choose a single target creature within range. That creature is momentarily encased in frost and ice, suffering 6d6 points of cold damage (Reflex half). The creature must also attempt a Fortitude save (regardless of the success or failure of the Reflex save). If the Fortitude save succeeds, the target suffers a momentary bout of frostbite, which inflicts a -1 penalty on its attack rolls, damage rolls, and Armor Class for 1 round. If the Fortitude save fails, the frostbite is much more severe; the target is slowed (as the *slow* spell) for 1d4 rounds.

Creatures that are immune to cold are immune to the effects of this spell. Creatures

that have a particular vulnerability to cold (such as those with the Fire subtype) suffer a -2 penalty on their saving throws.

Material Component: A leafless twig or branch picked from a deciduous tree during the winter season.

Blindness, Greater

Transmutation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes

On a successful melee touch attack the victim's eyes are completely destroyed, leaving gaping, bleeding wounds. The victim also takes 1d12 points of damage per eye that was lost and is stunned for 1 round.

Restoring the victim's sight requires powerful magic, well beyond that of even a *heal* spell. The effects of this spell can be only be negated by *wish* or *miracle*. If a creature that has been affected by this spell is killed and brought back to life, then the new body will have its normal complement of eyes.

Material Component: A porcelain eyeball valued at 1,000 gp, which is crushed in the casting.

Blood Whip

Necromancy
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Target: One bleeding creature
Range: Close (25 ft. + 5 ft. / 2 levels)
Duration: 1 round / level
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

This spell, a favorite amongst arcane casters with a knack for using blood-based magic, converts a wounded creature's blood into a weapon against it. To be a valid target for this spell, a creature must have blood, must have taken hit point damage (not including temporary hit points) during the current encounter, and must not be immune to critical hits.

If all the conditions are met, the magic of the spell draws out a measure of the target's blood and hardens it into a whip-like weapon. Starting on the round after the spell is cast, at the beginning of the caster's action, the whip lashes at the target, who must succeed on a Fortitude save or suffer 1d6 points of damage + 1 point per caster level (maximum +5). The *blood whip* moves wherever the target does and is not considered to be occupying a space. The whip does not threaten, make attacks of opportunity, or provide flanking, nor does it do anything other than continue to lash the target creature until the spell's duration expires. The caster does not need to concentrate to maintain the spell once it has locked onto its target. Once cast, the spell cannot be shifted to a different target, nor can a single creature be the target of more than one *blood whip* at any time.

Even if the target is reduced below 0 hit points, the *blood whip* continues to lash it until it is dead or the spell's duration ends. (Remember that even an unconscious creature still gets a Fortitude saving throw to avoid each round of damage, however.) If the target dies or receives any form of magical healing while this spell is still active, then the *blood whip* is immediately dispelled.

Brimstone

Conjuration [Fire]
Level: Clr 9, Pst 9, Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Effect: A 20-ft. radius burst of flame, followed by a 30-ft. high cloud which spreads in 30-ft. radius
Duration: Instantaneous, then 1 round / level (see text)
Saving Throw: Reflex half (fire effect) and Fortitude partial (cloud effect) (see text)
Spell Resistance: Yes

This spell brings forth a blossom of sickly orange flame drawn from the depths of the Infernal Planes. When the spell is initially cast, all creatures within a 20-foot radius burst suffer 15d6 points of damage (Reflex save for half damage). Half the damage dealt by this spell is considered fire damage and the other half is considered unholy damage.

One round later, at the start of the caster's next action, a sickly black fog boils up from the center point of the fire burst, forming a 30-foot high cloud with a 30-foot radius. This acts exactly like the *cloudkill* spell in terms of its effects and the subsequent movement of the vapors.

Celestial creatures, half-celestial creatures, and outsiders with the Good subtype are particularly vulnerable to this spell. They suffer a -2 profane penalty on their saving throws, and the initial fire burst deals an extra 5d6 points of damage to them (for a total of 20d6).

Infernals (including half-fiendish creatures, but not including dark-kin and other Tainted creatures that do not have the Infernal type) and outsiders with the Evil subtype are immune to this spell.

Material Component: A vial of blood from an Infernal.

Brainstorm

Divination [Language-Dependent]
Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 minute
Range: Personal
Target: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes / level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The caster and other willing creatures within 30 feet can link their minds and pool their collective thoughts and experiences to gain greater insight into a problem. All creatures participating in this spell must have an Intelligence score of 11 or higher and each participant must share a language with at least one other participant. For example, three Elorii and a dwarf cannot all participate in a *brainstorm* together unless either the dwarf speaks Elorii or at least one of the Elorii speaks dwarven.

Upon casting the spell, the collective Intelligence modifiers of all the participants are combined into a communal knowledge pool. This pool can then be used by the group as a whole to make Knowledge skill checks and Intelligence ability checks. When a Knowledge check is called for, the individual who possesses the highest number of ranks in that skill makes the check as normal, but he gains a bonus equal to the sum of all the Intelligence modifiers of all the other creatures participating in the *brainstorm*. When an Intelligence check is called for, the individual who possesses the highest Intelligence score makes the check, gaining a bonus equal to the sum of the Intelligence modifiers of the other participants.

If more than one participant has the same number of ranks in a particular Knowledge skill or the same Intelligence score, then roll randomly to determine which of them will make the relevant checks.

This spell does not allow untrained Knowledge checks to be made, so at least one person in the group must have at least one rank in a particular Knowledge skill for the group as a whole to be able to benefit from that skill. However, the communal Intelligence pool may be applied even if only one person in the group is actually trained in a particular skill. Because all of the participants are actively considered to be assisting one another at all times, it is not possible for the members of the group to make individual skill checks to aid one another, nor is it possible for individuals who are not a part of the *brainstorm* to assist (or be assisted by) the participants on checks made by the shared mind, as the telepathic flow of thoughts and suggestions moves much too quickly for any outsider to follow.

The caster may end the *brainstorm* for all participants at any time. The spell also ends for any individual participant if that individual moves more than 30 feet away from any other participant.

Individuals who participate in a *brainstorm* may not participate again until at least 12 hours have passed, as the amount of concentration required to maintain the link is very taxing.

Material Component: A piece of brain matter from a fox.

Buffet

Evocation [Air]
Level: Clr 2, Drd 2, Pst 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100ft. + 10 ft. / level)
Target: One flying creature / 5 levels
Duration: 1 round / level
Saving Throw: Reflex negates
Spell Resistance: Yes

Considered the bane of flying creatures and a boon for those who are land-bound against such attackers, this spell creates patches of turbulent air that follow the designated targets and strike them repeatedly whenever they are flying or levitating. Creatures that are not currently flying may not be targeted by this spell, even if they have the capability of flight. However, a flying creature may be targeted even if it is but one inch above the ground.

Each target receives a Reflex save to avoid being affected by this spell. If the save succeeds, then the target's flying speed is reduced by 10 feet for the next round, and it cannot use the charge or run actions while airborne during that round, but it suffers no other ill effects.

If the save fails, the target's flying speed is reduced by 10 feet and it cannot use the charge or run actions while airborne for the duration of the spell. Furthermore, the turbulent air deals 4d4 points of damage to that creature on its action during the first round and 2d4 points of damage per round on its action thereafter for the remainder of the spell. The only way for the creature to avoid the ongoing damage is to land on solid ground (in any round in which the creature uses its fly speed for movement or hovers in midair, it takes damage; in any round in which the creature uses only its land speed or stands still, it takes no damage).

The caster can target one creature, plus one additional creature per 5 caster levels (to a maximum of five creatures total at 20th level).

Material Component: A piece of cloth that has been torn or sheared by natural winds, such as an old flag or banner.

Bury

Transmutation [Earth]
Level: Clr 5, Drd 4, Pst 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One creature of Large size or smaller
Duration: 1 round / level
Saving Throw: Reflex negates
Spell Resistance: Yes

By reaching out and touching a creature that is standing upon solid ground, you may cause that creature to become swallowed up by the earth and dragged down into an impromptu grave. The ground must be natural; whether you are indoors or outdoors does not necessarily matter, but the spell does not function if the creature isn't touching the earth or is standing on worked stone (such as a cobblestone road, a worked-stone dungeon floor, etc.) A creature standing on bare earth is affected even if the earth has been deliberately shaped in some fashion (such as a dirt road). A creature standing inside a house with a solid plank wooden floor would not be affected, but a creature standing inside a hut with a dirt floor would be (even if the floor were covered with rushes or furs). Creatures whose size category is Huge or larger cannot be affected by this spell. A creature under the effects of *freedom of movement* cannot be affected by this spell. A creature with a natural burrowing speed cannot be affected by this spell.

You must succeed on a successful melee touch attack against the target creature, which then receives a Reflex save to negate the spell's effects. If the saving throw fails, the victim is immediately sucked into the ground, sinking below the top of her head, and the very bones of the earth begin to grind her to dust. The victim cannot move or speak and is considered helpless, as if she were under the effect of a *hold person* spell, meaning that she may take no actions other than purely mental actions. The victim also has no air to breathe (which may not be a problem for some creatures).

Each round at the start of your action, starting on the round after you cast the spell, the grinding earth deals 3d6 points of bludgeoning damage to the victim. This is considered continuous damage, which forces the victim to succeed on a Concentration check in order to take even a purely mental action. Unlike most spells, the damage from this spell does not automatically ignore a creature's DR. It is treated as magic bludgeoning damage for DR purposes.

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

An ally may aid the affected creature by digging her out; this is considered a full-round action that provokes attacks of opportunity, and the ally must succeed on a DC 20 Strength check to pull the victim free. For each consecutive round of digging, the ally gains a +2 cumulative bonus on his Strength checks to pull the victim out of the ground.

Cadaverous Champion

Conjuration (Creation)
Level: Sor/Wiz 7, Hedge Mage 7
Components: V, S, M
Casting Time: 1 round
Targets: At least 10 corpses, none of which can be more than 10 ft. apart
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One summoned flesh golem
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell uses the accumulated necromantic energies associated with a pile of corpses to create a temporary flesh golem (see *Core Rulebook III*) that will fight for you or perform other appropriate tasks. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell creates a telepathic link between you and the golem so that it can understand your instructions clearly.

At the end of the spell's duration or when the golem is reduced to 0 hit points, it collapses back into the individual corpses that composed it prior to the spell's casting. Corpses that are used to cast this spell lose most of their consistency and can never be used to cast this spell again, nor can they be animated via spells such as *animate dead* or spoken to via spells such as *speak with dead*.

Material Component: A cluster of at least 10 corpses. They need not be of the same species, but all must be of at least Medium size.

Cadaverous Form

Necromancy
Level: Clr 1 (Neroth), Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Effect: Personal
Target: You
Duration: 10 minutes / level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

This spell causes your skin to wither and turn to the sickly gray color of a long-dead corpse. You appear in all ways as a zombie of your own size and species. Necromancers often use this spell to hide among the undead. It can also be used to cause enemies to expend their anti-undead magic and items uselessly against the (living) necromancer instead of his servitors. The thick leathery skin provides you with a +2 natural armor bonus (or a +2 enhancement bonus to your existing natural armor) and a +10 circumstance bonus on Disguise checks made to look like a zombie.

Cadic's Chicanery

Transmutation
Level: Clr 3 (Cadic), Pst 3 (Cadic), Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Target: One Creature
Range: Close (25 ft. + 5 ft. / 2 levels)
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Cadic is often portrayed as the Dark Trickster, so it is no surprise that spells like this one are named in his honor. This spell permits the caster to possibly steal an active

spell from a target creature. The target receives a Will save to negate this spell's effects. If the save fails, then a magical bond forms that allows you to identify all the active spells on the target with a range of Touch or Personal. You automatically know the number of active spells of the appropriate type and the relative strength of each spell (as per *detect magic*). You must succeed on a Spellcraft check to identify each of these spells in more detail. If you beat a DC of 15 + the spell level, you can identify the school of a particular spell. If you beat a DC of 25 + the spell level, you know exactly which spell it is.

Once you have identified (or failed to identify) the active spells, you choose one of them to steal and attempt a caster level check against a DC of 11 + the target spell's caster level. You may only steal a spell if you were at least able to identify its school. If you succeed on the caster level check, the chosen spell is immediately transferred to you and has its full effects for the remainder of its duration. You are considered to be the recipient (but not the caster) of the spell for all purposes, exactly as you would have been if the spell had been cast upon you in the first place. You do not gain the ability to dismiss the spell, and the original caster cannot dismiss it either after you have stolen it. (If the stolen spell has a duration of Permanent, then it reverts back to the creature you stole it from after 24 hours.)

Material Component: The body of a dead leech.

Cadic's Shroud

Transmutation
Level: Clr 3 (Cadic), Pst 3 (Cadic)
Components: V, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One object or fixed point
Effect: 30-ft. radius emanation from the target
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell creates a zone where no light source will function. It is primarily useful for situations where one side has to rely on light sources while the other side has darkvision but not the ability to see through magical darkness. You can fix the effect to a specific point or to an object (such as a coin) but not to a creature or to an attended object. While it does not create its own darkness or shadowy illumination, only light coming from a source outside the spell's area of effect will suffice to illuminate the area. (For obvious reasons, casting this spell outdoors on a sunny day is not a particularly useful tactic.) Non-magical light sources brought into the area cease functioning until they are back outside the area. Though *Cadic's shroud* is not an Evocation [Darkness] effect, it is treated as such for purposes of interaction with spells that create light. Therefore, magical light sources also cease functioning within the area unless they are created by a spell or effect whose level is higher than this spell's level.

Without a source of external illumination, all creatures in the area of effect without darkvision are effectively blinded, as total darkness prevails within. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Cadic's shroud counters and dispels any spell with the [Light] descriptor of an equal or lower level, including *light* and *daylight*.

Call Down the Thunder

Evocation [Sonic]
Level: Clr (Hurrian) 7, Drd 8, Eht 7, Pst 7 (Hurrian), Sor/Wiz 8, Hedge Mage 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: Cylinder (10 ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Calling upon either the powers of nature or the wrath of the Storm Lord, you are able to bring down thunder from the heavens. All creatures within the spell's area of effect suffer 1d6 points of sonic damage per caster level (maximum 20d6). A Reflex save is allowed for half damage. Creatures failing the Reflex save must then succeed on a Fortitude save or be stunned for 1d4 rounds.

Material Component: A tiny funnel and a small drum.

Call the Restless Soul

Conjuration (Calling) [Evil]
Level: Clr 7 (Beltine, Neroth), Shm 6, Sor/Wiz 7 (val'Mordane, val'Ishi)
Components: V, S, M
Casting Time: 1 round
Range: Close (25ft. + 5ft. / 2 levels)
Effect: Called undead creatures
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When casting this spell, you tear at the very fabric of reality, allowing restless spirits to come into this world. The creatures called in this way will not harm the caster, but will attack all other living things within close range of the caster. These undead will not accept instructions; they blindly attack all non-undead creatures other than the caster. The range of this spell only applies to the initial locations where the undead are called (which are chosen by the caster); after they have been called the undead are able to roam freely. As soon as there are no non-undead creatures other than the caster within their line of sight, however, the undead will use their one-time ability to return to their plane of origin and the spell ends.

When this spell is cast, roll 1d6 and consult the appropriate table below. (A sorcerer or wizard casting this spell may use either table; a Beltinian, Nerothian, val'Ishi, val'Mordane, or shaman may only use the table specified for his bloodline or deity.) Refer to *Core Rulebook III* for the appropriate monster statistics.

Table: Call the Restless Soul (Shaman, Beltinian, or val'Ishi)

Die Result	Creature Type	Quantity
1-2	Allip	1d6
3-4	Wraith	1d4
5-6	Spectre	1d2

Table: Call the Restless Soul (Nerothian or val'Mordane)

Die Result	Creature Type	Quantity
1-2	Ghast	1d6
3-4	Skeleton, Ettin	1d4
5-6	Zombie, Gray Render	1d3

Camouflage

Transmutation
Level: Rgr 2, Wrd 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

When this spell is cast you seem to fade into the background. Your coloring changes to a haphazard mass that matches whatever colors dominate behind you. As you move, your camouflage changes to match your surroundings. For the duration of the spell you gain the ability to use the Hide skill in any sort of natural terrain, even if the terrain doesn't normally grant cover or concealment. This does not grant you the Hide in Plain Sight ability.

Material Component: A handful of sand and three leaves, each of a different color.

Charm Construct

Evocation (Charm)
Level: Art 3
Target: One construct
Duration: 1 hour/level
Spell Resistance: None

As *charm person*, except this spell creates a quick blast of energy that disrupts a construct's magical programming and causes it to treat you as if its creator had commanded it not to attack you unless you attack it first. This does not allow you to command the construct in any way, nor does it offer any protection to your allies. This spell is only effective against constructs.

Charm Infernal

Enchantment (Charm) [Mind-Affecting]
Level: Clr 4 (Sarish), Pst 4 (Sarish), Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One Infernal creature
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: No

This spell functions similar to *charm monster*, except that it affects only Infernal creatures (i.e., demons, devils, and other lower-planar inhabitants). Because it is designed specifically to affect Infernals, the spell bypasses the target's Spell Resistance, though the target still gets a saving throw to negate the effect.

Chilling Scythe

Evocation [Cold]
Level: Clr 4 (Neroth), Drd 4 (Neroth), Pst 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: A scythe of cold energy
Duration: 1 round / level
Saving Throw: None (see text)
Spell Resistance: Yes

A scythe made of solid ice springs into existence and attacks opponents at a distance, as you direct it, dealing 2d4 points of cold damage per hit, +1 point per 2 caster levels (maximum +10). The *chilling scythe* has the same threat range and critical multiplier as a *+1 keen scythe* (19-20/x4). On a successful critical hit, the creature struck must make a Fortitude save (against the normal DC for this spell) or be paralyzed for 1 round from an intense numbing cold that spreads through its entire body. Creatures that are immune to cold damage, to critical hits, or to paralysis are immune to this effect.

The *chilling scythe* strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. It does not make attacks of opportunity. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the *chilling scythe* to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one and only one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to.

A *chilling scythe* can be attacked and destroyed as if it were an animated object. The weapon has an Armor Class of 14 against both regular and touch attacks, 10 hit points (+1 per caster level) and a hardness of 5 (+1 per 2 caster levels). The scythe is vulnerable to fire-based attacks (taking an extra 50% damage from fire) and is immune to cold damage. It can also be destroyed by a targeted *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation*. If the scythe must make a saving throw, it uses your saving throw modifier, exactly as if it were an attended object.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the chilling scythe strikes that creature. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Material Component: A vial of water that was frozen at the time you collected it.

Chilling Shadow

Evocation [Cold]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Area: 30-foot radius spread
Range: Medium (100 ft. + 10 ft. / level)
Target: One creature per caster level, all of whom must be within 30 ft. of each other
Duration: 1 round / 3 caster levels
Saving Throw: Reflex half
Spell Resistance: Yes

A blast of freezing cold shoots out from the shadow of each target, inflicting damage upon them. The blasts do 3d6 points of cold damage per round, with a Reflex save each round for half damage. This damage continues to be dealt each round so long as the creature continues to cast a shadow (thus, entering an area of total darkness ends the effect for a creature) and as long as the creature remains within 30 feet of its shadow (flying creatures cast their shadows on the ground, so they can escape by flying out of range). If there are multiple point sources of light in the area, such that individual creatures cast more than a single shadow, the spell's damage does not increase.

Creatures that are themselves composed of shadow (such as undead shadows), that have the Shadow Blend special ability (such as shadow mastiffs), and creatures that are native to the Shadow Plane are unaffected by this spell. Creatures that shed light as an intrinsic quality (such as lantern archons and will-o'-wisps) or that are made entirely of ectoplasm (such as astral constructs) are not allowed a saving throw against this spell, and their spell resistance (if any) does not apply to this spell.

Material Component: A piece of black velvet powdered with crushed white chalk.

Cinderbolt

Evocation [Fire]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Effect: One sphere of fire and ash
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A small sphere of smoky gray energy appears in the caster's hand. The sphere is then hurled at a single target within range as a ranged touch attack. If the attack hits, the missile explodes for 1d4 points of fire damage per caster level (maximum 10d4). Additionally, when the *cinderbolt* explodes it releases a small cloud of blinding ash that temporarily blinds the target (as *blindness/deafness*) for 1d3 rounds. The target recieves a Fortitude save to negate the blindness effect. This spell does not function underwater.

Material Component: A piece of coal and a bit of ash.

Cleansing Radiance

Evocation [Good, Light]
Level: Pst 9
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: All creatures within a 30-foot radius burst
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Perhaps no light shines with more goodness or is more beautiful than the light of the Celestial planes itself. With this spell, the caster summons a portion of this heavenly light to weaken and inflict damage upon powerful evil beings, evil extraplanar creatures, Infernals, and undead.

All creatures with the Evil subtype (including Infernals and evil outsiders), all evil-aligned creatures with an Aura of Faith, and all negative-energy undead within the area of effect suffer 1d6 points of holy damage per caster level (maximum 25d6), with a Reflex save for half damage.

Undead creatures that fail the Reflex saving throw must then succeed on a Will save or be instantaneously destroyed (as if by *undeath to death*, but creatures of 9 HD or more are not immune and there is no cap on the total number of HD that can be destroyed). Undead creatures that have a particular vulnerability to sunlight are simply destroyed with no Will save.

Non-undead that fail the Reflex saving throw must then succeed on a Will save or be instantaneously banished back to their home plane. This has no effect on creatures with the Native subtype.

Material Component: The hair, feather or similar body part of any celestial creature, which must be bound to the holy symbol and bathed in holy water.

Cloak of Lashing

Transmutation
Level: Sor/Wiz 2
Components: V, S, F
Range: Touch
Target: One cloak or similar garment
Duration: 1 round/level
Saving Throw: None (harmless, object)
Spell Resistance: No (harmless, object)

This spell enchants a cape, cloak, or similar garment worn by the caster, allowing it to stretch and lash out at creatures with a whip-like attack, possibly smothering them in the process. The spell allows the garment in question to lash out once per round, inflicting 1d6 points of slashing damage plus 1 point per caster level (maximum +5). These attacks are made as standard melee attacks with a range of 5 or 10 feet (like a spiked chain) and an attack modifier equal to the caster level. The garment is still considered an attended object and part of the caster's equipment, but it may be targeted with disarm or sunder attempts (although it counts as a two-handed weapon for such purposes). The garment remains worn by the caster; it simply stretches out to deliver its attacks, so any special properties provided by the cloak remain in effect for the duration of the spell.

A critical hit from the cloak (it threatens only on a natural 20) allows the cloak to forgo future attacks to start a smothering attack. This attack requires the cloak to make a grapple check. Treat the cloak as a Medium-size creature with an 18 Strength; thus the cloak's grapple check is equal to 4 + the caster level. If the garment wins the grapple check and establishes a hold, the victim is wrapped up in the garment and is treated as if blinded for as long as the garment maintains the grapple. While the garment is smothering, it makes no further melee attacks and does no further damage. A creature being smothered by the garment cannot move more than 10 feet away from the caster unless the victim breaks the grapple or the caster releases him.

Arcane Focus: A cape, cloak, or similar garment worn by the caster.

Coldfire

Evocation [Cold]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: Ray
Duration: Instantaneous (see text)
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

A ray of chilling blue energy that looks like a frozen stream of fire streaks from your outstretched fingertip. You must succeed on a ranged touch attack to strike a creature with the ray. A living creature struck by the ray takes 1d4 points of cold damage per caster level (maximum 5d4) and must succeed on a Fortitude save or suffer a -1 penalty to attack rolls, Armor Class, and Reflex saves for the next 5 rounds.

Crippling Surge

Evocation [Electricity]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft. / 2 levels)
Target: One humanoid creature
Duration: 3 rounds (see text)
Saving Throw: Fortitude negates
Spell Resistance: Yes

With this spell, the caster sends forth a stroke of electrical energy that encircles the target and strikes randomly at various nerves, muscles, tendons, and other parts of the body that involve motor functions, making it almost impossible to move with any sense of coordination or even to perform actions as simple as speaking.

The target is allowed an initial Fortitude save to negate the spell's effects; if the save fails, it becomes paralyzed and frozen in place. It is aware and able to breathe, but cannot take any actions. Each round on its turn, the creature suffers 1d6 points of electricity damage and receives a new Fortitude saving throw to end the effect. (This is a full-round action that doesn't provoke attacks of opportunity). A winged creature that is paralyzed cannot flap its wings and falls. A swimming creature or any creature that is at least up to its waist in water takes double damage from the electricity, can't swim, and may drown.

After a maximum of 3 rounds, the effect ends on its own, leaving the subject shaken (-2 penalty on attack rolls, saving throws, skill checks, and ability checks) for an additional 3 rounds. This condition is caused by the lingering electrical impulses, so it is not considered a fear effect. The subject is not shaken if it succeeded on any of the Fortitude saves to end the effect early.

Curse of Years

Necromancy
Level: Clr 4 (Illir), Sor/Wiz 4 (Necromancer)
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

One of the effects that negative energy has upon living flesh is rapid aging. Necromancers can learn to channel this energy into a fearsome attack spell. The target must succeed at a Fortitude save or age 5d4 years. This process of aging is quite painful and anyone afflicted by this spell is rendered helpless for 1 round as they writhe upon the ground in agony, feeling the years drain out of them. The victim can take no actions either physical or mental for the round and are as vulnerable to physical attacks as they would be if *paralyzed*. This spell only affects living creatures, and has no effect on creatures that are immune to the effects of aging (such as undead, outsiders, constructs, and Elorii).

Dagger Swarm

Transmutation
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: 1 dagger + 1 extra dagger per 3 caster levels, maximum 5 daggers
Duration: 1 round/ level
Saving Throw: None
Spell Resistance: No

This spell enchants one or more daggers with sustained telekinetic energy that allows them to fly about and attack targets within range of the spell as the caster desires. The damage done by each dagger is normal, unless it is enchanted somehow prior to casting this spell or while attacking by means of a *magic weapon, greater magic weapon*, or similar magic.

The caster of the spell can direct each dagger in the swarm to attack a single target within range and can move the dagger swarm to another target as a move equivalent action during their turn. The dagger swarm cannot be used to flank, aid an attack, or sneak attack, but each one maintains the critical threat range

of a normal dagger. If the daggers are directed to a target beyond the spell's maximum range, they cease attacking and return to hover over the caster, awaiting a command to attack another target. The daggers attack using the caster's base attack bonus plus his key ability modifier for spellcasting.

Arcane Focus: The daggers enchanted by the spell to attack.

Darkness, Lesser

Evocation [Darkness]
Level: Brd 1, Clr 1, Pst 1, Sor/Wiz 1
Duration: 10 minutes (D)

This spell functions as *darkness*, except that the duration is shorter and the radius of effect is 10 feet instead of 20 feet.

Darkness is My Ally

Transmutation
Level: Clr (Cadic) 4, Pst (Cadic) 4, HC (Cadic) 3, Sor/Wiz 5
Casting Time: 1 round
Components: V, S, M
Range: Personal
Target: You
Duration: 1 hour/level (D)
Saving Throw: Will (harmless)
Spell Resistance: No

The caster draws upon the blessings of Cadic to aid him, granting him the ability to ignore magical darkness. The caster may now see using normal means of vision through magical darkness that is created by spells of 4th level and lower.

Material Component: A small vial of the caster's own blood which has been dedicated to Cadic.

Dead Man's Shackles

Necromancy
Level: Clr 2 (Neroth), Pst 2 (Neroth), Sor/Wiz 2
Casting Time: 1 standard action
Components: V, S, M, F/DF
Target: One humanoid creature
Effect: One pair of bone manacles
Range: Close (25 ft. + 5 ft./level)
Duration: 1 round/level or until destroyed
Saving Throw: Fortitude negates
Spell Resistance: Yes

Popular amongst the followers of Neroth, this spell is often used as a means of punishment and slow torture for criminals or those whose actions are so unspeakably horrible that the law is deemed too merciful to judge them. The spell causes sudden bone growths that form around the victim's wrists and attach to each other.

The target recieves a Fortitude save to resist the effects of this spell. If the Fortitude save is failed, the bone manacles deal 1d8 hit points of damage per round. If the manacles form around the arms of the victim, she receives a -3 to any attacks or skills that require the use of her arms. This spell is considered continous damage, and the caster takes a circumstance penalty of -3 to Concentration checks when casting spells with somatic components. Undead are not damaged by the spell and instead heal 1d8 damage per round.

The bone manacles have the same hardness as masterwork manacles, however, damage done to the manacles also affects the victim. They also possess hit points equal to normal masterwork manacles plus 1 point per caster level (maximum +10). Methods usable to escape normal manacles, including Escape Artist or Strength checks and inflicting damage upon them can be used to remove them. Unlike normal manacles, these do not have keyholes.

Material Component: A pair of masterwork manacles and a piece of bone.

Death Surge

Evocation [Profane]
Level: Clr 9 (Neroth), Pst 9 (Neroth)
Components: V, S, M, DF
Casting Time: One round
Range: Medium (100 feet + 10 ft./ level)
Area: All creatures within a 30 ft. radius burst
Duration: Special (see text)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

This spell allows the caster to cause a destructive wave of unholy power to burst from a chosen point within range with terrible effects upon living creatures and capable of temporarily imbuing dead bodies in the area with profane energy, turning them into lesser undead.

All non-evil living creatures receive 1d6 points of damage per caster level (maximum 20d6) from the wave of dark profane energy that engulfs them with a Fortitude save for half. Undead caught in the area of effect are healed for half this much damage and are invigorated by the spell, gaining a +2 profane bonus to Strength, +1 profane bonus to all saves for one round per caster level, and turn resistance +2 (this grants creatures without turn resistance turn resistance 2).

If there are any dead creatures already in the area of effect or a creature dies from the profane energy wave, the caster of the death surge spell has the option of raising them as per the spell *animate dead*. Undead created by this spell animate on the round after the spell has been cast. These undead remain animated and under the casters control for one round per two caster levels or until destroyed.

Furthermore, good creatures that fail their Fortitude save have their life forces temporarily suppressed, gaining 1 temporary negative level. Creatures so affected by the temporary negative level retain it for one hour per two caster levels.

Material Component: The emaciated heart of any corporeal undead.

Deepen Wounds

Necromancy
Level: Clr 1 (Anshar), Eth 1, Drd 1, Pst 1 (Anshar)
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Area: One living creature
Duration: 1 round / level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The spell unleashes a minor wave of negative energy that does not damage its target, but instead makes him more susceptible to damage. If the target of this spell fails his save, he suffers an additional two points of damage from physical attacks, and attacks that duplicate physical attacks (such as a *spiritual weapon* spell).

Material Component: A blood soaked bandage once used to cover a wound.

Destrachan's Roar

Evocation [Death, Sonic]
Level: Brd 6, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude negates or Will negates (object); see text
Spell Resistance: Yes

This spell sets up destructive and possibly lethal sonic vibrations within the body of the spell's target. The caster must make a successful ranged touch attack as a brown beam of rippling energy shoots from his mouth. If the attack succeeds, the targeted must make a Fortitude save. If the save succeeds, the targeted creature is *stunned* for 1 round. If the save fails, lethal vibrations begin to course through the creature's body which disrupt most of its tissue and shatters almost every bone in the its body, killing the creature instantly.

Alternatively, the caster can choose to target a single non-magical solid object regardless of composition, weighing up to 10 lbs. per caster level with an effect equivalent to a *shatter* spell. An attended object so targeted receives the possessor's Will save to resist being destroyed.

Material Component: The tongue of a Destrachan.

Detect Curses

Divination
Level: Clr 1, Pst 1, HdM 1, Smn 0, Sor/Wiz 1
Components: V, S, M

This spell functions like *Detect Magic* except that it only detects the presence of magical curses. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of curses.

2nd Round: Number of different curses and the power of the most potent curse.

3rd Round: The strength and location of

Table: Detect Curses

	Curse Power			
Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

each curse.

If the items or creatures bearing the curses are in line of sight, you can make a Spellcraft checks to determine the exact spell involved in each (one check per curse). The DC is 25 + spell level, or 25 + half caster level for non-spell effects.

Unlike the *detect magic* spell, *detect curses* yields a correct aura and strength when used on a cursed item; the exception is that the delusion curse will still mislead the user if he is the caster of detect curses.

Curse Strength: A curse's power depends on a spell's functioning spell level (or a psionic power's functioning power level) or an item's caster level. If a curse falls into more than one category, detect curse indicates the stronger of the two.

For the sake of this spell, the following spells are considered curses: bestow curse, bestow lesser curse, blindness/deafness, evil eye, eyebite, inflict cramps, activated mark of justice. As a guideline for the DM, only necromantic spells that can be dispelled are curses.

Material Component: A pinch of small metal shards.

Detect Infernals

Divination
Level: Clr 1 (Sarish), Pst 1 (Sarish), Pal 1, HC 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like *detect evil*, except that it detects only the auras of Infernal or Tainted creatures. If you focus on a particular aura for a fourth round, you can determine the exact type of creature with a Knowledge (the planes) check. The DC increases by 5 if the aura is lingering and the creature is no longer present. The DC also increased by 5 if the creature is not an Infernal (and is only tainted).

Material Component: A pinch of brimstone and a piece of purple-tinted glass.

Detect Magic, Greater

Divination
Level: Brd 1, Clr/Pre 1, Sor/Wiz 1, HC 1 (Sarish)
Components: V, S

This spell, which functions as a *detect magic* spell, allows you to glean all the available information on the first round of casting, rather than having to wait for three rounds.

Detect Nature's Defilement

Divination
Level: Drd 1, Rag 1
Components: V, S, DF

Table: Detect Nature's Defilement

	Aura Power			
Spell or Object	**Faint**	**Moderate**	**Strong**	**Overwhelming**
Defiled creature (HD)	10 or lower	11-25	26-50	51+
Defiled natural area (radius)	10 feet	20 feet	30 feet	40 feet or more

Casting Time: 1 standard action
Range: 60 feet
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min / level (D)
Saving Throw: None
Spell Resistance: No

You can sense the presence of areas of habitat or animals within the spells range that are in some way sickly, contaminated, or warped in a harmful manner from their original form. The amount of information you get depends on the duration you study the area.

1st round: Presence or absence of defiled areas (*unhallowed*, *desecrated*, or disease-ridden areas or creatures count for this detection)

2nd round: Number of defiled creatures or general area of habitat defiled and the power of the most defiled aura present. If it is a creature then this is a measurement of its Hit Dice. If it is an area of habitat, then it is measured in terms of a 40 foot spread. If in the case of a defiled creature, you are of good alignment and the creatures aura is evil and their evil auras power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. If it corresponds to a defiled portion of habitat, you are stunned and the spell ends if its size is greater than a 40 foot spread.

3rd round: The power and location of each aura. If an aura is outside your line of sight, then you discern its location but not its exact location.

Aura Power: A defiled aura's power depends on the type of defiled creature or habitat area you're detecting and its HD, caster level, or (in the case of a habitat area) the 40 foot spread. If an aura falls into one or more strength category, the spell indicates the stronger of the two.

For example, if as indicated on the table, a giant crocodile advanced to 12 HD contaminated by foul magic had an overwhelming aura of defilement. A good druid or ranger that casts the spell and directs it at the location of such a creature for longer than 1 round loses the spell and is stunned for 1 round if his character level is 6th or lower.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature) or cleansed (as in the case of a defiled area of habitat). If a detect natures defilement spell is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 hours
Overwhelming	1d6 days

This spell does not detect defiled objects or creatures that are not animals or magical animals nor does it detect defiled objects that were once natural but have been worked upon (Ex: An obsidian statue that spreads contamination would not be detected but the land & certain creatures it infects would.)

Each round, you can turn to detect natures defilement on a new area. The spell can penetrate barriers but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or as in the case of defiled creatures, 3 feet of wood or dirt blocks it.

Detect Spell Caster

Divination
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 50 ft.
Area: 50-ft. radius emanation, centered on the caster

Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: None

The caster of this spell immediately learns the location, and relative power, of anyone who casts an arcane spell, or uses a spell-like ability, within the radius of effect of this spell. To determine the relative power, simply compare caster levels.

Spells that misdirect divinations, such as the *misdirection* spell confuse this spell, preventing it from detecting the location of the caster, but not the power of the caster.

Detonating Rain

Evocation [Force]
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: A cylinder (20 ft. radius, 20 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

With this spell, you cause a storm of force droplets to rain down in the area of effect, exploding upon everything they strike. The rain of force deals 1d4 points of damage per caster level to everything in the area of effect (maximum 15d4). Furthermore, unattended objects caught by the rain are treated as if subjected to a *shatter* spell due to the sheer number of force droplets that strike at once.

Spells such as *shield* or magic items that absorb force spells, such as a *brooch of shielding*, grant the user/wielder a +2 circumstance bonus to their saving throw.. Additionally, the wearer of a *brooch of shielding* can use it to absorb damage from this spell as though the damage came from a *magic missile* spell.

Material Component: A small mallet and a vial of rainwater that the caster shatters with the mallet.

Diabolical Treasurer

Conjuration (Summoning) [Lawful]
Level: Clr 1 (Sarish), Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned accountant imp
Duration: 10 minutes / level
Saving Throw: None
Spell Resistance: No

This minor, but useful, incantation calls forth one of hell's many treasurer imps, a vicious little creature, charged by the dukes of hell with counting and inspecting their treasuries. The imp appears as a small, red-skinned creature with tiny horns and a vicious, barbed tail.

This imp is identical to a normal imp, save that it has 10 ranks in Appraise and Profession (Accountant). During its time bound by this spell, the imp will use its skills to evaluate and inspect any item handed to it. It flatly refuses to undertake any other action, even if it is subject to a spell such as *charm monster* or *suggestion*. In such a case it immediately returns to whence it came and the spell ends. Under no circumstances will the imp undertake any other actions.

Material Component: A sack with 5 gp within. The imp takes this sack back to hell with him as payment for his services.

Dig

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: V, S
Casting Time: Special (see text)
Range: Close (25 ft. + 5 ft. levels)
Area: 5 cubic ft./level (see text)
Duration: Instantaneous
Saving Throw: Special (see text)
Spell Resistance: Yes (creature only)

There are three different uses for this simple spell. Each has its own applications, and rules of use, as detailed below. The choice of which method is made when the spell is used. The first two applications of this spell have no effect on stone.

The first use for this spell is to move large quantities of earth. This version of the spell requires 1 minute to cast, and once complete moves 5 cubic feet of earth per caster level to any location within the range of the spell. Creatures within the earth that is being move gain Will saves to resist being shifted with the earth.

The second application of this spell is similar to the above, save that it only takes 1 standard action to cast. Once cast, this version digs a 10 ft. by 10 ft. by 10 ft. pit, depositing the removed earth across the remainder of the area of effect. Any creature who is now standing above, or within the pit, must make a Reflex save or fall down the pit suffering 1d6 falling damage.

Finally, the spell may be cast on an elemental with the earth subtype to deal 1d6 points of damage per caster level (maximum 10d6). The elemental recieves a Fortitude save for half damage.

Discern Emotions

Divination [Mind-Affecting]
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You can instantaneously read a creature's surface emotions. The divination is instantaneous and reveals the subject's overall emotional state at the moment. You can sense basic needs, drives, mood, attitude, and emotions. It is only a surface reading, and it cannot discern intricate details.

You might be able to determine that a target was afraid, but not of what, or what actions he might be contemplating to alleviate that fear.

If the target fails his Will save, the caster gains a +2 insight bonus to Bluff, Diplomacy, Handle Animal, and Intimidate skill checks (as applicable) against the subject for 1 minute.

Disguise Self, Greater

Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2

This spell functions like *disguise self*, except that it also changes your voice and grants an improved bonus to disguise checks. Your voice changes to adopt different pitch, timbre, and prosody. If you desire to mimic a specific individual's voice, you must have heard their voice previously. The spell does not allow you to speak languages you do not know.

If you use this spell to create a disguise, you get a +15 bonus on the Disguise check. A creature that interacts with you gets a Will save to recognize it as an illusion (glamer).

Dispel Illusion

Abjuration
Level: Cleric, Brd 2, Priest, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One spell, or 30-foot-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell functions similar to *dispel magic*, except that it affects only illusion spells yet is able to break multiple spells in a single casting of the area dispel. You can use dispel illusion to end ongoing illusion spells within an area or to counter another spellcaster's illusion spell. A dispelled illusion ends as if its duration had expired. Dispel illusion can dispel (but not counter) spell-like effects and supernatural abilities as if they were spells. You can choose to use dispel illusion in one of two ways: an area dispel or a counterspell.

Area Dispel: When dispel illusion is used in this way, the spell affects everything within a 30-foot radius. For each illusion spell in the area, you make a dispel check (1d20 + your caster level, maximum +10). The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that illusion spell is dispelled; if you fail, that spell remains in effect. Magic items are not affected, but the illusions they produce are affected. For each ongoing illusion completely within the area of the dispel illusion spell, you can make a dispel check to dispel the illusion spell. For each ongoing spell whose area overlaps that of the dispel illusion spell, you can make a dispel check to end the illusion, but only within the overlapping area.

Counterspell: When dispel illusion is used in this way, the spell targets a spellcaster and is cast as a counterspell against any illusion spell. Unlike a true counterspell, however, dispel illusion may not work; you must

make a dispel check to counter the other spellcaster's illusion spell. Because this spell is limited to use against illusion spells, you get a +2 bonus on the dispel check (1d20 + 2 + your caster level, maximum +12). Note that you can only gain +10 from your caster level, the additional +2 is from the specific bonus of the spell.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Dispel Magic Field

Abjuration
Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 swift action
Range: Personal
Area: 20 ft. radius emanation centered on the caster
Duration: 10 min/level (see below)
Saving Throw: Will (Harmless)
Spell Resistance: Yes

This spell functions similar to *greater dispel magic*, except that this field allows the caster to perform a targeted *greater dispel magic*, as a swift action, against any spell within this spell's area of effect for the duration of the spell. Also the caster may attempt to counter (as through the use of a *greater dispel*) any magical spell targeted at the caster or targeted at any ally within the spells area of effect.

This spell only allows the caster to dispel two spell levels per caster level (to a maximum of 40 spell levels at 20th level). If the caster does not have enough levels left to dispel a spell, then the dispel automatically fails. The spell ends when there are no spell levels left in the buffer, or when the duration expires.

Disrupt Construct

Evocation
Level: Art 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25ft + 5ft / 2 levels)
Target: One Construct
Duration: 1 round / level
Saving Throw: Will save negates
Spell Resistance: No

You create waves of energy that interfere with the magic powering a construct, disrupting its ability to function properly. On a failed save, a construct may only take a single move or standard action a round for the duration of the spell.

Distance Distortion

Illusion [Mind-Affecting]
Level: Brd 6, Clr 8, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: One creature/level, no two of which can be more than 30 ft. apart.
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You make the subject believe that they are closer or further away from an object than they truly are. The change in apparent distance can be no greater than 5 ft. per caster level. For instance you could make a subject believe that they were 30 feet further away from a chasm than they truly were, making them fall into it. You could also make yourself appear closer or further away from a target.

Once you have chosen to make something either closer or further away, you cannot change your mind. A creature that interacts with the illusion gets a new saving throw. For instance is Porlen Val'Mehan is affected by *distance distortion* to make it appear that he is 30 feet further away from a chasm than he is, however, when he then falls into the chasm that he thought was further away he receives a new saving throw against the spell.

Distract the Eldritch Eye

Abjuration
Level: Sor/Wiz 6 (Hawk/Shield, Ymandragore)
Components: V, S, F
Casting Time: 10 minutes
Range: Personal
Duration: 1 hour / level

Spells such as *nondetection* protect the caster from divination spells. The leaders of the Hawk and Shield created a more powerful version to prevent any divination spell, spell-like ability, or item ability from functioning if it includes the caster within its area of effect. This spell was later betrayed to the Harvesters by the treachery of Lucius Orata. Any divination spells cast upon the caster or that include the caster within their area of effect are countered as if counterspelled.

Arcane Focus: A small silver spring worth 5gp, twisted so that its ends meet

Divine Smite

Evocation [Alignment-Keyed]
Level: Holy 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius burst
Duration: Instantaneous
Saving Throw: Will partial; see text
Spell Resistance: Yes

You draw down divine power to smite your enemies. This spell's alignment descriptor is keyed to the descriptor you chose for the Holy domain. Only creatures whose alignment differs from yours along the chosen axis are affected. For example, if you cast this spell as as Good spell, only evil and neutral cratures are harmed by it. True neutral characters cannot cast this spell.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers partial effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the full effects if it is lawful good, neutral good, or chaotic good. A creature that matches the key alignment component is completely immune to this spell's effects.

Full Effects: The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each creature in the area that suffers its full effects. Outsiders instead take 1d6 points of damage per caster level (maximum 10d6). All creatures that suffer the spell's full effects also suffer the listed secondary effect. A successful Will saving throw reduces damage to half and negates the secondary effect completely.

Partial Effects: The spell deals only half damage to creatures that suffer partial effects, and they do not suffer the secondary effect at all. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

In Arcanis, this spell replaces the following spells from the core rules: *chaos hammer* (which becomes Divine Smite [Chaotic]); *holy smite* (which becomes Divine Smite [Good]; *order's wrath* (which becomes Divine Smite [Lawful]); and *unholy blight* (which becomes Divine Smite [Evil]).

Divine Word

Evocation [Alignment-Keyed, Sonic]
Level: Clr 7, Holy 7
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Area: Creatures of an opposed alignment in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None or Will negates; see text
Spell Resistance: Yes

You speak a single word of divine power. Any creature whose alignment is diametrically opposed to yours within the area that hears the *divine word* suffers the following ill effects. The effects of this spell are cumulative and concurrent. Any creature whose Hit Dice are equal to or lower than your caster level receives no saving throw against these effects; any creature whose Hit Dice are greater than your caster level receives a Will save to negate the effects. The effects are based on the alignment descriptor you choose when you cast the spell, not on the subject creature's alignment.

Table: Divine Smite

Key Alignment	Full Effects	Partial Effects	Secondary Effect
Chaotic	Lawful X	Neutral X	Slowed 1d6 rounds
Evil	X Good	X Neutral	Sickened 1d4 rounds
Good	X Evil	X Neutral	Blinded 1 round
Lawful	Chaotic X	Neutral X	Dazed 1 round

Table: Divine Word

Creature's HD	Chaotic Effect	Evil Effect	Good Effect	Lawful Effect
16 or more	Deafened	Dazed	Deafened	Deafened
11-15	Stunned, deafened	Weakened, dazed	Blinded, deafened	Slowed, deafened
6-10	Confused, stunned, deafened	Paralyzed, weakened, dazed	Paralyzed, blinded, deafened	Paralyzed, slowed, deafened
5 or below	Killed, paralyzed, stunned, deafened	Killed, paralyzed, weakened, dazed	Killed, paralyzed, blinded, deafened	Killed, paralyzed, slowed, deafened

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

Confused: The creature is confused, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting compulsion effect.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Slowed: The creature is slowed, as by the *slow* spell, for 2d4 rounds.

Stunned: The creature is stunned for 1 round.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures of the diametrically opposed alignment within the area of effect are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the divine word. The banishment effect allows a Will save (at a -4 penalty) to negate.

In Arcanis, this spell replaces the following spells from the core rules: *blasphemy* (which becomes Divine Word [Evil]); *dictum* (which becomes Divine Word [Law]); *holy word* (which becomes Divine Word [Good]); and *word of chaos* (which becomes Divine Word [Chaos]).

Dominate Construct

Evocation
Level: Art 6
Target: One Construct
Spell Resistance: None

As *dominate monster,* except as noted above. The caster creates a disrupting beam of energy that bends the construct to his will, reconfiguring its magical design.

Dreamstealer

Enchantment (Compulsion) [Mind Affecting]
Level: Clr 9 (Larissa) Shm 9,Sor/Wiz 9
Components: V, S, M
Casting Time: 1 hour
Range: See text
Target: 1 living creature
Duration: 7 days
Saving Throw: See text
Spell Resistance: Yes

By means of this powerful enchantment, the caster curses his victim with up to seven nights of fitful, dreamless sleep that can induce a crippling state of hopelessness. The victim can be any distance away upon the same plane of existence. In addition to the complicated ritual needed to cast this spell, the caster must also have some personal belonging of the victim or some part of the victim's body (lock of hair, a drop of blood, nail shaving, etc.) The victim's belonging or body part must be sealed in the specially built ivory box which is then immersed in the liquid gold.

The victim is permitted a saving throw each day of the spell's duration. If failed, the next time he sleeps, his dreams will be stolen, leaving behind an empty, disturbing void. For the next day, the victim suffers a –2 penalty on attack rolls, saving throws, ability checks, skill checks and weapon damage rolls. Making one save does not end the spell, it merely grants the victim a night of undisturbed rest, negating the penalties for the next day.

Destroying the Ivory box ends this spell prematurely. Creatures that do not sleep (such as Elorii) are unaffected by this spell.

Material Components: A personal belonging of the target, an ivory box (worth 500 gp) and liquid gold worth 1000 gp.

Dutiful Mapper

Conjuration (Summoning) [Air]
Level: Clr 2 (Althares, Anshar, Belisarda), Sor/Wiz 2
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./ 2 level)
Effect: 1 summoned creature
Duration: 1 hour / level
Saving Throw: None
Spell Resistance: No

This spell summons an invisible spirit that will hover near the caster, scrawling on parchment with the quill pen supplied as a material component. The spirit summoned is ideally suited to accurately record the caster's surroundings. The effect of the spell is to create a fully accurate map of all regions the caster moves through. At the end of the spell's duration, the creature vanishes, leaving the map behind.

The spirit will accurately map any area that the caster traverses that the spirit can see (it possesses darkvison 30' in addition to normal human sight). The spirit conforms to the statistics of a small air elemental and possesses a search roll of +5 and has a chance to notice a secret door if it moves within 5 ft. The spirit will record any such doors it notices, but will not actively search for them. The spirit records any other notes as directed by the caster (such as traps discovered by the party, or commentary provided by a person regarding the area).

The spirit will not fight or perform any other actions except to follow the caster and draw a map. If attacked the creature will simply endure the punishment until destroyed without counterattacking.

Material Component: A quill pen and a piece of parchment

Echo

Evocation [Sonic]
Level: Brd 1, Sor/Wiz 2
Components: V, S, M
Casting Time: One standard action
Range: Touch
Effect: 10 ft. emanation of sound dampening
Target: Creature touched
Duration: One round / level
Saving Throw: Will save negates (harmless)
Spell Resistance: Yes

This spell allows the creature touched to collect a portion of the sonic energy produced around himself and redirect it at his attackers as damage. Those near the creature touched will notice that even the smallest of sounds are lessened within a 10 ft. radius centered on the creature affected by the spell.

This field grants the target resistance to sonic 2, and a +2 circumstance bonus to Move Silently checks.

Anytime after the first round, the target may release the stored sonic energy in a burst which deals 1d6 damage for every two rounds the spell has been in effect (maximum 5d6). If the absorbed sonic energy is not used, it dissipates at the end of the spells duration.

Material Component: A body part, such as fur, tooth, or small bone from a creature with a sonic attack and a bit of spongy material.

Elasticity

Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/ level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Originally devised by a troupe of bards to enhance their contortionist skill for entertainment, word of this spell spread quickly and many other uses were discovered for it. This spell alters the malleability of a living creatures body allowing it to become incredibly flexible. The recipient of this spell receives a +10 bonus to Escape Artist checks.

Material Component: Any material that is highly elastic or malleable, usually a piece of treated cord or a ball of clay.

Eldritch Dagger

Evocation [Force]
Level: Clr (Sarish) 2, Pst (Sarish) 2, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One dagger of force
Duration: 1 round
Saving Throw: Will partial (see text)
Spell Resistance: Yes

This spell brings a dagger of pure magical force into existence that can be thrown at creatures to inflict damage and in the case of spellcasters, or creatures with spell-like abilities, inhibit or strip them of some of their magical potential.

The eldritch dagger is a ranged touch attack that does 1d4 plus 1 point per additional caster level to a maximum of +10 (no save). If a spellcaster is struck by the weapon, they must succeed on a Will save or lose their highest available spell (or in the case of spontaneous casters, one use of their highest level remaining spell slots). If a creature with spell-like abilities, who is not a spellcaster, is struck and fails the Will save, they are denied access to their spell-like abilities for one round.

Focus: A masterwork dagger

Eldritch Sword

Evocation [Force]
Level: Clr (Sarish) 4, Pst (Sarish) 4, Sor/Wiz 5,
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One sword of force
Duration: 1 round/level
Saving Throw: Will partial (see text)
Spell Resistance: Yes

This spell brings a sword of pure magical force into existence that can be thrown at creatures to inflict damage and in the case of spellcasters, or creatures with spell-like abilities, inhibit or strip them of some of their magical potential, and increase the difficulty in casting spells.

The eldritch sword is a ranged touch attack that does 1d8 plus 1 point per additional caster level to a maximum of +10 (no save). If a spellcaster is struck by the weapon, they must succeed on a Will save or lose 1d3 of their highest available spelsl (or in the case of spontaneous casters, 1d3 uses of their highest level remaining spell slots). If a creature with spell-like abilities, who is not a spellcaster, is struck and fails the Will save, they are denied access to their spell-like abilities for 1d3 rounds.

Focus: A masterwork sword.

Eldritch Maelstrom

Evocation [Chaos, Force]
Level: Sor/Wiz 8
Components: V, S, F
Casting Time: 1 round
Range: Close (25 feet + 5 ft. / 2 levels)
Area: 20 ft. spread
Duration: 2d4+1 rounds
Saving Throw: Will partial (see text)
Spell Resistance: Yes

This spell bombards an area with raw chaotic magical energy that inflicts damage and in the case of spellcasters, or creatures with spell-like abilities, inhibits or strips them of some of their magical potential, and increases the difficulty in casting spells. The *eldritch maelstrom* does 4d8 plus 1 point per additional caster level (maximum +20). Because it is composed of a unique form of raw magical energy, it can affect ethereal or incorporeal creatures normally.

If a spellcaster is struck by the weapon, they must succeed on a Will save or lose access to all spells higher than 2nd level for 2d4+1 rounds. If a creature with spell-like abilities, who is not a spellcaster, is struck and fails the Will save, they are denied access to their spell-like abilities for 2d4+1 rounds.

Furthermore, any creature that fails its Will save, suffers a –10 penalty to Concentration checks for 2d4+1 rounds, due to the distractions of the magical forces that swirl about.

Focus: A specially prepared and anointed 2 inch sphere of fervidite. These preparations, together with the sphere, cost 1000 gp.

Elemental Form

Transmutation [see text]
Level: Drd 4, Clr 4, Pst 5, Sor/Wiz 4, Afq 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The caster's body is infused with an element of his choice at the time of casting and he gains some of the benefits of a elemental creature of that type. The caster gains the movement modes of their chosen elemental, immunity to the elemental's element (and the appropriate elemental vulnerability, if applicable) and immunity to critical hits. The caster also gains a slam attack, dealing 1d6 damage plus Strength modifier. However, while in this form the caster may not cast spells or wield weapons. The slam attacks are considered to be magical weapons for the purposes of overcoming damage reduction.

Clerics who cast this spell have one additional restriction, if their god gives access to any elemental domain, they may only take one that elemental type. In the case of Elorii, they may only take on the Elemental type related to their Elorii subtype (in the case of Ardakene, they may take on any Elemental type). This spell gains the type appropriate to the elemental you duplicate (thus if you duplicate an Air Elemental, this is an Air spell, and so forth).

Elemental Form, Greater

Transmutation [Elemental]
Level: Drd 7, Clr 7, Pst 8, Sor/Wiz 7, Afq 6
Casting Time: 1 round

This spell functions just like *elemental form*, except that the slam damage is 1d8 plus Strength modifier. Additionally, the caster is also immune to stunning, and gains access to the special attack of their chosen elemental. Finally, they also gain the damage reduction of a large elemental of their chosen type.

Elemental Weapon

Evocation [see text]
Level: Brd 2, Clr 2, Pst 2, Drd 2, Sor/Wiz 2, Afq 4, Spellblade 2
Components: V,S,
Casting Time: 1 round
Range: Touch
Target: Weapon touched
Duration: 1 min/level
Saving Throw: Will (harmless)
Spell Resistance: Yes (harmless)

This spell places an elemental aura around the weapon touched. This aura causes the weapon to deal 1d6 extra damage with each hit. This damage can be acid, cold, electricity or fire, a decision that once made during casting cannot be changed. This bonus damage does not stack with the damage from elemental weapon enhancements, such as *frost* or *shocking*.

An Elorii (other than Ardakene) or a cleric with the appropriate domain, may choose to memorize this spell as a 4th level spell (sorcerer's can choose to cast it as a 4th level spell). If they do so, the aura grants the weapon a burst property, similar to that of a *shocking burst* weapon, but dealing the appropriate elemental damage. If the spell is cast in this way, the duration is reduced to 1 round/level.

This spell gains the type appropriate to the element you add to the weapon.

Enhance Natural Attack

Transmutation
Level: Drd 2, Rgr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/ level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

This spell enhances the natural attacks of animals, magical beasts, and vermin, treating them as if the creature was one size category larger for the purposes of damage dealt. (Use the weapon-size chart in *Core Rulebook II* to determine the new damage dice of a creature's natural weapons for the larger size category.)

Entropic Gaze

Transmutation [Chaos]
Level: Clr (Neroth) 6, Pst (Neroth) 6, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Personal
Duration: 1 round/level
Saving Throw: Fortitude negates (creatures, attended objects), None (unattended objects)
Spell Resistance: Yes

This spell is believed to have originated amongst the strange anarchist sorcerers of House Dragosi in the Free City of Censure within the Hinterlands. This dire enchantment focuses the powerful forces of entropy in the caster's stare. When the caster gazes upon living creatures and matter, they will take damage. Normal items will start to break down under the caster's gaze; wilting, rotting, cracking, or oxidizing appropriately, just as if they were subjected to many years of wear and exposure.

Each round the caster may target either a living creature, or a 5 ft. by 5 ft. by 5 ft. cube of non-living materials. Living creatures receive a Fortitude save; failure indicates that they suffer 3d6 damage. Non-living materials have varying times to decay, depending on materials, nature and size. Each category is detailed below.

Magic Items: Magical items receive a Fortitude save, or suffer 3d6 damage. See *Core Rulebook II* for details on magic item saving throws. Items crafted of special materials (such as gold, adamantine and so forth), or items that are heavily composed of special materials receive a +5 circumstance bonus on the saving throw.

Tiny Items: This includes papers, ropes, and natural underbrush. If these objects are attended, then they use their bearer's save, otherwise they receive no saving throw. Failure of the save indicates that the item is reduced to dust in one round.

Small Items: Items made of cloth, leather, glass and wood that are no larger than a small chest are included in this category. Examples of such items include belts, vials, mirrors and so forth. If these objects are attended, then they use their bearer's save, otherwise they receive no saving throw. Failure of the save indicates that the item suffers damage equal to half its normal maximum hit points. This damage bypasses hardness, and if sufficient to destroy the item, the item is reduced to dust.

Medium Items: These items include metal objects and most larger wooden objects. Examples include all weapons, locks, doors, tables and so forth. If these objects are attended, then they use their bearer's save, otherwise they receive no saving throw. Failure of the save indicates that the item suffers damage equal to one third (round down) its normal maximum hit points. This damage bypasses hardness, and if sufficient to destroy the item or reduce it to 1 hit point, the item is reduced to dust.

Large Items: These items include most metal objects and huge wooden objects. Examples include all suits of armor, stone walls, seige weapons, small bridges and so forth. If these objects are attended, then they use their bearer's save, otherwise they receive no saving throw. Failure of the save indicates that the item suffers damage equal to one quarter (round down) its normal maximum hit points. This damage bypasses hardness, and if sufficient to destroy the item or reduce it to 2 hit points (or less), the item is reduced to dust.

Colossal Items: These items are not truly items, instead they are large structures such as fortress walls, forests, major bridges and the like. While these 'items' as a whole cannot be affected by the spell, smaller portions can be affected at a time (treat them as large items).

The caster may maintain this spell, even while casting other spells. However, he may still only make one gaze attack each round as a move action. One attack may be made when the spell is first cast as a free action. Creatures and objects under the protection of *protection from chaos* or similar effects are immune to the effects of *entropic gaze*.

Evil Eye

Necromancy [Evil]
Level: Adt 2, Sor/Wiz 2, Hedge Mage 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell is similar to the spell *eyebite,* but it is less powerful and can affect only a single living creature. You may target a single living creature, striking it with a wave of evil power. If the Fortitude save is unsuccessful the target is sickened or panicked for 1d4 rounds (caster's choice).

False Death

Illusion (Figment, Glamer, Teleportation)
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Targe: You
Effect: One illusory double
Duration: Until triggered (see below); see text (D)
Saving Throw: None or Will disbelief (if interacted with)
Spell Resistance: No

Once cast this spell remains dormant until needed. You may, once it is cast, activate the spell as a *swift* action whenever you take damage in combat; however, once you activate this spell you lose your action in the next round.

There are three effects that this spell produces when activated. First, the spell makes you *invisible* as if under the effects of an *improved invisibility*. This effect lasts for 1 round per caster level.

Second, you are transported 100 feet in a direction of your choice (with the same caveats as *dimension door*).

Finally, an illusionary double of you is formed, appearing as if you were dead at your previous location. This double is 50% real, and holds up to most scrutiny. However, any foe who interacts with your 'corpse' receives a Will save to disbelieve the effect. Until disbelieved, this effect lasts for 1 hour per caster level.

Material Component: A small ivory statue of the caster worth 100gp

Favor of Air

Transmutation [Air]
Level: Air 3, Drd 3, Clr 3, Pst 3, Sor/Wiz 3, Afq 2, Shaman
Components: V, S, F
Casting Time: 1 standard action
Range: Personal or Close (25 feet + 5 ft. / 2 levels)
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: Yes

Calling upon the power of the element of air, this spell infuses the caster with the special abilities based on this element. This spell grants the recipient a broad sense of insight and greater understanding. This translates to a +2 enhancement to Wisdom, the benefit of the Blind-Fight feat for the spell's duration, and DR 1/- against ranged attacks.

Alternatatively, the caster can (as a standard action) create a wind blast that is hurled at a target as a ranged touch attack. If the blast hits successfully, it explodes in a destructive burst, inflicting 5d6 points of damage plus 1 point per caster level (maximum +10) to the target. Regardless of the amount of time left on the spell's duration, once the wind blast is used, the spell ends.

Focus: A fan.

Favor of Earth

Transmutation [Earth]
Level: Earth 3, Drd 3, Clr 3, Pst 3, Sor/Wiz 3, Afq 2, Shaman
Components: V, S, F
Casting Time: 1 standard action
Range: Personal or Close (25 feet + 5 ft. / 2 levels)
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: Yes

Calling upon the power of the element of earth, this spell infuses the caster with special abilities based this element.. The spell grants the recipient greater strength or durability, depending on what the caster chooses, translating to a +2 enhancement bonus to Constitution and a DR of 1/- versus melee attacks. Secondly, the spell grants the recipient the stability quality possessed by dwarves, granting them a +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground.

Alternatively, the caster can (as a standard action) create a stone that is hurled at a target as a ranged touch attack. If the stone hits successfully, it explodes in a destructive burst, inflicting 5d6 points of damage plus 1 point per caster level (maximum +10) to the target. Regardless of the amount of time left on the spell's duration, once the earth missile aspect of the spell is used, the spell ends.

Focus: A small pebble or stone.

Favor of Fire

Transmutation [Fire]
Level: Fire 3, Drd 3, Clr 3, Pst 3, Sor/Wiz 3, Afq 2, Shaman
Components: V, S, F
Casting Time: 1 standard action
Range: Personal or Close (25 feet + 5 ft. / 2 levels)
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: Yes

Calling upon the power of the element of fire, this spell infuses the caster with special abilities based on this element. This spell grants the recipient greater speed and mobility, translating to a +2 enhancement bonus to their Dexterity score and a +1 to all initiative checks. The spell's recipient also receives a +10 enhancement bonus to their base movement for the duration of the spell.

Alternatively, the caster can (as a standard action) create a flame missile that is hurled at a target as a ranged touch attack. If the missile hits successfully, it explodes in a destructive burst, inflicting 5d6 points of damage plus 1 point per caster level (maximum +10) to the target. Regardless of the amount of time left on the spell's duration, once the flame missile aspect of the spell is used, the spell ends.

Focus: An open flame.

Favor of Life

Transmutation (healing) [Good]
Level: Clr 3 (all except Neroth), Pst 3 (all except Neroth), Drd 3, Sor/Wiz 3, Shaman
Components: V, S, F
Casting Time: 1 standard action
Range: Personal or Close (25 feet + 5 ft. / 2 levels)
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: Yes

Calling upon the essence of life itself, this spell infuses the caster with positive energy. This spell grants the recipient a bolstered life force, translating to a +2 enhancement bonus to Charisma, an infusion of 2d6 temporary hit points for the spells duration and a +2 bonus to all Fortitude saves.

Alternatively, the caster may channel this enhanced life force into a missile of positive energy that may be hurled at a target as a ranged touch attack. If the positive energy missile hits the target it heals 5d6 points of damage +1 points of damage per caster level (maximum +10). Against undead, the positive energy missile instead inflicts 5d6 points of damage +1 points of damage per caster level (maximum +10). Regardless of the amount of time left on the spell's duration, once the positive energy missile is used, the spell ends.

Focus: A vial of holy water.

Favor of Water

Transmutation [Water]
Level: Clr 3, Pst 3, Water 3, Drd 3, Sor/Wiz 3, Shaman
Components: V, S, F
Casting Time: 1 standard action
Range: Personal or Close (25 feet + 5 ft. / 2 levels)
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: Yes

Calling upon the power of the element of water, this spell infuses the caster with special abilities based on this element. This spell grants the recipient the evasive fluidity and clarity (in a mental sense) of water itself. This translates to a +2 enhancement bonus to their Intelligence score, a +1 dodge bonus to AC and a +2 bonus to Reflex saves.

Alternatively, the caster can (as a standard action) create a water missile that is hurled at a target as a ranged touch attack. If the missile hits successfully, it explodes in a destructive burst, inflicting 5d6 points of damage plus 1 point per caster level (maximum +10) to the target. Regardless of the amount of time left on the spell's duration, once the water missile is used, the spell ends.

Focus: A glass of water.

Fickle Fortunes

Transmutation [Chaos]
Level: Brd 5, Clr (Larissa) 3, Pst (Larissa) 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: One spellcaster
Duration: 1 round/ level
Saving Throw: Will negates
Spell Resistance: Yes

This spell, a favorite amongst the followers of Larissa who dabble in pulling the strings of fate, creates a probability aberration that surrounds a targeted spellcaster within range. This aberration twists and warps any magic that is cast by the target. Each time the subject of this spell casts a spell there is a 50% chance that something goes awry. If that occurs, roll 1d8 and consult the following chart. If the indicated effect has no bearing on the spell being cast, then the aberration did not reveal itself.

The spell is redirected to be targetted on the caster, or centered on the caster.

The spell is redirected from targetting the caster, to targetting a random creature within 30 feet of the caster.

The spell is countered and has no effect. This terminates this spell effect.

Spell does only half normal damage (round down).

The spell that is being cast is replaced with a random spell from the caster's memory of the same level. The original spell remains in the memory of the caster (if memorize).

The caster level of the spell is reduced by one half. This only affects range, damage and other level dependent effects, not the ability to cast the spell. This terminates this spell effect.

Spell is cast but access to the ability to cast spells of the same level is cut off for the spell duration.

The spell becomes extremely unstable.The caster loses control of the spell and suffers magical backlash, taking 1 point of damage per level of the spell.

Material Component: A hair from a black cat.

Feline Form

Transmutation
Level: Sor/Wiz 3, Clr (Sarish) 2, Pst (Sarish) 2
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell functions like *polymorph self*, except that you assume the form of a common domestic cat. The new form is size tiny, and its fur is the color of the caster's natural hair color. Your creature type changes to animal. The new form's significant physical qualities (such as height, weight, and gender) correspond to those of your natural form; for example, a short, thin, female spellcaster will

become a short, thin, female cat.

Focus: A cat's eye gemstone worth at least 50 gp.

Firebane

Evocation [Cold]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The bane of all fire-based creatures or spellcasters, this spell fires a single bolt of arcane energy which taps into the coldest reaches of the frozen depths of the elemental plane of water. This missile, which requires a ranged touch attack to deliver, deals 1d4+1 points of cold damage per caster level (maximum 10d4+10).

Material Component: A piece of ice which melts upon casting

Flailing Fists

Evocation [Force]
Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft. / 2 levels)
Effect: A pair of force fists
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Upon casting this spell, two giant fists of force appear and begin mimicking your hand movements. The hands may move within the limits of the spell. As a standard action, you may make a touch attack with the hands using your casting modifier in place of your strength to deal damage. The hands are one size category larger then you are when you cast the spell. A large hand does 1d8 + casting modifier damage, while a medium version of the hands does a 1d6 + casting modifier. The hands may do anything that you could do with your own hands (they can grapple, flurry, disarm, etc.). The hands are considered an unarmed strike for purposes of feats that you may or may not have. The hands are immune to regular damage, but anything that would destroy a *wall of force* destroys the hands.

Focus: A pair of brass knuckles.

Flaying Darkness

Evocation [Darkness]
Level: Asn 3, Brd 3, Clr (Cadic) 5, Pst (Cadic) 5, Sor/Wiz 4
Components: V, S, DF/F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-foot radius spread
Duration: 1 round/level
Saving Throw: Will partial (see text)
Spell Resistance: Yes

This spell, much like the *darkness* spell, shrouds an area in shadows. Pain lurks within the shadows, taking the form of dark knives that slash and tear at any living creature within the darkness. Any creature that enters the darkness on its action or begins its turn inside the darkness, takes 1d4 damage per two caster levels each round (Will negates).

If cast by a cleric of Cadic, the damage inflicted is increased to 1d6 per two caster levels. *Flaying darkness* can be countered or dispelled by any *light* spell of equal or higher level.

Arcane Focus: A disc of obsidian.

Flames of the Dragon's Fury

Transmutation [Fear, Fire, Mind-Affecting]
Level: Clr 7 (Fire Dragon), Pst 7 (Fire Dragon), Sor/Wiz 6 (Fire Dragon) Druid 7 (Fire Dragon)
Components: V, S
Casting Time: 1 standard action
Range: Personal
Duration: 10 min/level
Saving Throw: See text
Spell Resistance: Yes

Similar to the worshippers of Nier, the Black Talons that serve the will of the Fire Dragon hold the power of flame in reverence and just as it is a source of life for them; it is also an instrument of defense and punishment against their enemies. When this spell is cast, the caster channels the will of the Fire Dragon into himself, and partakes from his power. This power grants a variety of effects.

The caster gains the frightful presence special ability with a range of 30 feet. This ability is triggered when the caster charges, and only affects creatures who have fewer Hit Dice than the spell's caster level. Creatures who are subject to this effect must make a Will save or be *shaken* for 5d6 rounds. Creatures who make their save are immune to this effect for 24 hours. This is a mind-affecting, fear effect.

Furthermore, the natural weapons of the target are enhanced, doing damage as if she was one size larger. The caster also gains a +4 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 11th, to a maximum of +7 at 20th level.

Additionally, the fury of the Fire Dragon grows inside the caster, granting a breath weapon. The breath weapon is a 50 ft. cone of fire, dealing 1d6 points of fire damage per caster level (maximum 20d6). Creatures caught within the blast get a Reflex save for half damage. Once the caster has breathed the fire, which is a standard action, he may not do so again for 1d4+1 rounds. Finally, each use of this breath reduces the remaining duration of the spell by 30 minutes. If there are fewer than 30 minutes remaining on the duration, the caster may still breath but the spell expires immediately afterwards, and the caster is *stunned* for the following round.

Force Chains of Constriction

Evocation [Force]
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 round / level (D)
Saving Throw: None
Spell Resistance: No

This spell creates a spiked chain of pure force that can wrap around a creature or object within range and cause constriction damage each round. Immediately after casting the spell, the weapon will make its first attack. The weapon always attacks to start a grapple, thus making each attack roll a melee touch attack. The weapon uses your caster level as a base attack bonus (allowing for multiple attacks). The weapon continues to attack each round until it gets a hold. The caster can move the chain once per round during his turn as a standard action but if the chain ever moves beyond the range of his control, it immediately lets go of what it is holding and returns to the edge of the range where he/she is able to control it and awaits command. The chain has a fly speed (perfect) of 30 feet and the caster can order it to release its target as a standard

action at any time.

The weapon is considered to be Large size, and has a Strength of 22. This gives it a grapple check of 10 + caster level. After gaining a hold, the weapon continues to constrict the target, dealing 2d4+9 damage with each successful grapple check. While the victim is grappled, they gain a +2 cover bonus against spells, and abilities that affect an area. The spiked chain can affect incorporeal foes without penalty because it is a force effect.

As a force weapon, the spiked chain is immune to damage, and is unaffected by most spells. Only the following spells have any effect on the spiked chain: *disintegrate*, *greater dispel magic*, *mage's disjunction*. The two following items also destroy the spiked chain: a *sphere of annihilation*, and a *rod of cancellation*.

Focus: A spiked chain

Force Upon the Mortal Coil

Transmutation
Level: Clr 2, Pst 2, Pal 2, HC 2, Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: One incorporeal creature / 5 caster levels; all targets must be within 50 ft. of each other.
Duration: 1 round/ level
Saving Throw: Will negates
Spell Resistance: Yes

This spell was originally devised by worshippers of Beltine in their never-ending attack upon incorporal undead, but it has since been adapted to affect any incorporeal creature. Since incorporeal creatures normally exist on two planes at the same time, this spell attempts to counteract that by reinforcing the incorporeal creature's essence upon the Material Plane and less so on the Ethereal Plane. Any incorporeal creature that fails their save against this spell has its miss chance reduced from 50% to 20%, making it more likely that attacks against them will manage to connect.

Arcane Focus: A piece of frosted glass.

Fuel My Fury

Transmutation
Level: Brd 4, Clr 4, Pal 2, HC 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 feet / level)
Target: One creature per caster level, no two of which can be more than 30 feet apart
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: Yes

This spell steals the anger and battle fury from other living creatures and instills it in the caster or potentially others of his choosing. Creatures who fail their Will save suddenly finds themselves dispassionate about any situation that involves combat fury or base anger. This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless, good hope,* and *rage,* as well as negating a bard's ability to inspire courage or a barbarian's rage ability. While the spell lasts, a suppressed spell or effect has no effect. When the *Fuel My Fury* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

The caster gains a +1 bonus to Strength and Constitution for each creature that failed the Will save, who was also under the effect of a spell or ability that was suppressed. These bonuses last for the duration of this spell.

Gauntlet of the Elements

Evocation [see text]
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: Personal
Effect: A glowing pair of leather parrying gloves
Duration: 1 round / level
Saving Throw: None
Spell Resistance: Yes

Upon casting this spell you choose an element (acid, cold, electricity or fire) and a pair of multi-colored gauntlets form around your hands. The spell provides an energy pool of 1d6 points of damage per caster level (maximum 15d6) to draw from. Once per round as a standard action, you can expel a blast of the chosen elemental energy type towards a single target within the range of the spell. Treat this attack as a ray attack. This ray deals anywhere from 1d6 damage to a maximum of 15d6 damage, as you choose, although you cannot do more damage than the amount of energy remaining in the pool. If the energy pool is ever empty, the spell ends immediately, regardless of remaining duration.

Additionally, while the spell is in effect, you may absorb elemental damage from the chosen element, up to a maximum of 10 points of damage per caster level (maximum 150 points). For each full 10 points of damage absorbed in this manner, you may replenish the energy pool by 1d6. This does not allow you to regain more energy than you first started with. For the duration of the spell, the gloves that serve as the arcane focus are considered magical gloves. They take up the glove magic item slot and suppress the effect of any other magical gloves or gauntlets that you might be wearing. If you cast another spell while this spell is active, or if you remove the gloves that serve as the spell's focus, this spell immediately ends. The subtype of this spell is the same as the type of energy manifested.

Focus: A pair of leather gloves

Gaze of the Predator

Enchantment (Charm) [Mind-Affecting]
Level: Drd 1, Ran 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One animal
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to look upon animals and instill an unsettling fear in it which causes the animal affected to avoid the caster, unless commanded to interact with them through strong commands or magical coercion. An animal which fail its Will save is *shaken* for the remainder of the spell. If the animal in question is commanded to attack or approach the recipient of this spell using Wild Empathy or the Handle Animal skill, the DC is raised by 10. If the animal is subjected to magical coercion such as a *charm* effect or similar magic and ordered to attack the caster, the animal must make a second save or is unable to attack the caster for the duration of the spell.

Gaze Trigger

Divination
Level: Brd 5, Cleric 5, Drd 5, Sor/Wiz 5
Components: V, S
Casting Time: 10 minutes
Range: Touch
Duration: Permanent until triggered
Saving Throw: see text
Spell Resistance: No

This spell allows the caster to prepare a magical trap inside a mirror. When cast upon a mirror, the caster chooses another spell of 4th level and lower that can be stored within the mirror. Once the spell is complete, the trap can be detected by making a DC 30 Search check, and disabled using a DC 30 Disable Device check.

The next time someone looks into the mirror, spending at least a move action doing so, the spell within the mirror is released. If the spell is a targetted spell it is cast upon the viewer. If the spell is an area of effect then it is centered on the mirror, usually destroying the mirror at the same time. Cones extend outwards directly from the plane of the mirror, as do lines. The save DC (if applicable) for the stored spell is calculated as if the spell was a 5th level spell.

Ghostly Adversary

Illusion (Phantasm) [Mind-Affecting]
Level: Ass 1, Brd 1, HC(Beltine) 1, Shm 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./ 2 level)
Target: One creature
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: No

You can call upon spirits to whisper, make noises and create false movements behind a creature to make it believe it that it is flanked. If the creature fails its Will saving throw, it believes that another creature lurks

behind it, occupying a square in which no creature exists. The target creature suffers all effects of being flanked, regardless of if it is or not.

Glancing Blow

Abjuration
Level: Clr 1, Pst 1, Pal 1, HC 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Created by a monastic order of Ansharan monks who wanted to end conflicts decisively but without taking lives, this spell is inspired by their merciful natures. The spell creates a field of abjuration that extends to the spell recipient and all weapons in his possession. During combat, if the spell recipient ever strikes with a weapon that would inflict enough damage to kill the target, the spell recipient can, as a *swift* action, instantly transformed the damage into non-lethal damage. Only this attack is affected, all subsequent attacks are as normal (unless another attack meets the requirements of this spell).

If the recipient is using a ranged weapon, then this property is transferred to the ammunition and functions despite the separation between the recipient and the fired ammunition.

This effect is not transferable to another, since it affects the wielder of the weapons, not the weapons themselves.

Material Component: A piece of padded leather, pillow, or ball of cotton.

Globe of Smoke

Conjuration (Creation) [Fire]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: A small globe of smoke
Duration: 1 minute or 1 round
Saving Throw: None
Spell Resistance: No

You fire a small globe of acrid smoke at the target. You must first succeed at a ranged touch attack to hit your target. The smoke sphere deals no damage but stings the eyes, momentarily impairing the targets vision. For one minute after being struck, the target is treated as being *dazzled*. The smoke sphere also has the added condition of nullifying a creature's scent ability for one round. Sightless creatures are not dazzled and those without scent are unaffected by the olfactory debilitating aspect of the spell.

Gout of Vermin

Conjuration (Creation)
Level: Drd 3, Clr 4 (Saluwe), Pst 4 (Saluwe), Eht 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 feet/ level)
Effect: A swarm of attacking insects
Duration: Concentration + 2 rounds
Saving Throw: Will partial
Spell Resistance: No

The origin of this spell, which was no doubt created by the mind of a sadistic lunatic, has long been forgotten but sadly, its use has not. When this spell is cast, the caster is able to expel a swarm of centipedes or locusts from his mouth in horrific fashion. The expulsion of the swarm does no damage to the caster. Any creature adjacent to the caster that witness the expulsion of the insects must make a Will save or be treated as *shaken* for 1 minute due to the horrifying sight.

Once spewed forth, the swarm can be directed to attack any creature within the spells range and as a move-equivalent action, can be moved to another target. Unlike the spell summon swarm, the swarm conjured is under the control of the caster at for the listed duration and if concentration is broken, the swarm will continue to attack the last target it was directed to, whether it is dead or alive.

Material Component: The body of an insect that is placed in the mouth during casting.

Gout of Vermin, Hellish

Conjuration
Level: Drd 6, Clr 7 (Sarish), Pst 7 (Sarish), Eht 5

This spell functions like *gout of vermin*, except that it summons a swarm of hell wasps (see *Core Rulebook III)* instead of centipedes or locusts.

Gravity Well, Lesser

Transmutation [Earth]
Level: Drd 2, Clr (Saluwe) 2, Pst (Saluwe) 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell increases the force of gravity on a creature currently touching the ground. As long as the target stands the ground it suffers a –2 penalty to attack rolls and Reflex saves. Additionally, the target's movement is reduced by 10 feet. Jumping does not help to avoid this, but flying or standing on another object does protect against the effect. If a target's base movement is reduced to or below zero then the target is not able to move.

Gravity Well

Transmutation [Earth]
Level: Drd 4, Clr (Saluwe) 4, Pst (Saluwe) 4, Sor/Wiz 4

This spell functions like *lesser gravity well*, except the penalty to attack and Reflex saves is increased to –3 and movement is reduced by 20 feet.

Granite Goliath

Conjuration (Creation) [Earth]
Level: Sor/Wiz 9
Components: V, S, M, F
Casting Time: 1 round
Target: At least 2,000 lbs. of loose stone, none of which can be more than 30 feet apart.
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One stone golem
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell summons a stone golem (with standard statistics as detailed in *Core Rulebook III*) by absorbing the stones and rocks that form the material component of the spell. The golem will fight for you or perform appropriate tasks as you direct. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell creates a telepathic rapport with the stone golem for purposes of ordering it to do something, but it can also be commanded verbally as well. At the end of the spell's duration or when the golem is destroyed, it collapses into the crumbled rocks and stones that composed it prior to the spells casting. Rocks and stones that are used to cast this spell crumble apart and can never be used to cast this spell again.

Material Component: At least 2,000 pounds of stone.

Focus: A miniature stone golem worth at least 500 gp.

Grovel

Enchantment (Charm)
Level: Adp 2, (Gnome), Brd 2 (Gnome), Clr (Larissa) 2, Pst (Larissa) 2, Sor/Wiz 2 (Gnome)
Components: V, S
Range: Personal
Casting Time: 1 standard action
Target: You
Duration: 1 minute/ level
Saving Throw: Will negates
Spell Resistance: No

Ingenuity is a trait possessed by many gnomes on Onara due to them being perceived as a cursed race. So the fact that this spell was created by a indignant gnomish bard who wanted some sort of defense against his abusers during his long hours of panhandling, begging, and occasionally cutting a few coin purses came as little surprise to anyone. Despite it being exclusively used by gnomes in the beginning, the spell has begun to circulate amongst a sect of Larissans who are sympathetic to the gnomes and their condition and to a handful of others who have treated gnomes with kindness and respect rather than abuse and ridicule.

This spell creates a field of mental energy

around the subject that immediately modifies the emotions of those who wish to attack him. When an attacker goes to inflict harm on the subject affected by this spell, they must make a Will save to resist the urge to stop. If they fail their save, they look upon the enchanted creature as such a pitiful wretch that they cannot bring themselves to harm him or her, no matter how much they might actually want to. If however, the subject enchanted by this spell does something offensive to the creature that was compelled to avoid harming him or her, becomes separated from the creature that was bent on harming him or her by more than 60 feet, or is noticed assisting another creature in a way that will lead to the would be attackers harm, then the spell is instantly broken.

It is typical for gnomes that cast this spell, though not always, for them to drop to their knees and whine with tear-filled eyes, clasping their hands together in a pleading fashion as they beg profusely to have their lives spared (this constitutes both the verbal and somatic component of the spell.) Worshippers of militant gods such as Hurrian and Nier would rather die a horrible death than ever get caught using this spell. Most gnomes however, are not so picky and enjoy living to see another day, no matter how underhanded a tactic they may need to do so.

Guardian Ties

Universal
Level: Sor/Wiz 6 (Sanctorum Mage only)
Components: V, S, F, M, XP
Casting Time: 1 day
Targets: One Sanctorum Caster and one Guardian
Range: Touch
Duration: Permanent
Saving Throw: Will negates (Harmless)
Spell Resistance: No

It is not uncommon for Mages and Sanctorum Guardians to become close, even to the point of the Guardian taking on bodyguard duties for their friend or relative. Morgan val'Sheem researched ways of tightening this bond, helping her husband and guardian with his chosen calling, keeping her safe from Harvesters.

The result was this ritual, in which the mage and guardian become magically linked, or bound. It is a disturbing prospect for most, as the two characters become empathically linked, meaning that it is extremely hard for either to lie to, or hide their emotions from, the other.

Most of the benefits of this spell are reaped by the Guardian, but from this point forward, the Guardian's desire to protect their Mage becomes unquestionable. The spell allows access to the Bound Guardian prestige class (see **Chapter 6**). The immediate effect is that the two targets become empathically linked (as per the description of the empathic link between a familiar and its master described in *Core Rulebook I*).

A creature may only have one *guardian tie* at a time. This spell cannot be scribed on a scroll; there is something about the ritual that cannot be copied properly to a temporary form.

Material Component: 5,000 gp worth of diamond dust and two platinum bands worth 2,500 gp each.

Focus: A sanctified altar of Sarish.

XP: 500 XP from *both* the Caster and the Guardian.

Hammer and Anvil

Transmutation
Level: Clr 3 (Illiir), Pst 3 (Illiir), Sor/Wiz 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round / level
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell was created by a dwarven wizard from the Solanos Mor enclave who wanted to create a spell to enhance the combat skills of his dwarven monk brother. Even after their passing, the spell proved so effective that it was incorporated in the enclave and later was taught to humans and Vals that were deemed true allies of the enclave, particularly worshippers of Illiir.

When casting the spell, the caster must decide if he is the hammer or the anvil, while the target of the spell receives the other designation. The following benefits are only gained while the caster and the target are within 10 feet of each other, and flanking a foe.

The hammer receives a +1 bonus to damage rolls made using bludgeoning attacks. This bonus increases by +1 for every 3 additional caster levels (maximum +5 at 17th level).

The anvil receives a +2 enhancement bonus to natural armor and DR 2/-. The natural armor bonus increases by +1 for every five additional caster levels (maximum +5 at 20th level).

Material Component: A hammer and a chip of metal off an anvil.

Harpoon of Impaling

Evocation [Force]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: One harpoon of magical force
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Used by many militant arcane spellcasters, this spell creates and throws a harpoon composed of pure magical force with tremendous penetrating capability. The caster must make a ranged attack to hit with the harpoon. If the attack succeeds, the force weapon impales itself into the victim, inflicting 2d8 points of damage.

While the force weapon is impaled in the victim, he or she suffers horrible pain, suffering a –2 penalty to attacks, damage, AC, and all Strength and Dexterity based skill checks for as long as the harpoon is impaled in the victim.

If the weapon is removed from the victim by force, they take an additional 1d8 hit points of damage, which can be halved with a DC 10 + initial damage dealt Heal check. Any effect that destroys a *wall of force* can destroy a harpoon of impaling. If left in, the harpoon disapates harmlessly at the end of the spell's duration, dealing no additional damage.

Material Component: The tip of a spear, javelin, or harpoon

Heal Construct

Conjuration (Repair)
Level: Art 3

As *patch construct*, except this spell repairs 3d8 +1 per level (+15 maximum) points of damage.

Hellfire

Evocation [Evil, Fire]
Level: Sor/Wiz 9, Clr 9, Pst 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Area: 30-foot radius burst.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Perhaps no flame burns more sinister or is more destructive than those that can be found in the bowels of the Hells themselves. With this spell, the caster summons a portion of these flames to weaken and inflict damage upon Celestials and others of good alignment. Hellfire deals 1d6 hit points of damage per caster level (maximum 24d6) to all good creatures in the area of effect, with a Reflex save allowed for half damage. Celestial creatures that fail their Reflex save are banished back to their home plane. If the Celestial has the Native subtype, this latter portion has no effect.

Creatures of neutral alignment take half damage from this spell and are not subjest to destruction or banishment (unless they are Celestial). Evil creatures are unaffected by this spell (even if they are somehow considered Celestial).

Material Component: The hair of any Infernal, which must be coated in a mixture of ash and unholy water.

Heretic Shield

Abjuration
Level: Drd 3, Clr 3, Pst 3, Pal 2, HC 2, Rag 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Duration: 1 minute/ level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The nature of faith and worship on the face of Onara is a complicated one, and many times one god does not translate to one faith. For instance, the Erdukeen Nierites and other Nierites have a tendency to fight each other. The caster of this spell is granted limited protection against foes, and greater protection against foes who worship the same god as the caster but are of a different alignment.

The caster recieves a +1 deflection bonus to AC, damage reduction 5/magic and a +2 resistance bonus to all saving throws. Against foes who worship the same deity, but are of different alignment, the caster instead gains the following benefits instead. He recieves a +2 deflection bonus to AC, damage reduction 10/magic, a +2 resistance bonus to all saving throws, and SR 11 + caster level.

Hide from Infernals

Abjuration
Level: Sor/Wiz 1
Components: V, S, M

This spell functions like *hide from undead*, except that it works against Infernal creatures instead of undead.

Material Component: A pinch of brimstone.

Imbue with Intelligence

Transmutation
Level: Art 1
Casting Time: 1 day
Components: V, S, XP
Range: Touch
Target: One Construct
Duration: Permanent
Saving Throw: None
Spell Resistance: None

This spell allows the Altherian Artificer to imbue his creations with the basic intellect they need to function properly. After building any construct the Altherian Artificer uses this spell to give his creation a limited intellect. The Artificer may only cast this spell upon constructs of his own creation. This spell is used by the Artificer during the creation of his clockwork companion (see **Chapter 4** for details). It can also be used in conjunction with the Craft Construct or Craft Clockwork Construct feats to grant a construct a permanent +4 increase to its Intelligence.

XP Cost: 500 xp (0 xp when used during the initial construction of a Clockwork Companion).

Inky Shroud

Evocation [Darkness]
Level: Sor/Wiz 1
Casting Time: 1 standard action
Components: V, S, M
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: A mask of inky darkness
Duration: 1d4+1 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell creates a variant form of a darkness spell that affects one target within the spells range. When the spell manifests, a sheet-like piece of darkness forms and propels itself at the target, wrapping itself around the targets head and smothering their vision. Any effect that can dispel or negate the darkness spell can dispel the effects of the inky shroud. While the victim is smothered by the darkness that wraps itself tightly to their faces, the victim is blinded. The inky shroud does not prevent the victim from breathing, hearing, or speaking while under its effects.

Material Component: A small piece of black silk.

Infernal Vision

Transmutation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You gain the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Infernal vision* grants you the ability to see perfectly in darkness of any kind, even magical darkness created by a *deeper darkness* or other *darkness* spell.

Material Component: A dark agate.

Inflict Cramps

Necromancy
Level: Clr 1 (Anshar), Pst 1 (Anshar), Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

When you touch a creature, you cause it to suffer from severe stomach cramps. A target who fails his Fortitude save suffers a –15 ft. enhancement penalty to speed, and a –1 enhancement penalty to attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.

Creatures that are immune to critical hits are immune to this spell. Moreover, immunity to magical diseases protects against this spell.

Invigorating Nectar

Transmutation
Level: Drd 2, Rag 1, Eht 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Targets: 2 fresh berries touched
Duration: 1 day/ level
Saving Throw: None
Spell Resistance: Yes

Casting *invigorating nectar* upon a pair of berries makes them magical and capable of healing wounds and halting the effects of non-magical fatigue when consumed. You (and any other character capable of casting this spell) can immediately discern the transmuted berries from mundane berries.

Each enchanted berry cures 1d4 points of damage when consumed, subject to a maximum of 12 points of such curing within a 24 hour period. Each enchanted berry also grants the person consuming it the benefits of the Endurance feat for one day and cures all effects of normal fatigue they may have at that time.

Just Torment

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 6 (Anshar), Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ 2 level)
Target: One living creature
Duration: 1 round / level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell forges an aura of justice around the target, dealing to him damage equal to any damage that he deals to others. Should the subject fail his Fortitude save, every point of damage he inflicts during the spell's duration harms him as well. This spell has no effect on continuous damage caused by the subject (fire, poisons, some feats, spells that deal damage for multiple rounds, etc.), nor does it harm the subject if he indirectly causes harm (such as pushing another into a trap). All damage dealt by this spell is considered to be of a non-elemental type and therefore cannot be resisted.

Material Component: A length of barbed wire or a thorny vine.

Larissa's Fickleness

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 1 (Larissa), Pst 1 (Larissa)
Casting Time: 1 round
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/2 levels
Saving Throw: None
Spell Resistance: Yes

The caster may attempt to deliver a ranged touch attack once per round as a standard action (this is included in the casting of the spell the first round). If successful the target suffers a -5 luck penalty on their next attack roll. If the caster fails on an attack roll for this spell, the caster takes a -5 luck penalty on her next attack, or saving throw.

Larissa's Kiss of Narcissism

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 3, Clr 2 (Larissa), Pst 2 (Larissa), Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One creature
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: Yes

Passion is the strength of Larissa and with this spell her followers can cause the victim to become overwhelmed with their own sense of self-worth. If the target fails their saving throw, they become completely withdrawn into the mindset that they are the most perfect being in the world. If assisting others with something, they will stop what they are doing and start to do things such as groom themselves, admire themselves in a mirror or reflective surface, or anything else that allows them to bask in their supposed greatness. If the victim is in the middle of or asked to do something dangerous or in an environment that he/she feels is detrimental to their attractiveness, they will cease the activity for the remainder of the spells duration.

If threatened with the potential of physical harm, they will either move away from the danger at their maximum base movement rate every round or if unable to do so, they will go full defensive or if a magic user, cast spells of a protective nature upon themselves only. Any victim that is attacked automatically attacks its attackers on its next turn and then the spell effect is immediately broken.

Arcane Focus: A mirror that is worth no less than 25 gold pieces

Larissa's Sultry Whispers

Enchantment (Charm) [Language Dependent, Mind-Affecting]
Level: Brd 3, Clr 3 (Larissa), Pst 3 (Larissa), Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./ 2 levels)
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

For worshippers of Larissa, temptation is not just a skill but a form of art and in this case, a magical weapon of confusion. With this spell, the caster whispers words of want and desire to the target, invoking an overwhelming and often confusing sense of temptation upon the target. If the target fails their saving throw, they are treated as *dazed* for the remainder of the spell duration, unless they are attacked or jostled, which breaks the spells effects. The victim is mentally confused, overwhelmed by the myriad wants desires that normally fill their minds and cannot deicide upon any action other than defending themselves.

Lava Burst

Evocation [Earth, Fire]
Level: Sor/Wiz 5
Components: V,S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: One or more columns, each occupying a 5 ft. square and rising 5 ft. + 1 ft. / level
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell allows the caster to harness the thermal energies of the ground beneath them and cause pillars of lava to erupt upward and engulf their enemies. The pillars of lava flow back into the ground and seal the rupture from which they came at the end of the round they manifested but not before dealing 1d6 points of damage per caster level to those struck by the lava burst (maximum 15d6). The lava burst can easily ignite flammable materials on the targets. A Reflex save reduces the damage by half and allows the target to escape catching fire.

For every five additional caster levels, the caster may create an additional pillar of lava. All the lava pillars must be within 30 ft. of each other. Because the pillars have a vertical height, it is possible to catch flying creatures in the pillars. Finally, creatures that have tremorsense take no damage on a successful Reflex save.

Material Component: A small chip of obsidian.

Light, Greater

Evocation [Light]
Level: Clr 1 (Illiir), Pst 1 (Illiir), Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to glow like a hooded lantern, shedding bright light in a 30-foot radius (and dim light for an additional 30 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. If *greater light* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

A light spell counters and dispels a darkness spell of an equal or lower level.

Material Component: A firefly.

Lightning Web

Evocation [Electricity]
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Webs in a 20 ft. radius spread

Duration: 1 minute / level.
Saving Throw: Reflex negates
Spell Resistance: Yes (see text)

This spell functions like the *web* spell, except that the strands are charged with electrical energy. Any creature that fails its initial Reflex save or subsequently attempts to push through the webs takes 1d4 points of electrical damage each round (2d4 if wearing metal armor). Any creature attempting to break free of the webs through either a Strength or Escape Artist check takes this damage regardless of the check's success or failure. Spell resistance only applies to the electrical damage, not to the *web* itself.

Material Component: A bit of spider web and a copper coin.

Line of Sight

Transmutation
Level: Clr 8 (Sarish), Sor/Wiz 8
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Enchanted crystal
Duration: 30 minutes +1 minute/level
Saving Throw: None
Spell Resistance: No

When this spell is cast, you temporarily enchant a crystal so you can see through it. With a successful touch attack, which pro-

vokes an attack of opportunity, you may place the in orbit around the head of a creature, where it will stay in the same manner as an *ioun stone*. The crystal cannot be easily removed by the creature, but it can be attacked by the creature or anyone else. It also counts as a seperate creature for being targeted by spells and effects. The crystal is a Fine object with an AC of 26 (+8 size, +8 natural), hit points equal to your caster level, hardness 5, and your base saving throws. The crystal cannot be enchanted, nor can it bear any other magical effect.

While the crystal floats around the creature you may control its motion to a limited degree as well as gaining the ability to see (but not hear) through the crystal, with whatever natural vision types you possess. This allows you to make skill checks relating to observation (typically Knowledge, Spot, and Spellcraft checks) about things that are seen through the crystal.

Furthermore, you may cast spells through the crystal using the crystal's line of sight. Only spells with ranges of Close, Medium or Long may be cast in this manner. Casting a spell in this manner increases the casting time to one round, or if the casting time is one round or longer, it simply adds one round to the casting time. When the spell is cast, the range is measured with the crystal as the source of the spell.

This spell is supressed (but not dispelled) if either the caster or crystal are on different planes or if the crystal becomes separated from the creature it orbits by more than 3 feet. When the duration of this spell expires, the crystal crumbles into worthless ash.

Material Component: A fine crystal worth at least 100 gp.

Love Charm

Enchantment (Charm) [Mind-Affecting]
Level: Adept 1, Brd 1, Clr 1 (Larissa), Pst 1 (Larissa), HdM 1, Smn 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This charm makes a humanoid creature become enamored with a second selected target within range (including yourself if desired). The target of the spell will regard the loved one as its trusted friend (treat their attitude as friendly) and will try to win the loved one's favor. If the target creature is currently being threatened or attacked by you or by the loved one, however, the spell automatically fails.

The spell does not enable the loved one to control the charmed person as if it were an automaton, but it perceives the loved one's words and actions in a favorable and enamored way. The loved one can try to give the subject orders but must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something dangerous is worth doing for the loved one. The loved one must speak the person's language to communicate commands or else be good at pantomiming.

Any act by the loved one that threatens the charmed person breaks the spell. If the target otherwise suffers harm, he gets another saving throw with a +5 circumstance bonus .

Focus: A personal item that belongs to the target and a personal item that belongs to the loved one.

Low-Light Vision

Transmutation
Level: Asn 1, Brd 1, Drd 1, Rng 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You gain low-light vision for the duration of the spell. You can see twice as far as a normal human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.

Low-light vision can be made permanent with a *permanency* spell; the minimum caster level is 9th, and the XP cost is 500 XP.

Material Component: A carrot.

Luck of Fools

Abjuration
Level: Brd 3, Clr 3 (Larissa/Cadic), Pst 3 (Larissa/Cadic), Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/ level
Saving Throw: Will negates (harmless)
Spell Resistance: No

It is said that when worshippers of Larissa and Cadic get together, the result is more often than not unpredictable. The same can be said regarding their joint ventures in magic, as evidenced by this spell. This spell is often used by those with a streak of recklessness about them, allowing the caster to temporarily suppress their defenses.

Once the spell is cast, the caster suffers a –2 luck penalty to Fortitude, Reflex and Will saves. The target of the spell recieves a +2 luck bonus to AC and attack rolls. Additionally, the recipient gains the special ability of the Luck domain. If this special ability is used, the spell ends immediately.

For every five additional caster levels, the caster may take an additional –1 penalty to saving throws to grant the recipient an additional +1 luck bonus to AC and attack rolls.

Regardless of how many times a recipient recieves this spell, he may only make use of the Luck domain special power once each day.

Material Component: A rabbit's foot

Magic Circle against Infernals

Abjuration
Level: Clr 4 (Sarish), Pst 4 (Sarish), HdM 3, Sor/Wiz 4
Spell Resistance: No

This spell functions like a *magic circle against evil*, except that it affects Infernal creatures instead of evil creatures. In addition, the caster gains one of two additional benefits when using this spell. If focused outward, there is no need to overcome an Infernal's spell resistance. If focused inward, the caster gains a +5 bonus to any caster level check made when the trap is tested.

Material Component: A little powdered silver mixed with powdered cold iron, with which you trace a 3-foot-diameter circle on the floor (or ground) around the primary subject to be warded.

Magic Circle against Undead

Abjuration
Level: Clr & Pst 3 (Neroth, Beltine, and Belisarda), HdM 3, Sor/Wiz 3

This spell functions like a *magic circle against evil*, except that it affects undead creatures instead of evil creatures. This circle can only be focused outward and cannot be used to trap a called creature.

Material Component: A little powdered silver mixed with a few drops of holy water, with which you trace a 3-foot-diameter circle on the floor (or ground) around the primary subject to be warded.

Magic Circle of Elemental Retribution

Evocation [see text]
Level: Sor/Wiz 4 , Hdm 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Area: 10 ft. radius emanation from the caster
Duration: 1 round / level
Saving Throw: Reflex half
Spell Resistance: Yes

Upon casting this spell you choose acid, cold, electricity, fire, or sonic. This spell creates a faintly glowing field of energy that protects the caster from unwanted intrusion. Once per round, whenever a creature crosses the circle's boundary, the caster can unleash a blast of energy upon the creature crossing the barrier inflicting 6d6 points of energy damage. For every 4 levels over 7th, the caster can unleash an additional blast each round on a different creature crossing the barrier.

The caster can only unleash a blast if a

creature's movement crosses the circle's boundary. If the caster moves toward a creature and forces that creature into the circle's area of effect this spell does not trigger. Once a creature is within the circle's boundary it can no longer be affected by this spell unless it moves out of the spell's boundary and then back in. Creatures using reach weapons from outside the circle to attack those within are not affected by the spell, but creatures using natural attacks with reach that do so can be affected as if the creature had moved across the circle's boundary.

This spell's subtype is the same as the type of energy manifested.

Magic Circle of Detonation

Evocation [Force]
Level: Sor/Wiz 4, Hdm 4

This spell functions like a *magic circle of elemental retribution*, except that the damage dealt is 6d4 and is considered a force effect. Though the spell is called a magic circle, the field emanates in all three dimensions (it is a spherical emanation). The caster is always aware any time a creature crosses the circle's boundary even if he chooses not to unleash a blast of force upon that creature.

Magic Circle of Stunning

Enchantment
Level: Sor/Wiz 4, Hdm 4
Saving Throw: Fortitude negates

This spell functions like a *magic circle of elemental retribution*, except that the caster unleashes a wave of energy that potentially stuns a target instead of damaging it. Creatures that cross the barrier must make a Fortitude save or be stunned for 1 round per 5 caster levels. The caster cannot stun a creature with Hit Dice greater than his caster level. A creature already stunned by this spell cannot be affected by the spell a second time until the initial stunning effect wears off.

Magic Circle of Torment

Necromancy
Level: Sor/Wiz 4, Hdm 4
Saving Throw: Fortitude negates

This spell functions like a *magic circle of elemental retribution*, except that the field unleashes a wave of energy that wracks the target with incredible pain instead of damaging it. Creatures that cross the barrier must make a Fortitude save or suffer a -2 penalty to attack rolls, damage rolls, saving throws, skill checks, and ability checks for 1 round per 5 caster levels. A creature already affected by this spell cannot be affected by the spell a second time until the initial effect wears off.

Mantle of the Medusa

Transmutation
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell functions like *lesser mantle of the medusa* but it also bestows the petrification ability from a medusa's gaze attack. You may use the gaze attack once per round as a standard action, up to a range of 30 feet. Those failing their Fortitude save are permanently turned to stone until appropriate magic is used to revert them back to flesh.

Material Component: A chip of stone from a statue.

Mantle of the Medusa, Lesser

Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level
Saving Throw: None (see text)
Spell Resistance: No

This spell "borrows" the serpentine snake hair of a medusa and allows you to make attacks with it. The spell also grants a bonus to your saving throws against poison. When it is cast, your hair turns into a hissing mass of poisonous serpents. (If you are bald, the serpents appear to grow out of the flesh of your head.) Once per round, beginning on the round after you cast this spell, you may choose to make an attack with the poisonous snakes in place of a normal attack. You tip your head forward slightly and the serpents stretch out to attack the designated creature, which must be in an adjacent square (i.e. the serpents have 5' reach). The serpents use your base attack bonus and your Dexterity modifier, and make a normal melee attack (not a touch attack).

If the attack hits, the creature struck takes 1d6 points of damage and is poisoned. They get a Fortitude save to resist the poison, which has a primary and secondary damage of 1d6 Strength.

Finally, while this spell is active, you gain a +2 bonus on all saving throws made to resist poison. You are also immune to the poison of other medusae.

Material Component: The fangs of a venomous reptile.

Mask Scent

Illusion (Glamer)
Level: Adp 1, Asn 1, Rng 1, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature or object weighing no more than 100 lb./level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless, see text)
Spell Resistance: Yes (harmless, see text)

This spell will conceal all odors emanating from a creature or object. A creature that uses its sense of smell to track (such as with the Scent special quality) cannot track the target of the spell by scent. The spell does not mask scents that the target has previously left in its wake, but it does prevent the creature from leaving any new scents.

If the spell is cast upon a creature that uses its musk or stench in offensive or defensive ways (e.g., ghast, skunk, troglodyte), the spell negates that ability for the duration if the creature fails a Will save.

Material Component: A small red herring.

Master of Fall

Transmutation
Level: Drd 7, Clr 7 (Saluwe), Pst 7 (Saluwe)
Components: V, S, F
Casting Time: 1 standard action
Target: Self
Range: Personal
Duration: 1 minute / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The sway of nature and its power is the realm of mastery for the druid. Calling upon the blessings of the season of fall, this spell gifts you with a +2 holy bonus to Charisma. You also gain the benefits of the *pass without trace* and *freedom of movement* spells. Finally, you may, as a standard action, cast the *bitter kiss of fall* spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

Focus: A leaf fallen from a tree during a harvest festival

Master of Winter

Transmutation [Cold]
Level: Drd 7, Clr 7 (Yarris), Pst 7 (Yarris)
Components: V, S, F
Casting Time: 1 standard action
Target: Self
Range: Personal
Duration: 1 minute / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The sway of nature and its power is the realm of mastery for the druid. Calling upon the blessings of the season of winter, this spell gifts you with a +2 holy bonus to Constitution as well total protection from all cold damage. The spell also grants you a +1 enhancement bonus to your caster level when casting any cold-based spells. Finally, you may, as a standard action, cast the *bitter kiss of winter* spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

Focus: A leafless twig or branch from a tree picked during the winter season.

Master of Spring

Transmutation
Level: Drd 7, Clr 7 (Hurrian), Pst 7 (Hurrian)
Components: V, S, F
Casting Time: 1 standard action
Target: Self
Range: Personal
Duration: 1 minute / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The sway of nature and its power is the realm of mastery for the druid. Calling upon the blessings of the season of spring, this spell gifts you with a +2 holy bonus to Dexterity as well giving you the benefits of *overland flight* and *pass without trace*. Finally, you may, as a standard action, cast the *bitter kiss of spring* spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

Focus: A spring wildflower blossom.

Master of Summer

Transmutation [Fire]
Level: Drd 7, Clr 7 (Nier, Fire Dragon), Pst 7(Nier, Fire Dragon)
Components: V, S, F
Casting Time: 1 standard action
Target: Self
Range: Personal
Duration: 1 minute / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The sway of nature and its power is the realm of mastery for the druid. Calling upon the blessings of the season of winter, this spell gifts you with a +2 holy bonus to Strength as well total protection from all fire damage. The spell also grants you a +1 enhancement bonus to caster level when casting any fire-based spells. Finally, you may, as a standard action, cast the *bitter kiss of summer* spell. However, doing so immediately ends this spell effect, regardless of the remaining duration.

Focus: A stone found in the cracked mud of a dry river bed.

Mend Construct

Conjuration (Repair)
Level: Art 0

As *patch construct*, except this spell repairs only 1 point of damage.

Mental Shield

Abjuration [Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell creates an invisible field that protects you from mental attacks. The spell provides a +4 insight bonus on Will saving throws to resist all mind-affecting effects, including charms and compulsions.

Casting this spell is an immediate action, which means that you can cast it even when it is not your turn, quickly enough to gain the benefits when another spell or effect forces you to make a saving throw. This counts towards the normal limit of one quickened spell per round.

Focus: A small crystal.

Mental Shield, Greater

Abjuration [Mind-Affecting]
Level: Sor/Wiz 5

This spell functions like *mental shield*, except that the bonus provided against all mind-affecting effects is +6 and the spell also gives you spell resistance of 13 + caster level against charm and compulsion spells.

Mental Shield, Lesser

Abjuration [Mind-Affecting]
Level: Sor/Wiz 1
Duration: 1 round

This spell functions like *mental shield*, except it has a reduced duration and only provides a +2 bonus.

Mirror Legion

Illusion (Figment)
Level: Assassin 3, Bard 3, Sor/Wiz 3, Warder 3
Components: V, M
Casting Time: 1 standard action
Range: Personal and see text
Duration: 1 minute / level
Saving Throw: None
Spell Resistance: No

The spell is an enhanced version of *mirror image* that has some offensive uses. *Mirror legion* operates exactly as *mirror image* with one important exception. The duplicates created move to attack the caster's foes, confusing them and causing them to become flanked. On his action, the caster can designate any one opponent within 5 feet that he threatens with a melee weapon to become flanked by a duplicate. As long the caster has at least one remaining duplicate, and he threatens the target, the caster and all of his allies may attack the target as if the target is flanked. The caster can only affect one enemy in this fashion at a time.

Creatures that cannot be flanked under normal circumstances (such as oozes) cannot be flanked by this spell. The exception is that against a creature with Improved Uncanny Dodge, the figments created by this spell are treated as if they were rogues of a level equal to your caster level. This only applies to the determination of whether or not a particular creature can be flanked.

Although the duplicates created by this spell are destroyed in exactly the same way as the duplicates created by *mirror image*, the creature being flanked can only escape the effect if all of the duplicates are destroyed. Each time a duplicate is destroyed the remaining duplicates shift places to maintain the flank.

Material Component: A shard of a broken mirror, upon which you cut yourself slightly while casting the spell.

Moan of the Cloaker

Evocation [Sonic]
Level: Brd 4, Drd, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 round/level
Saving Throw: Will or Fort negates (see text)
Spell Resistance: Yes

Named for the creature of shadows, this spell allows the caster to emit dangerous subsonic energy that creates a variety of debilitating and incapacitating effects. The caster must choose one of the effects below to produce using this spell; once this choice is made it cannot be changed. This effect is produced within the cone, and any creature that fails its save is affected for the duration of the moan.

Unnerve: Creatures within the area of the moan who fail a Will save suffer a –2 morale penalty to attack and damage rolls. If a creature hears the moan for three subsequent rounds, they must suceed on another Will save or be *dazed* for one round. This is a mind-affecting compulsion effect.

Fear: Creatures within the cone must suceed on a Will save or run in terror for 1 round per two caster levels. This effect remains in effect on the creatures even after they leave the area of effect. This is a mind-affecting fear effect.

Nausea: Creatures in the moan must make a Fortitude save or be *sickened* while they are in the cone.

Stupor: This use of the spell is instead only a targeted use. The creature that is targeted must be within the range of the spell. If the creature fails a Will save, he enters a stupor (treat this as a *hold monster* effect). The target may make a new save each round to end the stupor.

Material Component: A preserved piece of a cloaker.

Molt

Conjuration
Level: Adt 2, Drd 2, Rag 2, Sor/Wiz 2
Components: V
Casting Time: 1 *immediate* action
Range: Personal
Target: Self
Duration: 1 round
Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

Borrowing the ability of certain animals to shed their skins, this spell uses such an ability to escape from bindings or grapples and slide to a safer location. When cast, the caster may shed a layer of outer skin, granting them a +10 modifier to Escape Artist checks for one round. Doing so deals the caster 1d6 damage, however, this damage does not force the caster to make a Concentration check as it takes effect after the spell's casting is complete.

If the caster should break free from a grapple while the spell is active, he may slide to a location within 10 feet of the grapple, instead of the usual 5 feet. This movement occurs fast enough that it does not provoke attacks of opportunity.

Munokhoi's Magnificent Explosions

Evocation [Fire]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: 10 ft. radius
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell creates cacophonous fiery blasts out of nowhere as directed by the caster, causing 1d6 damage per caster level to all creatures within the area (maximum 10d6). The explosion may be detonated as a singular blast, or the spell caster may opt to trigger multiple explosions (no more than one explosion per two caster levels total). Each explosion may have a different center point as its target and each covers a 10-foot radius. The damage inflicted by the spell may be divided up in any way between the multiple explosions, but the combined damage of all the explosions may not exceed the maximum damage of the spell. It is possible for explosions to overlay each other, but a creature caught in two explosions only makes one save, and only suffers damage from the larger explosion.

Material Component: A chunk of saltpeter, which is consumed in a tiny fizzle of sparks during casting.

Mystic Barrier

Abjuration [see text]
Level: Clr, Protection 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: 1 round / level
Saving Throw: None
Spell Resistance: Yes

This spell allows the caster to surround himself with powerful magical protections. The caster gains damage reduction 15 (law or chaos, see below), spell resistance 10 + caster level, and a +5 resistance bonus to saving throws. Lawful casters gain damage reduction 15 / chaotic, while chaotic casters gain damage reduction 15 / lawful. Neutral casters may choose either form.

Creatures of opposing alignment (lawful creatures attacking a chaotic caster or chaotic creatures attacking a lawful caster) suffer 10d6 points of damage the first time they attempt to make a melee attack against the caster. Neutral creatures suffer 5d6 damage. There is no save against this damage. A neutral caster does not gain this benefit.

This spell gains either the Lawful or Chaotic subtype depending on the type of damage reduction gained.

Negative Energy Cascade

Necromancy
Level: Clr 0, Pst 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A black cascade of negative energy shoots from your fingertips. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All living creatures receive 1d3 points of damage from the cascade. Undead are healed for 1d3 hit points of damage on a successful hit.

Neroth's Grave Token

Abjuration
Level: Prt 3 (Neroth), Clr 3 (Neroth), HC 2 (Neroth)
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Effect: One token made of bone
Duration: 1 hour/ level
Saving Throw: None
Spell Resistance: No

Many of Neroth's worshippers share a great hatred of incorporeal undead, who are the province of Beltine and who frequently have energy-draining or ability-draining attacks. They have created a wide variety of magic to protect themselves against such creatures. This spell allows the caster to create a coin token made of bone that can be charged with protective energy versus a variety of attacks that are commonly used by undead. The bone token must be in the possession of the person benefiting from the protection and this person need not be the caster; it can be given to someone else and will function for the spell's listed duration.

The type of protection afforded grows stronger at higher levels. The effects are cumulative, but the first attack of any of the warded types will destroy the coin, so the caster may choose not to include some of the listed effects

in order to save the coin's power. For example, a 17th-level caster will create a coin that blocks the first paralyzation effect, ability drain, ability damage, or energy drain that strikes the coin's possessor. If the caster chooses, he may omit (say) paralyzation and ability damage, meaning that the coin will only protect against ability drain and energy drain. The coin protects against the listed types of effects regardless of whether the attack is actually made by an undead creature (or an incorporeal creature) or not. For example, the coin works just as well against a wight's slam attack as it does against the *enervation* spell.

When the possessor of the coin is struck by an attack of a type that it can absorb, the baneful effects of the attack are automatically redirected into the coin, causing it to crumble to ashes, leaving the original target unaffected. The entire attack is absorbed, regardless of its strength. For example, if the coin absorbs an energy drain effect, it absorbs the entire effect regardless of whether 1 level or 8 levels would have been drained.

If the coin is broken before it can be used, subjected to a targeted *dispel magic*, or is attempted to be used in an *antimagic shell*, the magic is either suppressed or dispelled, depending on what method is used.

Because of the nature of the magic used in this spell, it can only be cast once in a 24-hour period, and the Extend Spell feat may not be applied to this spell. Likewise, a character may never be warded by more than one *Neroth's grave token* at a time. If a character

who is already carrying one of these coins attempts to pick up another one, the one he is already carrying immediately crumbles to dust.

Material Component: A piece of bone from a dead creature dug up by the caster.

Table: Neroth's Grave Token

Caster Level	Effect Negated
5th to 8th	Paralyzation
9th to 12th	Ability damage
13th to 16th	Ability drain
17th or higher	Level or energy drain

Nier's Martyrdom

Evocation [Fire]
Level: Clr 6 (Nier), Pst 6 (Nier), HC 4 (Nier)
Components: V, S, DF
Casting Time: 1 standard action
Range: 20 foot burst, centered on caster
Effect: A blossoming burst of sacred fire
Duration: Instantaneous
Saving Throw: Reflex Half
Spell Resistance: Yes

Fire destroys but it also cleanses. Fire is the instrument of Nier's judgment and retribution. This spell, considered deeply symbolic of the ardent worship that Nier's followers have for Him, allows a worshipper of Nier to sacrifice a number of hit points equal to those which he currently possesses at the time of casting and transform those hit points into a devastating burst of sacred flames. The spell does 1d6 of damage for every 5 hit points sacrificed. For example, if the caster has 74 hit points when casting the spell, the spell does 14d6 damage. The caster's temporary hit points (if any) are not counted when calculating the damage dealt by this spell.

Half of the flame energy produced by this spell is fire damage, but the other half results directly from divine power and is therefore not subject to resistance from fire-based attacks.

As the fire roars outward, at the center of the conflagration, the caster's body can be seen ripping itself apart as the flames erupt from his wounds. Any magic or other effect that would act to suppress, deflect, or inhibit the damage taken by the caster as a sacrifice to power this spell automatically fails. The completion of this spell immediately drops the caster to -9 hit points, although he is stable.

Pain Shards

Necromancy
Level: Pst 2 (Anshar), Clr 2 (Anshar), HC 2 (Anshar), Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft.+ 5 ft. / 2 levels)
Area: 20-foot radius spread
Duration: 1 round / level
Saving Throw: Reflex half, Fortitude partial (see text)
Spell Resistance: Yes

This spell enchants a gem with harmful arcane energy which detonates in a spray of jagged particles when thrown by the caster, inflicting damage in the area of effect and possibly instilling waves of constant pain in the bodies of all creatures that physically hinder them. The particles shoot out in random directions within the area of effect, possibly embedding themselves deep into the victim's body.

All creatures caught in the spray take 2d6 points of damage, plus 1 additional point of damage per caster level (maximum +10) with a Reflex save for half damage. Creatures that fail their Reflex save must also make a Fortitude save. If the Fortitude save fails, the jagged particles have embedded themselves deep into the creature's body and begin to resonate waves of physically debilitating energy. For the duration listed, the victim is wracked with agonizing pain that imposes a –1 enhancement penalty to Strength and Dexterity for each 5 caster levels. Spellcasters that are affected by the pain must make DC 15 + spell level Concentration checks to successfully cast a spell until the duration ends.

The debilitating effects of multiple *pain shards* are not cumulative and the spell has no effect on objects or on creatures that are immune to critical hits.

Material Component: A gem worth no less than 50 gp, and the blood of any poisonous creature.

Patch Construct

Conjuration (Repair)
Level: Art 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One construct
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: No

With this touch spell, you direct arcane energies into a construct to mend damage it has sustained. This spell repairs 1d8 +1 points of damage (max of +5) suffered by a construct of any type.

Phantom Sails

Conjuration (Creation)
Level: Cleric (Yarris) 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Effect: Quasi-real sails and rigging for one vessel

Duration: 1 day/level (D)
Saving Throw: None
Spell Resistance: No

Originally created by the priests of the Skohir, this spell creates a set of quasi-real sails and rigging on a ship or other vessel. It is often used to allow damaged ships to make it back to port so that they can be repaired. The rigging created is appropriate for the vessel, replacing missing parts as necessary. If the ship never had rigging, the caster determines such details as how many masts, size and shape of sails, and so forth. This spell in no way makes a hull seaworthy; if the ship is sinking due to hull damage, this spell cannot save it. A full crew is still required to manipulate the rigging and sails created by this spell. The *phantom sails* are always filled with air, regardless of weather conditions, and the ship moves at its full movement.

Pierce the Shroud

Divination
Level: Clr 4 (Sarish), Pst 3 (Sarish), Secrets 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Area: 30-foot radius
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

This spell causes the visual separation between the Material Plane and a chosen other plane to weaken, allowing everything in the area of effect that exists in the other plane to be seen by the caster so long as he remains on the Material Plane. (The plane the caster is looking into must be specified at the time of casting, and may not be changed during the spell's duration. If the caster wishes to choose a plane other than the Ethereal Plane or the Shadow Plane, then he must have personally visted the plane to be viewed.) This spell cannot be used to view a location on the same Mortal Plane as the caster, but it can be used to view other Mortal Planes if the caster has been to the plane in question. See **Chapter 1** for more details on the planar cosmology of Arcanis.

Creatures that are present in the corresponding area on the chosen plane are clearly visible by the caster, and the area of effect on the Material Plane is clearly visible to the creatures on the other plane, although sound is not transmitted, so verbal communication is impossible between the planes. If the plane to be viewed is not one that has a physical correspondence with the Material Plane (which the Shadow Plane and the Ethereal Plane do, but most other planes do not) then the caster must choose a specific landmark or location on the other plane that he has personally visited to be the center of the area of effect on the other plane.

If the caster chooses to look into the Ethereal Plane, then there is no miss chance when attacking incorporeal creatures and creatures under the effect of the *blink* spell or similar magics in the area of effect.

Material Component: A clear lens of any kind.

Note: In the LIVING ARCANIS campaign, this spell may only be used to view the Ethereal Plane or the Shadow Plane unless the caster has campaign documentation allowing him to view a specific named plane.

Positive Energy Cascade

Conjuration (Healing)

Level: Clr 0, Pst 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft.+ 5 ft. / 2 levels)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A glowing gold cascade of positive energy shoots from your fingers. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All undead creatures receive 1d3 points of damage from the cascade. Living creatures are healed for 1 hit point of damage on a successful hit.

Positive Energy Lance

Evocation
Level: Clr 5, Pst 4, Pal 4, HC 4
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: A lance of glistening positive energy
Duration: 1 round / level
Saving Throw: None
Spell Resistance: None

A glistening lance of light or heavy size, depending upon the wishes of the caster, materializes in the hands of the caster. The size category of the lance is determined by the caster's size. If the caster ever releases the lance, its energy disperses and the spell ends. You can use the *positive energy lance* to deliver destructive attacks against Infernals, outsiders with the Evil subtype, and negative-energy undead. The weapon, since it is composed of energy, is weightless.

The *positive energy lance* is treated as a normal lance for purposes of damage, feats and abilities. However, when used against Infernals, the lance does 2d8 damage plus 1 point per caster level (maximum +10) per successful hit. Because the lance is weightless, you need only one hand to wield the weapon and it is not necessary to have proficiency for it as the spell imparts the basic knowledge on how to wield it properly upon the user.

The *positive energy lance* is most devastating against negative-energy undead. When used against negative energy powered undead, the lance does 2d12 points of damage plus 1 point per caster level (maximum +15) per successful hit.

Lastly, because the lance is made of positive energy, it cannot be used to damage celestial creatures.

Material component: Any size lance, even a small replica, and a vial of holy water.

Positive Energy Missiles

Conjuration [Healing]
Level: Clr 2, Pst 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Up to five creatures, no two of which can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A number of missiles of pure positive energy dart forth from your fingertips and unerringly strike their target. These missles can deal damage to living and undead creatures, except Celestials and other outsiders with the Good subtype, in the amount of 1d4+1 hit points per missile. The missiles strike unerringly, even if the target is in melee or has anything less than total cover or concealment. The missiles deal no damage to objects or constructs.

For every three caster levels beyond 2nd, you gain an additional missile, to a maximum of 5 missiles at 14th level. You can have the missiles strike a single creature or several creatures (as with *magic missile*). You must designate the targets before you roll for SR or roll damage.

Lastly, because these missiles are made of positive energy, they can be used to heal wounds on living creatures, healing such creatures of 1d4+1 hit points per missile. It is the caster's choice whether the missiles deal damage or heal creatures, and all of the missiles must be of the same type – either all the missiles deal damage or all the missiles heal damage.

Pouncing Claws

Transmutation
Level: Clr 5 (Saluwe), Rgr 4, HC 4 (Saluwe), Druid 4
Casting Time: 1 standard action
Range: Touch
Target: One living bipedal creature
Duration: 1 round/ level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject of this spell is endowed with superior jumping capacity, the ability to grow claws on their feet which can be used to attack, and the pounce attack maneuver used by certain animals such as tigers. This spell grants the target a +10 enhancement bonus to Jump checks. Furthermore, the spell causes claws to grow on the recipient's feet, but the magic of the spell absorbs the properties of any footwear the recipient is currently wearing, suppressing any special powers the footwear would normally grant the wearer.

The claws deal 1d4 + Strength modifier damage and the subject may make 2 claw attacks with the full attack action or 1 attack as a standard action. However, the claws count as secondary natural weapons (suffering a –5 penalty on attack rolls) and because they are only on the recipient's feet, they may only be used if the recipient is grappling a foe (or using the pounce attack).

Finally, the recipient of the spell gains the pounce special attack of a tiger (see *Core Rulebook III*). This attack may only be used once each time this spell is cast. However, its use does not affect the duration of the spell.

Material Component: A claw from any animal with the pounce ability.

Power Word, Thunder

Conjuration [Mind-Affecting]
Level: Sor/Wiz 6, Cleric 7 (Hurrian), Druid
Components: V
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft./ level)
Target: One creature with 200 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You utter a single word of power that quickly rises to a tremendous pitch and washes outward as a tangible boom of sound. The creature of your choice, who does not have to be able to hear the *power word*, is deafened and dazed. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by this spell.

Hit Points	Condition	Duration
50 or less	Deafened	Permanent
	Dazed	1d4+1 minutes
51-100	Deafened	1d4+1 minutes
	Dazed	1d4+1 rounds
101-200	Deafened	1d4+1 rounds
	Dazed	1 round

Predict Weather

Divination
Level: Adt 1, Drd 1, Rnr 1, Cleric 2 (Hurrian, Saluwe), HC 1 (Hurrian, Saluwe)
Components: V, S
Casting Time: 2 rounds

Range: 1 mile
Area: One-mile-radius centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can accurately predict the weather in the area of the spell's range. You have completely accurate knowledge of the upcoming natural meteorological conditions (e.g., wind, cloudiness, temperature, precipitation). If a sea is within range, the spell also reveals information on wave height and tides. For each caster level, you can forecast the weather two hours in advance, to a maximum of 1 day. The spell is able to predict only natural weather patterns, and it cannot predict the use of control weather or other weather-controlling magic, which may cause the prediction received to be wrong.

Predict Weather, Greater

Divination
Level: Adt 2, Drd 2, Rnr 2, Cleric 3 (Hurrian, Saluwe), HC 2 (Hurrian, Saluwe)
Casting Time: 1 minute
Range: 2 miles
Area: Two-mile-radius centered on you

This spell functions similar to *predict weather*, except that it has a larger range and predicts farther into the future (4 hours per caster level instead of 2 hours, with no maximum).

Predict Weather, Lesser

Divination
Level: Drd 0
Casting Time: 1 round
Range: Half a mile
Area: One-half-mile radius centered on you

This spell functions similar to *predict weather*, except that it has a shorter range and does not predict as far into the future. You can forecast the weather in the spell's range for the next two hours only.

Prestidigitation, Subtle

Universal
Level: Brd 1, Sor/Wiz 1
Components: S
Casting Time: 1 *swift* action
Range: 10 ft.
Target, Effect, or Area: See text
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

This spell functions similar to prestidigitation, except that the casting time is shorter and it has no verbal component. The result of the shorter casting time and silent nature of the spell is that the casting of subtle prestidigitation is much more difficult to discern than that of prestidigitation. A viewer must make a DC 15 Spot check (plus distance penalty) to realize that a spell is being cast, in addition to the Spellcraft check to identify the spell.

Prestidigitations are minor tricks that novice spell casters use for practice. Once cast, a subtle prestidigitation spell enables you to perform simple magical effects for 1 minute. The effects are minor and have severe limitations. Subtle prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spell casters. Subtle prestidigitation can create small objects, but they look crude and artificial. The materials created by a subtle prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, this spell lacks the power to duplicate any other spell's effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 minute.

Table: Prismatic Arrow

1d8 Roll	Color of the Arrow	Effect
1	Red	20 points of fire damage (Reflex save for half)
2	Orange	40 points of acid damage (Reflex save for half)
3	Yellow	80 points of electricity damage (Reflex save for half)
4	Green	Poison (kills; Fortitude save to take 20 points of damage instead of dying)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as the insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Multicolored	Roll again twice, ignoring any result of an 8

Prismatic Arrow

Evocation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Effect: A multi-colored arrow or bolt
Duration: Instantaneous / see text
Saving Throw: See text
Spell Resistance: Yes

This spell brings into being a bolt or arrow of intertwined, multicolored energy that can be shot from any missle weapon of the appropriate type, depending on whether a bolt or an arrow was created. The arrow must be fired before the end of the caster's next turn or it fades away with no effect. The caster can hand the arrow to another creature to shoot, as long as the arrow is fired before the end of the caster's next turn.

The *prismatic arrow* consists of seven colors, each color possessing a different power. Creatures struck by the arrow that have 8 HD or less are automatically blinded for 2d4 rounds. In addition to this, the arrow shifts through the colors of the rainbow as it travels. On a successful attack roll, at the moment of impact, roll 1d8 to determine the arrow's color. The creature struck suffers the listed effects (the arrow otherwise deals no damage).

Material Component: A normal arrow or bolt (which is destroyed by the spell's effects) and a pouch of multi-colored sand.

Prophecy

Divination
Level: Cleric (Belisarda, Larissa) 8, Sor/Wiz 8
Components: V, S
Casting Time: 1 hour
Range: Personal
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster may catch glimpses of the future. An arcane caster or a follower of Larissa must have a fire to gaze into, while a follower of Belisarda may use a puddle or pool of water (or an Elluwé). These glimpses can provide clues of things yet to come. Through these visions, the caster may learn certain future truths surrounding an object, person, place, or event. The GM must determine the images seen. The information comes in a series of visions; some are vague, while others are clear. The visions may be comforting, alarming, both, or neither. Once these images are revealed, the caster must determine their meaning. An individual caster may only gain a *prophecy* once per subject.

Note: This spell cannot be used in the LIVING ARCANIS campaign, except as explicitly provided for in an adventure or at a special event under the supervision of the campaign staff.

Protection from Infernals

Abjuration
Level: Clr 2, Pst 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless, see text)
Spell Resistance: No

This spell wards a creature from attacks by Infernal creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on

saves. Both these bonuses apply against attacks made or effects created by Infernal creatures.

Second, the spell prevents bodily contact by Infernal creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by Infernal creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Because this spell is designed to specifically affect Infernals, their spell resistance cannot overcome this protection. However, each round an Infernal creature can make a Will saving throw to overcome this protection and touch the warded creature.

Material Component: A little powdered silver mixed with powdered cold iron, with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Protection from Undead

Abjuration
Level: Clr 1, Pst 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless, see text)
Spell Resistance: No\

This spell wards a creature from attacks by undead creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures.

Second, the spell prevents bodily contact by undead creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by undead creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. However, each round an undead creature can make a Will saving throw to overcome this protection and touch the warded creature.

Material Component: A little powdered silver mixed with powdered iron with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Pulverize

Evocation [Force]
Level: Sor/Wiz 9
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft/level)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half (object)
Spell Resistance: Yes (object)

This spell releases a column of hammering energy that strikes with crushing force, able to grind objects and creatures to dust. The force energy does 1d6 hit points of damage per caster level (maximum 25d6) with a Reflex save for half damage. Additionally, *pulverize* deals its full damage to unattended objects. Flying creatures in the area of effect who fail their saving throws are thrown to the ground and knocked prone, suffering 1d6 points of additional damage per 10 feet fallen. Non-flying creatures who fail the saving throw are knocked prone.

Arcane Focus: *A mallet or hammer with an adamantine head worth at least 2,000 gp. (An adamantine bludgeoning weapon can be used as the arcane focus if the caster is wielding the weapon while casting the spell, as long as the weapon's market price is at least 2,000 gp.)*

Puppet Army

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 round
Range: Close (25ft. + 5 ft. / 2 levels)
Effect: One humanoid per caster level
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

Except as noted above, this spell is identical to *dominate person.*

Purge Element

Abjuration
Level: Drd 4, Clr 5, Pst 5, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: Element-based creature or 5ft. cube/ caster level of a specific elemental type.
Duration: Instantaneous
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

With this spell, a caster can expunge or damage elemental creatures or effects of a chosen type (air, earth, fire, or water). If used against a natural phenomenon that embodies the chosen element, such as a forest fire or a pool of water, the spell destroys up to one 5 ft. cube per caster level of this element. If the spell is directed against creatures with an elemental subtype that corresponds to the chosen element to be purged, the spell does 1d6 points of damage per caster level (maximum 10d6). A successful Fortitude save reduces the damage by half. If this spell is used against structures made of earth or stone, it acts as a *move earth* spell but with the area of effect listed above.

Material component: A lit tindertwig for fire, a pebble for earth, a full waterskin for water, a fan for wind, and a vial of vinegar for acid.

Quicken Stride

Transmutation
Level: Brd 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/ level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The recipient of this spell recieves a five-foot enhancement bonus to their base land speed (which also improves the recipient's Jump checks). The spell does not enhance any other mode of travel (swimming, flying, burrowing, etc.)

Quiet

Illusion (Glamer)
Level: Asn 2, Brd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: You or a creature or object weighing no more than 100 lb./level
Duration: 10 min./level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Upon the casting of this spell, the target is dampened from producing any sound. All sounds emanating from the target or created by something attached to it are strongly muffled. The target may not speak, cast spells with verbal components, use magic items that involve sound, or issue any noise whatsoever. On the other hand, this spell does not prevent sounds that are indirect results from the target's actions, such as dropping an object on the ground or stepping on a twig that breaks.

The result is that the target has a +15 enhancement bonus on Move Silently checks for the duration of the spell. The spell can be centered on a creature or an object. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects do not. This spell does not prevent outside sounds from reaching the target, and thus it does not provide a defense against sonic or language-based attacks.

Material Component: A piece of cotton and a pinch of sand.

Quiet, Greater

Illusion (Glamer)
Level: Brd 4, Sor/Wiz 5
Casting Time: 1 round
Duration: 1 round/level (D)

This spell functions similar to *quiet*

except for duration, casting time, and some of the spell's effects. The subject gains a +20 enhancement bonus to Move Silently checks for the duration of the spell. If the subject accepted the spell willingly (i.e. did not attempt a Will save) then he retains the ability to voluntarily speak, cast spells with verbal components, and use magic items that involve sound.

Quiet, Lesser

Illusion (Glamer)
Level: Brd 1, Sor/Wiz 2
Casting Time: 1 standard action
Duration: 1 min./level (D)

This spell functions similar to *quiet* except for duration, casting time, and some of the spell's effects. The subject gains a +10 enhancement bonus on Move Silently checks for the duration of the spell.

Quiet, Mass

Illusion (Glamer)
Level: Brd 6, Sor/Wiz 7
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Targets: One creature per level, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)

This spell functions the same as *greater quiet* except for duration, casting time, and some of the spell's effects. This spell can affect one creature per caster leve but ends if any individual moves more than 30 feet from the nearest member of the group.

Rattle

Evocation [Earth]
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft
Area: Line
Duration: 1d6 rounds
Saving Throw: Reflex negates
Spell Resistance: No

This spell creates a minor tremor along the ground that can be directed to chase down and strike any target within the spell's range, reducing their movement and adding to the difficulty of casting spells. Creatures within the area of effect who fail a Reflex save are rattled by the tremor and they continue to shake even after the ground stops. Such creatures have their land movement speed reduced by 5 feet (this does not affect a creature's other movement modes, such as flying or burrowing). The shaking is considered "vigorous movement" for purposes of spellcasting, requiring a DC 10 + spell level Concentration check to successfully cast a spell, but it does not otherwise inhibit a creature's choice of actions. Once a creature has been rattled by the tremors, it suffers the ill effects until the duration ends.

Ray of Flame

Evocation [Fire]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A ray of scorching air and sparks projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of fire damage.

Ray of Nullification

Abjuration
Level: Sor/Wiz 7

This spell functions like *lesser ray of nullification*, except that the ray can counter spells of 5th level and lower. A spellcaster who is under the effects of a *ray of nullification* can remove it with a targeted *greater dispel magic* cast against himself. This only dispels the *ray of nullification,* and no caster level check is required.

Example: Suppose a 14th level wizard casts *ray of nullification* against an enemy spellcaster who then casts a *fireball* and an *empowered magic missile* on his next two actions, only to have them counterspelled by the ray's effects. The *fireball* counts as 3 spell levels and the *empowered magic missile* counts as 3 spell levels. If the enemy spellcaster next attempts to cast *enervation* (4 spell levels), the ray would exceed its limit of 7 spell levels and the *enervation* would be successfully cast, ending the ray's effects. If the spellcaster instead casts *ray of enfeeblement* (1 spell level) then that spell would be countered, as it would bring the total exactly to 7. If the spellcaster instead casts *disintegrate* (6 spell levels) that would not be countered as it exceeds the 5th-level limit of *ray of nullification*, but it also doesn't count towards the ray's limit, so the ray would still have 1 spell level remaining that it could counter.

Ray of Nullification, Lesser

Abjuration
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One ray
Duration: 1 round / level (D)
Saving Throw: None
Spell Resistance: Yes

You strike your enemy with a golden ray which drastically hampers his spellcasting ability. The ray requires a ranged touch attack to hit and absorbs spells cast by the target if successful. Creatures hit by the ray have future spells of 2nd level or lower automatically counterspelled, (up to 1 spell level per two caster levels). Spells that are cast are still used for the day, but produce no effects. Spells of 3rd level and higher function normally and do not count against the spell levels negated. If the caster casts a spell that would put the ray over its spell level limit, that spell functions normally and the ray's effect ends.

Spells that have been modified with metamagic feats count as a number of levels equal to the spell slot used (not the spell's original level). Zero-level spells drain magic from *ray of nullification* as though they were first level.

A spellcaster who is under the effects of a *lesser ray of nullification* can remove it with a targeted *dispel magic* cast against himself. This only dispels the *lesser ray of nullification*, and no caster level check is required.

Rekindle

Evocation [Fire]
Level: Clr 3, Pst 3, Drd 2, Sorc/Wiz 2
Components: V, S, M
Casting Time: 1 Standard Action
Range: Close (25 ft. +5 ft. /level)
Area: 10-foot radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

With this spell, the caster can cause any flame or fire source that was actively burning during the previous round to reignite, possibly doing damage to those within the area in question. For small fires such as torches or smaller, this is normally harmless, unless the fire source is unattended and in a precarious situation (e.g. the residue of alchemist's fire on a creature, or a doused torch that is in contact with a pouch of blast powder).

For larger fires, such as those caused by a *fireball*, *fire storm*, or *flame strike*, which encompassed a larger area, this spell can be much more dangerous. In the latter case, those within the area of effect suffer 1d4 points of damage per caster level (maximum 8d4) as once-dead flames flare up again to inflict their damage before dying once more.

The flames created by the *rekindle* spell are magical but never divine even if they resulted from a previous divine fire-based spell such as a *flame strike*. This spell cannot be cast underwater or within a vacuum.

Material Component: A small piece of partially-burnt wood.

Remove Lesser Curse

Abjuration
Level: Adt 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 hour
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell is similar to *remove curse*, except that the casting time is longer and the curses affected are less powerful. This spell instantaneously removes all lesser curses on a creature. It does not affect curses bestowed via *bestow curse* but does remove those bestowed via *bestow lesser curse*. *Remove lesser curse* does not remove the curse from a cursed item, nor will it enable the creature afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove lesser curse counters and dispels *bestow lesser curse*.

Rending Mist

Necromancy
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Cloud 30ft. wide and 20ft. high
Duration: 1 round / level
Saving Throw: None
Spell Resistance: No

A *rending mist* is a cloud of greenish-grey vapors with streaks of red. Any creature entering the mist suffers slashing attacks from bony blades concealed within the vapors. Any creature that performs all or part of an action, including movement, within the area of the cloud suffers one slashing attack per four levels of the caster. The attacks occur when the action begins, so they can interrupt the action (such as by forcing a spellcaster to make a Concentration check).

The blades attack with a bonus equal to double the caster level, although each subsequent attack on the same creature suffers a –5 penalty. (For example, a 17th-level caster would create a *rending mist* that strikes four times, at +34 / +29 / +24 / +19.) Each hit inflicts 1d10 points of damage and is treated as a magic weapon for purposes of overcoming DR.

The cloud is not dispersed by winds, but it is pushed in the direction of the wind at half speed. The mist inhibits healing, including any regeneration or fast healing effects, none of which function within the cloud. Any variable-effect Conjuration (Healing) spells, such as *cure moderate wounds*, that are cast within the cloud heal the minimum possible amount of damage.

Repair Construct

Conjuration (Repair)
Level: Art 2

As *patch construct*, except this spell repairs 2d8 +1 per level (maximum of +10) points of damage.

Resistance, Greater

Abjuration
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 min./level or 1 hour (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions similar to resistance, *except that the casting time and duration are both longer, and the resistance bonus granted is greater. You may either imbue the subject with a short burst of magical energy that protects it from harm, granting it a +2 resistance bonus to all saving throws for 1 minute per level, or you may imbue it with a sustained but less powerful burst of energy, granting it a +1 resistance bonus for one hour.*

Arcane Focus: A vial of antitoxin.

Restore Construct

Conjuration (Repair)
Level: Art 6

As *patch construct,* except this spell repairs 10 points of damage per caster level. The spell also removes negative conditions (such as blindness caused by a *glitterdust*) from which the construct is currently suffering (including breaking the effects of the new spells in this book that can charm or dominate constructs).

Retributive Strike

Evocation [Force]
Level: Clr 3, Pst 3, Sor/Wiz 3, Hedge Mage 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: Yes

This spell is popular with casters that attempt to lure weakened enemies into attacking them, provided they feel they can sustain the initial hit. While this spell is active, the first time each round that you are struck by a melee attack that deals damage to you, the favored weapon of your diety forms above the attacker and lashes out. The weapon is composed of pure force and makes a single attack using your caster level as its attack modifier. If the attack hits, it deals 1d6 points of damage plus 1 point per caster level (maximum +10) to the attacker. The attack threatens a critical hit on a natural 20 and deals double damage on a confirmed critical hit.

If you are knocked unconscious or otherwise rendered helpless while this spell is active, the spell continues functioning. If any creature attempts to use the coup de grace action against you, the weapon makes an immediate extra attack, which occurs before the coup de grace is completed (i.e. before you have to roll the Fortitude save). If the weapon hits, then the coup de grace is interrupted and you do not suffer the damage or have to make the save, although the attacker does not suffer the weapon's normal damage.

Ripping Sands

Evocation [Air, Earth]
Level: Drd 4, Sor/Wiz 3, Eht 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Target: All creatures within a 30-foot radius
Duration: Instantaneous
Saving Throw: Reflex half; Fortitude negates; see text
Spell Resistance: Yes

With this spell, the caster is able to use the wind to raise up powerful sand storms that blind creatures and damage them through violent abrasion. Provided there is enough sand in the area to create the effect, the spell causes the sand to swirl around the area, slicing and biting into the victims' flesh, inflicting 1d6 hit points per two caster levels (maximum 10d6 at 20th level) with a Reflex save for half. Those caught within the area of effect who fail the Reflex save are blinded for 1d4 rounds by the stinging sand.

All creatures that suffer damage from this spell may ignore an amount of damage equal to their flat-footed AC, as the sand has a harder time lashing less-exposed flesh.

Finally, breathing in the swirling sands is almost impossible. Those who fail the Reflex save must also make a Fortitude save or be slowed to half movement for 1d4 rounds as they cough and struggle to get clean rather than filthy air into their lungs.

Material Component: A handful of sand that is tossed into the air during casting.

Saluwe's Verdant Skin

Transmutation (Healing)
Level: Drd 2, Rnr 3, Clr 3 (Saluwe), Pst 3 (Saluwe), HC 3 (Saluwe)
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: One humanoid creature
Duration: 10 minutes / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Named for the goddess of nature, this spell allows the recipient to absorb ambient sunlight and store it to use as healing energy anytime within the spell's duration. For every minute spent exposed to sunlight and unengaged in any vigorous physical activity (up to a maximum of 10 minutes) the recipient can convert that sunlight into 2 points of healing which can be stored for later use. The buffer can be "refilled" during the spell's duration, but it can never hold more than a maximum of 20 points at any given time. The stored hit points do not count as temporary hit points nor are they considered part of the recipient's current or maximum hit point total for any other purpose.

There are two uses for this energy buffer. The recipient can, as a move action, release some or all of the energy into her body, healing herself of damage. The energy can also be discharged, as an immediate action, to counteract damage that she is about to suffer. The amount of damage negated is equal to the healing energy she chooses to release to protect herself; any remaining damage is subtracted from her current hit points as normal. For example, if a character who currently has a 10-point buffer from this spell is about to suffer 12 points of damage, she may choose to release the energy buffer as an immediate action, which reduces the damage she suffers to 2 points.)

A curious side effect of this spell is that while absorbing sunlight or releasing any amount of healing energy, the spell recipient's skin turns a vibrant shade of green.

Scalding Wisps

Evocation [Fire]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 Standard Action
Range: Close (25 ft. + 5 ft. / level)
Effect: Super-heated vapor
Duration: 1d4+1 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes the vapor contained in the air surrounding a living creature to become blisteringly hot, inflicting damage and wracking them with excruciating pain. If the affected creature fails their Fortitude save, they are overcome with waves of pain and find themselves unable to breathe as their lungs start to burn and struggle under the assault of the super-heated vapor. Living creatures so affected take 5d4 hit points of damage per round, and are nauseated by the vapors.

The effects last for 1d4+1 rounds, after which the vapors cool down and become harmless. This spell has no effect on undead, constructs, or any other creature that does not need to breathe.

Material Component: A small pouch that the caster breathes into before casting the spell.

Sculpted Sentinel

Conjuration (Creation) [Earth]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 round
Target: At least 2,000 lbs. of clay or mud, all of which must be within 30 feet
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One clay golem
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell summons a clay golem (with standard statistics as detailed in *Core Rulebook III*) to fight for you or perform other appropriate tasks as you direct. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell creates a telepathic rapport with the clay golem for purposes of ordering it to do something but it can also be commanded verbally as well. At the end of the spell's duration or when the golem is destroyed, it collapses back into a puddle-like mass of mud and clay. The materials used to form the golem become magically inert and cannot be used to cast this spell a second time.

Material Component: A miniature golem figurine made of mud, with two precious gemstones as eyes. Each of the gems must be worth at least 100 gp. The figurine and the gems disappear when the spell ends. As long as you possess the figurine, there is no chance that the golem will go berserk. If you deliberately destroy the figurine, the golem immediately goes berserk, with the consequences described in *Core Rulebook III*. Once that happens, you cannot reassert your control over the golem.

Scatter

Transmutation
Level: Brd 0, Sor/Wiz 0
Components: S
Casting Time: 1 standard action
Range: 15 feet
Area: 10 ft. radius spread
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: No (object)

This spell is a localized burst of telekinetic energy. It is not very powerful but occurs as a violent thrust that can move any object weighing less than 1 ounce up to 5 feet away for every two caster levels (maximum distance of 20 feet). Originally used for mischievous purposes, it its not uncommon to see the spell used to whip a lethal scroll out of another caster's hands or disrupt ritualistic circles that often depend on having small material components placed in specific spots at the time of performing the ritual. Unattended objects receive no save, while attended objects use the bearer's Will save.

Scrounge

Transmutation
Level: Drd 2, Rnr 3, Br 2, Sor/Wiz 2, Eht 2, HC 3 (Cadic)
Components: V, S
Casting Time: 1 round
Area: One 5-ft. square/2 levels (S)
Effect: Magically search an area
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When you cast this spell, your senses sharpen and your ability to find things intensifies. You make a single Search check, while applies to the entire area of effect as if you had searched each square individually. Other characters may not assist you on this check. You receive a +1 competence bonus per caster level (maximum +10) to this check.

This spell does not allow you to find magical traps unless you are already able to.

Scrounge, Greater

Transmutation
Level: Drd 6, Brd 5, Sor/Wiz 6

This improved version of *scrounge* raises the maximum competence bonus to +20, and allows you to locate magical traps, even if you are not normally capable of detecting them.

Scavenger's Bounty

Divination
Level: Drd 2, Rnr 2, Wrd 3
Components: V, S, DF
Casting Time: 1 hour
Range: Medium (100 ft. + 10 ft. / level)
Target: Personal
Duration: Instantaneous or 1 day (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell calls upon the whims of luck and need and provides something that at the time is necessary to the caster. The items gained by this spell depend on the level of the caster (see chart below). If the item gained is magical, then after 24 hours the whims of luck operate such that it is lost somewhere, waiting for the next person who needs it.

If the GM deems that the spell is being abused, such as a ranger armed to the teeth with weapons asking for a masterwork weapon of his choice or a druid with an ample food supply asking for more food, the spell fails since the spell seeks to balance what is given with what is needed. If however, the same druid asks for the food in order to give it to a starving family or the ranger gives the weapon to a father so he can protect his family from an ankheg attacking his farm then that is a fair use of the spell.

Items gained from this spell cannot be sold or traded for something else since they are temporary items. Attempts to abuse the spell for personal gain always cause the spell to fail. The item found is brought to the area under the guise of random chance and coincidence, such as a caster asking for food finding that a flock of wild turkeys wander into his area or if he needs a weapon, he finds one discarded by the side of the road.

This spell can only be cast once within a 24-hour period, even if the items or creatures brought to the caster are consumed, destroyed, or slain before the spell duration expires.

Sea Armor of Yarris

Abjuration
Level: Clr 4 (Yarris), Pst 5 (Yarris), Druid 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Yarris, the God of the Sea, has long protected His faithful and given them reason to

embrace the bounty of His domain. When you cast this spell, you are surrounded by a shroud of whirling, hardened water, which provides you with a +4 deflection bonus to AC. The shroud is attuned to you, so it does not inhibit your vision, breathing, or other normal actions, including spellcasting. The shroud also grants you damage reduction against bludgeoning and slashing attacks, as it redirects part of the energy of such attacks away from you. Thus, you gain DR 3/piercing for the spell's duration. Finally, the shroud protects you against heat and fire, granting you energy resistance 20 against such attacks. However, for every 20 points of fire damage (or fraction thereof) prevented by the shroud, part of the water is boiled away, reducing the spell's remaining duration by 1 round.

Material Component: A flask of water drawn from a natural body of water such as an ocean, lake, or river.

Secret Page, Lesser

Transmutation
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: Page touched, up to 3 sq. ft. in size
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

Lesser secret page alters the contents of a single page (which may be part of a larger work) so that they appear to be something entirely different. It can be changed to appear as different words, a different picture, or even a blank page. The text of a spell can even be changed to look like another spell (though it cannot then be used to learn or cast that other spell, of course).

A *comprehend languages* spell alone cannot reveal the contents of text disguised with this spell. Any person can reveal the original contents by speaking a special word that you specify during the spellcasting. As soon as that word is spoken within 15 feet of the concealed text, the *lesser secret page* spell immediately ends and the text reverts to its original form.

While this spell is active, a *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material and allows one to read the true contents without dispelling the spell. A *lesser secret page* spell can be dispelled by *dispel magic*, and the hidden writings can be destroyed by means of an *erase* spell.

Material Component: Lemon juice, powdered herring scales, and will-o'-wisp essence.

Shadow Brother

Illusion (Shadow)
Level: Clr 9 (Cadic), Pst 9 (Cleric), Sor/Wiz 9
Components: S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until destroyed.
Saving Throw: Will negates
Spell Resistance: No

As per *shadow twin*, except that the shadow double fights with you as an ally, following your commands, instead of only being able to attack the source creature.The *shadow brother* will fight by your side (never leaving a square adjacent to you) and battling your enemies to the best of its abilities. It will obey your commands to the best of its ability, subject to its limitation on remaining within five feet of you at all times. If the *shadow brother* has the ability to cast spells or manifest psionic powers, then it can use those spells and powers to benefit you and your allies instead of only using damaging effects.

Note: This spell may not be used in the LIVING ARCANIS campaign.

Shadow Darts

Evocation (Shadow)
Level: Assassin 1, Clr 2 (Cadic), Sor/Wiz 1 (Cadic), HC 2 (Cadic)
Components: S, DF
Casting Time: 1 standard action
Range: Personal
Effect: 1 dart/level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Created by worshippers of Cadic, this spell allows the caster to transform his own shadow into an arsenal of darts composed of shadow energy that can be thrown at targets as one would a normal dart. The shadow darts are weightless and the caster uses them by reaching back and pulling them out of his own shadow and tossing them.

The caster can toss as many shadow darts per round as he could normally throw with a full attack action, replacing a normal weapon attack for the use of a shadow dart. Each dart does 1d4 points of damage plus 1 additional point per caster level (maximum +5) and they possess enough tangibility drawn from the Plane of Shadow that the thrower can add his Strength bonus to damage.

The darts have no effect on creatures that exist on the Ethereal plane, either wholly or partially. The darts also deal no damage to creatures from the Plane of Shadow; instead they heal such creatures by the amount of damage that would have been dealt. The darts are immediately destroyed if they enter the area of a Light spell (such as *daylight*) of equal or higher level.

Shadow Ripper

Conjuration (Shadow)
Level: Clr 5 (Cadic), Pst 5 (Cadic), Sor/Wiz 4 (Cadic), HC 4 (Cadic)
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / level)
Target: One creature
Duration: 1 round/ level
Saving Throw: Will negates and Fortitude partial
Spell Resistance: Yes

Inspired by a secretive society of Cadic known as the Troupe of the Final Note, this spell turns a creature's own shadow into a sadistic killing machine. This spell grants partial substance to a creature's shadow, which becomes tangible enough to attack other creatures (including the creature from whose shadow it was formed) as directed by the caster.

The *shadow ripper* possesses 25% of its source creature's current hit points at the time of casting (rounded down). Its AC is equal to the touch AC of the source creature plus an additional +2 deflection bonus. The shadow is not a living creature, and has all the undead immunities. It is also mindless, and is unaffected by attacks that influence the mind. Its saving throws are equal to those of the source creature.

The caster of this spell may direct the *shadow ripper* exactly as if it were a summoned creature. The *shadow ripper* can attack once per round. Its attack bonus is equal to the spell's caster level plus the spellcaster's key ability modifier (Wisdom for clerics, Charisma for sorcerers, etc.). The ripper's attacks deal 1d8 points of damage plus 1 point per caster level (maximum + 15). In addition to this, any living creature struck by the ripper must make a Fortitude save or suffer 2 points of Strength damage.

Any spell that has an adverse affect on regular shadows can affect the *shadow ripper*. A *light* spell or higher level similar magic can counter or dispel this spell. This spell cannot be cast on creatures with the Shadow subtype or the Shadow Blend special quality (such as

Table: Scavenger's Bounty

Caster Level	Types of Items Found
1st-4th	A simple weapon, one day's rations, flint and tinder, or a pack mule
5th-9th	A martial weapon, four days' rations, an explorer's outfit, a common piece of adventuring equipment such as rope or backpack, or a riding dog
10th-14th	A masterwork weapon, one week's rations, a suit of +1 light armor, or a light warhorse
15th or higher	A +1 weapon, an unusual or exotic piece of adventuring equipment such as an alchemist's satchel, two weeks' rations, a suit of +1 light or medium armor, or a heavy warhorse

shadows and shadow mastiffs)

Material Component: A black cloth shaped into the form of a humanoid that is tied in a knot at its neck.

Shadow Image

Illusion (Figment)
Level: Assassin 1, Sor/Wiz 0
Components: S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Visual figment that cannot extend beyond one 10-ft. cube/level (S)
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions similar to *silent image*, except that it controls only shadows. However, this spell is not considered to have the [Shadow] descriptor.

This spell creates the visual illusion of the shadow of an object or creature, as visualized by you. It can create an independent shadow or manipulate an existing shadow cast by anyone or anything. The illusion is two-dimensional, and it is obviously a shadow. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect, so long as the shadow remains along a wall or flat surface.

Focus: A bit of black fleece.

Shadow Twin

Illusion (Shadow)
Level: Clr 8 (Cadic), Sor/Wiz 8
Components: S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Target: One creature
Duration: See text (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a duplicate of the targeted creature. The *shadow twin* appears next to the creature from whose shadow it is formed, and the target (referred to as the source creature) casts no shadow for the duration of the spell. (Therefore a creature cannot have more then one *shadow twin* at any one time.) A *shadow twin* appears exactly as the name implies: a darker, slightly indistinct copy of the source creature. This spell ends when the caster dismisses the spell, the source creature is killed, or the *shadow twin* is slain. The *shadow twin* starts to attack the source creature as soon as it appears. It always acts on the caster's initiative.

The strength of the *shadow twin* is dependent upon the power of the source creature. When created, the twin possesses 75% of the current hit points of the source creature. The twin possesses mimicked shadow versions of all the source creature's equipment, although the magical properties of any such items are not replicated. In combat, the twin attacks with an attack modifier equal to the source creature's (less any adjustments that must be made due to the loss of magical gear).

If the source creature is a spellcaster or manifests psionics powers, then the *shadow twin* may cast any spell or use any psionic power up to 6th level that the source creature had access to at the moment it was twinned. When cast, such spells and powers are treated as though they had been cast by the source creature for all level-dependent purposes, but they are not counted against the source creature's available spells or powers. Note that the twin will only cast spells that cause direct harm to the source creature. Area-effect spells (such as *fireball*) might catch other targets as well (including the twin itself), but the target must always be the intended victim.

The shadow twin gains the benefits of any extraordinary abilities that the source creature possesses and may use those abilities normally. It does not gain the benefits of any supernatural or spell-like abilities of the source creature, however.

Material Components: A 1,000 gp diamond and a 100 gp black onyx cut in similar shapes and ground together into dust, which is thrown into the air as the spell is cast.

Note: This spell may not be used in the LIVING ARCANIS campaign.

Shark Maw

Transmutation
Level: Drd 2, Rnr 2, Clr 2 (Yarris), HC 2 (Yarris)
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/ level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

Made popular by the followers of Yarris, this magic allows the recipient to borrow the deadly bite attack of a shark to use for himself. Once cast, the recipient's jaws and facial muscles contort and extend themselves outward and their teeth grow terribly sharp and jagged. The subject of the spell loses the ability to speak for the duration of the spell.

The recipient of this spell may make a bite attack instead of his normal attacks. This attack deals 1d8 damage plus Strength modifier (this is piercing, slashing and bludgeoning damage). The bite attack has a critical threat range of 19-20, and a multiplier of x2.

On a successful critical hit, the creature bitten is affected by thrashing. Similar to the way a real shark thrashes its prey when it has it locked in its jaws, a victim subjected to thrashing is jostled so vigorously that he is considered shaken for the round after being bitten. (Unlike most effects that inflict the shaken condition, this is not considered a fear effect.)

Material Component: A shark's tooth.

Silver Tongue

Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You gain the ability to speak in a very persuasive manner as long as your arguments remain plausible. You get a +5 enhancement bonus on Bluff and Diplomacy checks.

There is, however, a chance this spell will backfire. When you are under the effects of this spell, if you roll a natural 1 on a Bluff or Diplomacy check, your voice thereafter becomes harsh and grating, giving you a –10 enhancement penalty (instead of the bonus) on Bluff and Diplomacy checks for the remainder of the spell's duration.

Material Component: A sprinkle of powdered silver mixed with honeysuckle, which you place on your tongue.

Sludge Stream

Conjuration (Creation)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One creature
Effect: A jet of adhesive black sludge
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: Yes

Inspired by the invention of the tanglefoot bag, this spell was created by a Altherian wizard who wanted to mimic its abilities with arcane magic (and as a result of a nasty run-in with Ssethregorians during his time in the Shining Patrol.) When cast, it releases a stream of black sludge that entangles its target upon impact and hardens almost immediately when exposed to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make successful Reflex save or be glued to the surface beneath them, unable to move. Even if they make a successful save, the target can move at only half speed. Huge or larger creatures are unaffected by this spell.

A flying creature that uses its wings to fly must make a successful Reflex save or be unable to fly and fall to the ground. This spell does not function underwater. A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the sludge with a slashing weapon. A creature trying to scrape sludge off itself, or another creature assisting, does not need to make an attack roll; hitting the sludge is automatic, after which the creature makes a damage roll to see how much sludge was scraped off.

Once free, the creature can move, although its movement modes are all halved. A creature capable of spellcasting who is bound by the sludge is A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The sludge becomes brittle and fragile after the spell's duration ends, cracking apart and losing its effectiveness.

An application of *universal solvent* to a stuck creature dissolves the sludge immediately and ends the spell.

Material Component: A small dab of tar, tree sap, or glue of some sort.

Small Favors

Transmutation
Level: Clr 5 (Sarish), Pst 5 (Sarish), Sor/Wiz 4 (Sarish), HC 4 (Sarish)
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 day/level (see text)
Saving Throw: None
Spell Resistance: No

This spell allows you to "borrow" any spell-like ability, up to the equivalent of a 4th level spell, possessed by an extraplanar creature in exchange for promising to serve that creature and carry out tasks that it commands. This spell does not actually summon the creature in question to your location, but it establishes a telepathic link between you and the entity you name, allowing you to communicate and seal the bargain. Of course, if the creature is already in your location, then the telepathic link is probably unnecessary. As long as you don't defy the creature you are borrowing the power from, you may retain the use of the power for 1 day per caster level.

In return for allowing you the use of its power, the creature may set tasks for you to perform. These tasks will be in keeping with the creature's alignment and world view. Sample tasks that a Celestial might set include destroying a nest of demons, aiding and caring for the elderly or sick, and similar compassionate tasks that take at least one week to perform.

You may agree with the creature that your period of service will not commence right away; this is generally the case, as those who cast this spell generally seek to borrow the power in order to complete a pressing task or quest. The period of your service must be within 1 month of the casting of the spell, however. If you fail to complete your service obligation as agreed, you lose all spellcasting ability, supernatural abilities, and spell-like abilities for a period of 1 year.

Note: This spell may not be used in the LIVING ARCANIS campaign without specific campaign documentation.

Snuff Out

Evocation [Water]
Level: Sor/Wiz 1, Clr 1, Pst 1
Components: V, S
Casting Time: 1 standard action
Ramge: Medium (100 ft. + 10 feet/level)
Target: Normal or magical fire sources no greater than a torch within a 30 ft. radius
Effect: One globe, + one globe/ 3 levels (maximum 5 globes)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (creature only)

Nicknamed *lights out* by casters, this spell sends forth small globes of water roughly the size of a human hand that immediately douse any normal fire or magical fire of torch strength or less within the designated area of effect. The globes appear above the sources of fire and immediately drop into the flames, putting them out instantly. Fires larger than a torch are beyond the spell's ability to douse, although multiple globes of water can be used to keep fires of such magnitude from spreading out of control.

If this spell is used against a creature with the Fire subtype, the caster must make a ranged touch attack against the creature. If successful, each globe does 1d3 points of damage. Every three caster levels, the caster can create an extra water globe, up to a maximum of five at 15th level.

Soul Hammer

Necromancy [Death]
Level: Sor/Wiz 9, Clr 9 (Neroth, Beltine), Priest 9 (Neroth, Beltine)
Casting Time: 1 standard action
Spell Components: V, S, M, F
Range: Close (25 ft. + 5 ft. / level)
Effect: A large black ghostly war hammer
Duration: 1 round/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

This spell conjures up a large ghostly warhammer that crackles with black necromantic energy. The *soul hammer* floats at the side of the caster and follows her wherever she goes. The ghostly war hammer acts as a conduit between the Negative Energy Plane and the Material Plane and can be used to deliver life-draining attacks on living creatures or to heal undead upon impact.

As a swift action, the caster can send the *soul hammer* outward up to 15 feet away from her and have it attack any target within that range. Once the hammer begins attacking a particular target it will continue to attack that target without requiring concentration or additional actions from the caster. Switching targets is a swift action. The *soul hammer* otherwise behaves basically like a *spiritual weapon* in terms of its movement and range.

The *soul hammer* attacks once per round, and deals 3d6 points of negative energy damage, plus 1 point per caster level (maximum +25). Whenever a living creature is struck by the *soul hammer* it suffers 1 negative level and must succeed on a Fortitude save or be stunned for 1 round. Undead creatures struck by the weapon suffer no damage and are instead healed of the damage that the *soul hammer* would have dealt.

Spells or items that ward against negative energy and/or energy drain can protect a creature against this spell's effects. However, each time the *soul hammer* strikes a creature that is warded against negative energy or energy drain, the caster may make an immediate caster level check against the caster level of the warding effect, exactly as if the *soul hammer* were a targeted *greater dispel magic* against the warding effect.

Focus: A masterwork warhammer upon which the *greater magic weapon* spell has been cast.

Speak with Sarish's Pets

Divination
Level: Brd 2, Clr (Sarish) 1, Pst (Sarish) 1, Sor/Wiz 2, HC 2 (Sarish)
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: None

You can comprehend and communicate with felines. You are able to ask questions of and receive answers from cats, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning cats are likely to be terse and evasive, while lazy and aloof cats may choose to disdain replying to you at all. If a cat is friendly toward you, it may do some favor or service for you, but this spell does not command or compel the feline to obey you in any way.

This spell works on any feline creature, including domestic cats, wildcats, lions, tigers, cheetahs, jaguars, leopards, etc. The spell even functions on fiendish and half-fiendish felines and on feline familiars. The typical domestic cat has an indifferent attitude, while wild felines are usually unfriendly or indifferent and fiendish felines are usually hostile.

Material Component: A whisker from a cat and a pinch of catnip.

Speak with Sarish's Pets, Greater

Divination
Level: Clr (Sarish) 2, Pst (Sarish) 2, Brd 3, Sor/Wiz 3, HC 3 (Sarish)
Duration: 10 min./level

This spell works the same way as *speak with Sarish's pets*, except where noted above. Furthermore, this spell grants you a +5 competence bonus to Handle Animal and Wild Empathy checks made against felines.

Spectral Crew

Illusion (Figment)
Level: Clr 4 (Yarris), Pst 4 (Yarris), Sor/Wiz 4, HC 4 (Yarris)
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Effect: 1 spectral sailor/level
Target: One Ship
Duration: 1 day/level
Saving Throw: Will negates (Harmless)
Spell Resistance: Yes (Harmless)

You call upon the knowledge of departed sailors and give their memories of a form of existence calling them up as spectral echoes of their past selves to form to crew your ship.

You may summon forth one spectral sailor per caster level.The sailors so summoned forth are considered to be trained in the Profession (sailor) skill, with a check modifier equal to the spell's caster level plus 10.

The *spectral crew* can be commanded by the caster, and one other creature touched at the time of casting (the first mate, so to speak). The sailors cannot perform any actions other then those that would be needed to operate the ship. They are non-combatants. If any of them are attacked, or take damage, they dissipate immediately.

Material Component: A pinch of sand and a bone from a dead man's chest

Spirit Bane

Transmutation
Level: Clr 2, Pst 2, Pal 3, HC 3, Spb 4, Sor/Wiz 4.
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft /2 levels)
Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

When this spell is cast, a silvery sheen covers the weapon targeted, causing it to shed light as a torch. The sheen also allows the weapon to strike incorporeal creatures exactly as if it had the *ghost touch* weapon ability. This spell does not give the weapon the ability to bypass magic/DR or any other kind of DR that the incorporeal or ethereal creature may have, it just allows the weapon wielder to ignore the 50% miss chance for striking incorporeal creatures.

Instead of a single weapon, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same space) when the spell is cast. Projectiles, but not thrown weapons, lose the benefits of this spell once they have been fired. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Arcane Material Component: Dirt from *hallowed* ground.

Splinterstrike

Evocation [Force]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Targets: One or more wooden projectiles
Duration: 1 hour / level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A favorite amongst arcane archers, this spell empowers wooden projectiles with kinetic energy. When the projectiles strike, they explode, sending the splinters of the arrow propelling rapidly and destructively through objects or bodies. The spell works on arrows, bolts, spears, darts, wooden stakes, or any other piercing or ranged weapon made primarily of wood. You may affect one projectile, plus one per 2 caster levels (maximum 11 at 20th level). All of the projectiles to be affected by a single casting of this spell must be together when the spell is cast (in the same quiver or in the same 5' square on the ground).

Once a projectile has been enspelled by *splinterstrike*, it retains the kinetic energy until fired, wherepon it explodes upon impact, inflicting its normal damage plus an additional 2d4 points of piercing damage. If the attack roll misses, then the projectile explodes harmlessly.

Material Component: A splinter from a broken arrow.

Stabilize

Conjuration (Healing)
Level: Brd 0, Clr 0, Drd 0, Pal 1, HC 1, Rnr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

For the duration of this spell, the target automatically succeeds on any stabilization roll. However, this spell does not restore lost hit points, nor does it prevent a creature from dying at -10 hit points. Should a character stabilized by this spell reopen his wounds before the duration ends (due to acting while disabled), he loses one hit point before the spell stabilizes him again.

Stabilize, Mass

Conjuration (Healing)
Level: Clr 3, Pst 3
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 24 hours
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *stabilize*, except as noted above.

Stalwart Presence

Transmutation
Level: Brd 4, Clr 5, Pst 5, Pal 4, HC 4
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Creature touched
Area: 60-ft radius emanation from the subject
Effect: A glistening aura of light
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Even the greatest of armies falters and crumbles without the power of a charismatic leader to rally them against their enemies in the face of possible death or defeat. The most battle-hardened veterans of conflict will tell you never to underestimate the inspiring words of a great leader, which often cast aside all doubts and inspire them to push forward. This spell focuses tremendous charismatic power upon its target, causing him to glow like a beacon of hope to those followers near him, making them fight longer, better, and harder for him. The spell may also strike doubt in the hearts of the subject's enemies as to whether they can defeat him and his followers.

The charismatic aura surrounding the subject grants him and all his allies within 60 feet of him a +1 morale bonus to attacks and damage. Furthermore, the affected creatures receive a +2 bonus to saves against fear effects and against any mind-affecting effects that try to force them to act against their will (such as *charm* or *dominate*).

Creatures that are deemed as enemies by the spell's target that come within 60 feet of him must make a Will save or fight with a sense of hesitation due to his dominating presence and the effect he has on those faithful to him. This hesitation translates to a -2 morale penalty to attacks and damage as long as they stay within range.

If the subject should fall unconcious, or otherwise be rendered unable to lead, the spell immediately ends.

The verbal and somatic components of this spell consist of a rallying speech or battle cry from the caster, exhorting the virtues of the subject. (It is not uncommon for the caster himself to be the subject, but it isn't required.)

Static Sting

Evocation [Electricity]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

With this spell, the caster produces a small mote of azure-colored electrical energy and launches it at a single target with a ranged touch attack. If the mote hits, it inflicts 1d8 electrical damage, +1 per caster level (maximum +10). If the target is wearing or carrying a significant amount of metal (10 lbs or more), you receive a +3 bonus to the attack roll.

Steady Aim

Transmutation
Level: Asn 1, Rgr 2
Components: V, S, M
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell adds to the accuracy of all non-magical ranged weapon attacks. For the duration of the spell, you receive a +2 luck bonus to attack rolls made with missile weapons. This bonus does not apply to ranged attacks made as part of a spell.

Material Component: A rabbit's foot

Stench of Evil

Illusion (Glamer)
Level: Sor/Wiz 4
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Effect: Creature touched
Duration: Permanent (see text)
Saving Throw: Will negates
Spell Resistance: Yes

The creature targeted by this spell radiates an Aura of Evil, as if it were an evil Outsider of its level / Hit Dice. This aura is in addition to any other the creature may already possess; thus a good-aligned cleric who is afflicted with this spell radiates both an Aura of Good, and an Aura of Evil, and will detect as both.

The spell ends once the afflicted creature discards the item used as a focus by this spell. This focus is slipped into the target's personal belongings as part of the casting and delivery of this spell.

Focus: A small item that depicts a profile that has been scratched out (typically a coin of some sort).

Stillness

Enchantment [Mind-Affecting]
Level: Clr 1, Pst 1, Pal 1, HC 1, Sor/Wiz 1
Casting Time: 1 minute
Components: V, S
Range: Personal
Target: You
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

You organize your thoughts and calm your emotions using an adaptation of the techniques you use for daily spell preparation. This grants you a +2 bonus to Will saves against mind-affecting spells and spell-like abilities.

Sting of the Scorpion

Transmutation
Level: Drd 3, Sor/Wiz 3, Eth 3
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round / level
Saving Throw: Fortitude negates
Spell Resistance: No

Created by denizens of the deserts of Onara, this spell causes a scorpion tail and stinger to grow from the base of your spine, which can be used to attack. If you already have a tail from some other source, then this spell has no effect on you. The stinger is treated as a natural weapon, and the base damage from the tail stinger is 1d8+ Strength modifier. When the sting hits, it also injects a virulent poison, which has a primary and secondary damage of 1 point of Constitution. The DC of the poison is the DC saving throw of the spell. You may make one stinger attack each round in addition to your normal attacks, albeit at a -5 penalty. You do not get iterative attacks with the stinger.

Material component: The tail stinger from a scorpion

Stoneskin, Lesser

Abjuration
Level: Drd 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions just like the *stoneskin* spell except the target only receives DR 5/adamantine and the duration is shorter.

Material Component: Granite and diamond dust sprinkled on the target's skin worth 150 gp.

Telepathic Scan

Divination (Telepathy)
Level: Brd 1, Sorc/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration (up to 1 round/ level)
Saving Throw: Will negates
Spell Resistance: No

You detect the presence, power, and type of emotional states within the area of effect. The amount of information revealed depends on how long you study a particular subject or area of effect. Creatures caught within the effect receive a Will save to negate this effect.

1st round: Presence or absence of emotional states above those of animal intelligence within the area of effect.

2nd round: The most powerful emotional states within the area of effect in order of intensity. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not determine the location of this powerful emotion if you can't see the creatures whose thoughts you are detecting.

3rd round: Emotional conductivity. This essentially means that if the presence of an individual person or object causes a particular emotion to surge, you become aware of it. The spell only picks this up if the person or object causing the emotional surge is visually present to the target of the spell. Simply mentioning it or seeing it in a picture, for example, is not enough.

The Green Rot

Necromancy
Level: Clr 5, Drd 4, Priest 5
Casting Time: 1 round
Components: V, S
Range: Touch
Target: One injured creature
Duration: 3 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

The caster targets an opponent who has at least one hit point of physical damage (as opposed to nonlethal damage or only being down temporary hit points). The dominant arm of that target becomes infected with a rapidly spreading green ooze. Each round the victim takes one point of Strength damage, which continues until they receive a *remove disease* or the duration ends. If after three rounds the victim's arm is still infected the arm atrophies away uselessly, unusable for any purpose, and the Strength loss becomes permanent.

Both of these effects may be reversed with a single application of a *restoration*, *heal*, *greater restoration*, *wish*, or *miracle* spell. A victim who loses their arm has all of their attacks treated as if they were off-hand attacks, with all of the penalties of such and may not use

weapons requiring two hands. A character who has lost an arm to this spell may not be affected by it again until they have the effects removed. Creatures that are immune to disease are immune to this spell.

Note: This spell may not be used in the LIVING ARCANIS campaign.

Thorn Bones

Necromancy
Level: Drd 4, Sor/Wis 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous and 1/round level
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell causes the bones within a creature's body to sprout through its flesh violently, inflicting 1d6 points of damage per two caster levels (to a maximum of 10d6 damage). In addition to the damage caused, creatures that fail their Fortitude saves are hampered by the bone growths in terms of their mobility. Those affected suffer a -2 circumstance penalty to all Strength and Dexterity-related skills and checks, and lose 10 feet of base movement. The penalties last for 1 round per caster level.

Creatures immune to critical hits are immune to this spell, with the exception of skeletons. If cast on a skeletal creature, the spell adds +1 to its AC, temporary hit points equal to the amount of damage that the spell would have dealt, and allows the creature to deal an extra point of damage with its natural weapon attacks. The temporary hit points and other benefits last for 1 round per caster level.

Material Component: A handful of thorns and a piece of bone.

Touch of Beltine's Cauldron

Transmutation
Level: Clr 4 (Beltine), Pst 4 (Beltine), Smn 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Area: 20-ft radius spread
Effect: A super-heated cloud of steam
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The souls of the unworthy are said to be cast into Beltine's Cauldron to be punished, cleansed, and remade in the hopes that they return better than before. Just as her cauldron burns souls with its boiling essence, this spell does the same to the flesh with a cloud of scathing vapors. This spell creates a superheated vapor cloud that reacts harmfully with the liquid content in the bodies of living creatures and even objects, inflicting 1d6 points of heat damage per caster level (to a maximum of 10d6). The cloud does not remain long enough to hamper vision beyond a split second after it is cast. The spell does half-damage against inanimate objects and constructs, unless they are somehow cold-based, as in the case of a wall of ice.

While the spell is heat-based, it is not fire-based, thus protections against fire only function at half their normal effect and fire-based creatures take half damage from the spell normally, or quarter damage if they save against the liquid content of the vapor cloud. Creatures that are cold based or live in predominantly cold climates, including those that are aquatic-based take double damage from the spell on a failed save and half damage on a successful save.

Material Component: A flask of water that was once boiled.

Tremorstrike

Evocation [Earth]
Level: Drd 2, Sor/Wiz 2, Earth 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Area: 30-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: None

You stomp your foot on the ground, causing a ripple in the surrounding earth. The shockwave attempts to knock all other creatures off their feet. Treat this as a trip attempt against all other creatures within the burst. The ripple is treated as one size category larger than you, and has a Strength modifier equal to one third your caster level (maximum +6).

This spell has no effect if you are not touching the ground, nor against creatures who not touching the ground.

Twister

Evocation [Air]
Level: Drd 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cyclone 5 feet wide at base, 15 feet wide at top and 15 ft. tall
Duration: Concentration up to 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell creates a powerful twister of turbulent wind that moves through the air, across solid or semi-solid surfaces at a speed of 30 feet per round. On her turn, the caster guide the path of the twister. The twister always moves during your turn and on your initiative. If the twister moves beyond the spells range, or the caster stops concentrating on it, it dissipiates.

Any Medium or smaller creature that comes in contact with the twister must succeed at a Reflex save or take 3d4 points of damage from wind shearing and debris. Creatures of size Small or smaller, as well as flying creatures must succeed at a second Reflex save or be picked up bodily by the twister and held suspended in its powerful winds, taking 1d4+1 points of damage per round within it with no save. Any of these creatures with a maneuverability rating of less then perfect may not fly for the duration of the spell.

When the spell's duration ends, the creatures who were sucked into the twister fall, taking falling damage as appropriate.

Unending Pain

Necromancy [Chaotic, Mind-Affecting]
Level: Sor/Wiz 9, Ymandragoran 9, Clr 9 (Anshar)
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart.
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This spell fills those who fail their Will save with nearly blinding waves of pain. It becomes difficult to concentrate on combat, casting spells, or even communicating. The pain imposes a -2 penalty to all attack rolls, damage rolls, skill checks, saving throws, and ability checks. Those who are suffering the pain must succeed on a DC 20 + spell level Concentration check to cast spells or manifest powers.

This effect can be removed by using *break enchantment*, *greater restoration*, *limited wish*, *wish* or *miracle*. Additionally, any other 7th level or higher spell that restores the mind can be used to also fix this problem, including *heightened heal* spells.

Unravel the Thread

Abjuration
Level: Clr 2, Pst 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No

This spell reduces the duration of the highest level spell already cast on the target by half your caster level. For example, if your caster level is 10, and the target of your spell has an active spell cast upon her by a 10th level caster, the spell would now be considered to have been cast by a 5th level caster. This shortens the duration and can make the spell's time elapse. Variable effects based on caster level are also recalculated.

Unravel the Thread, Greater

Abjuration
Level: Clr 5, Pst 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action

This spell functions like *unravel the thread*, except as noted above, and it affects all spells cast on the target.

Viper Venom

Transmutation
Level: Sor/Wiz 2, Drd 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living reptile or reptilian humanoid touched
Duration: 1 round + 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: No

This spell gives a reptile or reptilian creature the venom of a viper. The spell does not give the creature a bite attack if it does not already possess one, but the target's exiting bite will now convey venom on a successful attack. If the target already had a natural poisonous bite, the magical venom temporarily replaces its natural venom. The target of the spell is immune to its own magically-induced venom. Unwilling targets receive a Will save to resist this effect.

The poison conveyed by the bite deals 1d6 primary and secondary Strength damage. The Fortitude save DC for the poison is the save DC of this spell.

Material Component: A viper's fang.

Vitriolic Gout

Evocation [Acid]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: 40 ft.
Effect: A cone-shaped burst of acid
Duration: Instantaneous.
Saving Throw: Reflex half
Spell Resistance: Yes

You are able to expel a cone of corrosive acid from your mouth that dissolves everything in its path but does not harm you. Any creature within the cone's area takes 1d6 points of acid damage (maximum 10d6) but a successful Reflex save reduces this damage by half.

Material Component: A serpent's tongue

Wall of Concussion

Evocation [Force]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 10 ft. by 10 ft. square per level (S)
Effect: Plane of explosive energy
Duration: 1 minute/level
Saving Throw: None and Reflex half
Spell Resistance: Yes

This spell creates a plane of reactive volatile energy. A *wall of concussion* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. The plane is one inch thick per caster level. It covers up to a 10 ft. square area per caster level (so a 10th level wizard can create a wall 100 feet long and 10 feet high, or a wall 50 feet long and 20 feet high, etc.) The plane can be oriented in any fashion.

The *wall of concussion* is equally offensive and defensive in nature. It can be used to stop pursuers from following you or cut off reinforcements. The wall reacts to damage inflicted upon it or when or creatures try to go through it. The wall is solid, but as per the rules below concerning breaking through it, it can be destroyed through the use of force.

Each 10-foot square of the wall has 3 hit points per inch of thickness. Creatures attacking it hit the wall automatically. A section of the wall whose hit points drop to 0 is breached, causing that section of the wall to disperse. However, every 10-foot square of the wall contains a portion of explosive energy within it. When a 10 foot square section of the wall is destroyed, it releases this energy in a 10 foot radius centered on the section destroyed, inflicting 1d4 points of damage per caster level (maximum 15d4). Creatures caught in the blast can make Reflex saves for half damage. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level, and a successful check triggers the detonation of energy in addition to breaching the wall.

Material Component: A puff-ball mushroom.

Wall of Serpents

Conjuration
Level: Drd 4, Eht 4, Cleric 5 (Anshar, Fire Dragon, Saluwe)
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: A wall of living, poisonous serpents whose area is up to one 5- ft. square/ level (S)
Duration: 1 minute/ level
Saving Throw: Fortitude negates (see text)
Spell Resistance: None

The minions of the Ssethregoran Empire originally created this spell but it was taken with the Black Talons when they broke away and has found its way to human cultures, particularly worshippers of Saluwe. This spell creates either a flat horizontal surface or a vertical wall of of constantly entwining poisonous serpents, depending on the wishes of the caster. The wall cannot be conjured so that it takes up the same space as another creature or object. This wall can be used as a deadly barrier from one area to another, to close off a breach, or a variety of other ways.

A *wall of serpents* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5 foot square of the wall has 15 hit points per inch of thickness but no hardness rating, since the wall is composed of living creatures rather than solid matter. When a section of the wall is breached, there are enough serpents in the large mass composing the wall to slide into the breach and seal it up at least once. If the same area is attacked again and enough hit points are done to breach it again, the area remains open but the danger of the wall's bite attacks is not bypassed.

Any creature passing within 5 feet of any section of the wall (including holes in it) is subject to a venomous attack. For each creature that provokes this attack one of the vipers separates from the wall and lunges outward, attempting to poison the creature before it reabsorbs itself into the wall. The attack is made at a bonus equal to the caster level plus the caster's Wisdom modifier. If it hits, the attack does 1d10 points of damage plus 1 point per caster level (maximum +20) and the creature struck must make Fortitude save against this spell's save DC or be poisoned. The poison has a primary and secondary damage of 1 point of Constitution. If a creature tries to break through the wall with a Strength check, the DC is 20 + 2 per inch of thickness and the creature making the check is automatically bitten by 1d4 serpents.

Although the *wall of serpents* is composed of living creatures, it is treated like a swarm (see *Core Rulebook III)* for purposes of spells and effects that target it. (The wall does not move or attack like a swarm, however.) The serpents are considered to have an Intelligence score of 2 and a +0 modifier to all saves. When the duration of the spell ends, the snakes blink out of existence, whether they are dead or alive.

Material Component: A live viper of Small or Tiny size that is absorbed into the wall during casting.

Note: This spell is restricted in the LIVING ARCANIS campaign. You must have campaign documentation allowing you to cast it.

War Machine

Conjuration (Creation)
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 round
Target: 5,000 pounds of non-magical metal, no individual pieces of which can be more than 30 feet apart.
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One iron golem created from the metal
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell summons an iron golem to fight for you or perform other appropriate tasks as you direct it. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell creates telepathic rapport with the iron golem for purposes of ordering it to do something but it can also be commanded verbally as well. At the end of the spell's duration or when the golem is destroyed, it collapses back into the individual metal pieces that formed it. The metal used to form the golem becomes magically inert and cannot be used to cast this spell a second time for a period of 24 hours.

Material Component: A metal, miniature golem replica plus at least 5,000 pounds of metal. Some nobles and other powerful individuals who wish to be able to use this spell to defend a particular area have been known to commission a statue of the appropriate material and weight to be placed at the desired location. If the metal to be used for the golem is already in the form of a single statue, then the miniature replica is not needed.

Ward of Location

Divination
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 round
Range: 1 mile/two caster levels
Target: One creature or object touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to ward one object or creature and find that creature by mental concentration. It is sometimes used by Harvesters to keep track of captured prey and as traps upon magic items to track their enemies. The spell caster must prepare the object or creature warded beforehand by touching it for a full round, thereby creating a sympathetic connection. For the duration of the spell, they can concentrate for one full round and detect the exact direction and distance to the warded object or creature. The caster does not gain a mental picture of the target or its location, and any interposing barriers such as terrain cannot be determined. This spell is often used in conjunction with *permanency* spells for highly valued items and slaves.

Material component: A directional device – a magnetized needle, compass, or a dowsing device such as a forked rod. The latter is often used by Harvesters.

Watery Form

Transmutation [Water]
Level: Water 3, Brd 3, Sor/Wiz 3, HC 3 (Yarris)
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Touch
Target: Willing corporeal creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

The subject and all her gear become clear liquid water. The subject gains damage reduction 10 / magic. Her material armor (including natural armor) melds into her new form and provides no protection, though her size modifer, Dexterity modifier, deflection bonuses, and armor bonuses from force armor (like *mage armor*) still apply. The subject also becomes immune to poison and critical hits.

A creature cannot attack, cast spells, or manifest psionic powers while in *watery form*. All supernatural and spell-like abilities are lost while in watery form. Touch spells that were being held at the moment of transmutation are discharged harmlessly.

The watery creature gains a swim speed of 30, and a +8 bonus to Hide checks made within liquids. In this form a creature can pass through small holes or narrow openings unimpeded as long as the spell persists. Watery creatures cannot pass or enter fire or other very hot substances (like magma).

Material Component: 1 oz. of water taken from a running source such as the ocean or a stream.

Wave of Rebirth

Evocation [Good]
Level: Clr 9, Pst 9
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows the caster to cause a wave of holy power to burst from a chosen

point within range, flooding the area with divine energy. So powerful is this sacred burst that it can restore every dead creature in the area of effect to life.

All dead creatures within the area of effect have the option of returning to life, as if a *raise dead* spell had been cast upon them. Creatures of evil alignment, or who were acting against the cleric or her deity when they died, are not returned to life. Creatures who are unwilling to return to life are unaffected by this spell. Undead creatures in the area of effect are not destroyed by this spell, but it profoundly affects them, causing them to be dazed for 1d4 rounds as they are forced to contemplate their former lives among the living.

Material Component: A sanctified relic of a Saint from the Holy Mother Church, or a bough from one of the Twelve Trees of the Elorii that has been picked during a new moon and bathed in an Elluwé pool. Furthermore, the caster must have 20,000 gp in diamond dust, which is consumed when the spell is cast.

Wing Snare

Conjuration (Creation)
Level: Drd 3, Rgr 4
Components: V, S, M
Target: One winged creature between Small and Large size
Range: Medium (100 ft. + 10 ft / level)
Effect: A magical net
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell conjures a magical net that is both sticky and entangling that can be used to ensnare creatures.. The caster points at the target in question and makes a ranged touch attack, as small magical net flies towards the target, expanding or contracting to compensate for the creature's size. If the net successfully strikes, it wraps around the creature and forces it to the ground. Creatures that fail their saves are considered entangled. Additionally, it is possible that a flying creature snared may also take falling damage in addition to being caught by the net. If the creature is being used as a mount, the rider is unaffected by the *wing snare* but the can still suffer damage from falling. On the creature's subsequent turns, it can attempt either a Strength check DC 20 or an Escape Artist check DC 25 to break free of the *wing snare*. Attempting either of these is a full round action.

Material Component: A handful of spider webs and a feather.

Wings of the Phoenix

Evocation [Fire]
Level: Drd 4, Clr (Saluwe) 4, Pst (Saluwe) 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Upon casting this spell two small gouts of flame shoot out from your back and form into wings of fire. This is accompanied by a burst of flame that erupts from your body in all directions. The gouts of flame inflict 1d6 points of damage per caster level (to a maximum of 10d6) to all creatures and unattended objects within a 10 ft. radius burst centered on you. A successful Reflex save halves the damage, and you are unaffected.

The created wings give you a flight speed of 60 feet (or 40 feet if you are wearing medium or heavier armor or encumbered by a medium or heaviler load) with perfect maneuverability. The wings also grant you fire resistance 10.

Withering Vines

Transmutation
Level: Drd 3, Rgr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft/ 2 levels)
Effect: A constricting piece of stamina-draining vine
Target: One creature + 1 for every 4 caster levels beyond 6th, none of which can be more than 15 ft. apart
Duration: 1 round/ level
Saving Throw: None
Spell Resistance: Yes

This spell is popular with worshippers of Saluwe and Anshar due its ability to incapacitate foes without killing them. The caster tosses a handful of vines at one or multiple targets and the spell's magic causes them to grow and wrap around the intended targets. The caster makes a separate ranged touch attack against each target. If the attack hits, the vines attempt to encircle and bind that target, restricting its movement and draining its stamina.

If the vines strike a target, they attempt to start a grapple immediately. They have a grapple check modifier equal to your caster level (they are considered Small size and have an 18 Strength, which counter each other out). Each round after the first that the vines maintain a hold, they automatically deal 2 point of Strength damage (no save). If a creature is dropped to 0 Strength, that creature is unable to move and is considered helpless. The vines cannot drain a creature below 0 Strength but they will continue to grapple such creatures until the duration ends.

If the ranged touch attack misses, or if the vines fail to start the grapple successfully, or if at any point the victim breaks the grapple, the vines wither and fall to the ground. The vines can be burnt or otherwise destroyed using physical means. They have an Armor Class of 10 and one hit point per caster level.

Wraith Circlet

Necromancy
Level: Sor/Wiz 8, Hedge Mage 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Effect: 1 ghostly sphere / 4 caster levels (maximum 5) that swirl within 5 feet of the caster at all times
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell brings into being a number of swirling figures resembling tiny wraiths that circle within 5 feet of the caster. These miniature wraiths crackle with gray electricity and moan softly, like the last breaths of a dying animal. These wraiths serve as either a means of attack, defense, or both, depending on the wishes of the caster. Each wraith possesses a form of negative energy that is capable of being manipulated by the caster in one of two ways.

If the caster is ever the target of a Necromancy spell, be it an attack that targets him or an area of effect, he may cause one of the wraiths to absorb the effects of the spell, warding only himself, and then dissipate the energy in a puff of smoke and a pain-filled shriek as the wraith disappears. The caster may use as many wraiths in one round as he wishes in this defensive manner, to the maximum he has protecting him. Only the caster is warded against the spell's effects, which still function normally against any other creatures in the area of effect.

If used offensively the caster can choose to launch any number of the wraiths he has revolving around him at any target within 30 feet, making a ranged touch attack for each one. Each wraith that hits inflicts 1 negative level on the target.

The wraiths themselves are impervious to harm with the following exceptions. Any Conjuration (healing) spell of 5th level or higher can destroy one of the wraiths if the caster of the healing spell makes a successful touch attack against the caster's touch AC or can catch it in an area of effect healing spell. Each such spell only destroys one wraith.

Material Component: A specially crafted circlet of bone worth 250 gp that is worn, occupying a magical item slot. The circlet must be worn at the time of casting and is consumed at the end of the spell's duration, crumbling to dust.

Chapter Nine
The Menace of Ymandragore

See the ships, lined up in a row
They take their fill and then they go
They go to sea
They go to sea
If I'm not good
They'll go with me
The mother, the daughter, the father, the son
Even the twins to an Empress born
Now off to sea
Now off to sea
The Isle, the Isle, is calling to me…
- Coryani Children's Song

There is little that a powerful mage fears, but in Onara there is one word that strikes fear into even the bravest of mages. Ymandragore; Isle of the Sorcerer-King and home to the Society of Ordained Seekers, better known as the Harvesters of Ymandragore. Charged by their lord and master, the Sorcerer-King, they seek out and capture any arcane casters they find. However, slightly less feared are the Blood Drinkers solely because they are not as well known.

The typical Harvester travels alone, or in the company of either a pair of Ymandragoran Thralls, or in the company of a pair of Ymandragoran warriors. They are known at times to call upon their allies, the Reavers of Bealak Gempor, to provide support as well. However, such an overt presence is not their normal approach. They are masters of information and make use of extensive spy networks that are typically based from major population centers. These networks of spies utilize people of all walks of life, compelled to serve the Harvesters either through magical means or by the application of physical force.

A Harvester will often promise the family of a Harvested caster a visit with their relative in exchange for their services as spies. At other times they will even make use of a more devious approach and will leave a captured caster free so long as they act as eyes and ears for the Harvesters. However, one of their favorite tactics (though obviously also the most difficult to pull off) is to impersonate members of the Sanctorum itself and draw casters to themselves under the pretense of protecting them. While this latter method does fail more often than it succeeds, simply because the Harvesters have generally been incapable of penetrating the wards and guards that the Sanctorum maintains around its operations, it does succeed often enough to be worth trying, and even a failed attempt to infiltrate a Sanctum still offers the chance to detect those who may be suitable targets for Harvesting.

However, their most frequent captures come from those casters who have long been hidden, or who have only recently come to their powers and are foolish enough to cast spells within the view of either a Harvester or within view of an agent who is working for the Harvesters. This is especially true along the shores of the Pale Sea and the Gulf of Yarris, where the Ymandragorans maintain extensive patrols and spy networks. This area, due to the extensive raiding and dangers, is sometimes referred to as the Black Shore.

The Blood Drinkers typically travel on their own as well, sometimes with Thralls, but not usually. However, not all of those who are taken by the Blood Drinkers make it to the Isle of Ymandragore. Some are sacrificed to power their abilities, aiding their efforts to capture more arcane casters.

Attracting Unwanted Attention

The Harvesters are ever vigilant, as are their eyes and ears. Within each city Harvesters have developed a complex information network. Sometimes members of their network think they are working to protect the gifted, and believe they are informants for a Sanctorum.

Any time an arcane caster casts a spell with clearly obvious effects (summoning monsters, throwing fireballs, and so on) they run the risk of being spotted by either an informant or an actual Harvester in disguise. Being spotted has no immediate effect; Harvesters are very patient and will watch the caster for days and even weeks before making their move. When they do move in for the capture, they move with overwhelming force, in the hopes of taking down their prey quickly.

Every time an arcane caster casts a spell in a populated area, there is a percentage chance that they are spotted; the percentage is increased or decreased depending upon the spells cast, population of the area, and other situational modifiers.

Note that the caster needs to be visible to be noticed, a caster who has *improved invisibility* may be able to escape detection, but unless the caster takes care to be in a secluded area, he may be noticed when he comes out of his *invisibility*. (As appearing suddenly in the middle of the street would constitute a spell with an obvious effect.)

Each time a caster produces an effect that would be noticed, roll d%, a result that is equal to or less than their chance of being noticed means that they are now Actively Hunted (see below).

Area Population	**Base Chance of being noticed**
Small Village	2%
Small Town	3%
Small City	4%
Medium City	8%
Large City	10%
Capital of a Nation	15%
The Black Shore	15%

Action or Effect	**Additional Modifiers**
Spell has an obvious effect (ex: Glitterdust)	+5%
Spell creates a loud noise (ex: Shout)	+5%
Spell has a continuous visual effect (ex: Dancing Lights, Wall spells)	+5%
Possesses two of the above effects: (ex: Fireball)	+8%
Possesses all three of the above effects: (ex: Mage's Sword)	+10%

Continued on next page . . .

CAPRICE

Obviously dressing or acting like an arcane spellcaster (Includes characters silly enough to walk around the city in robes, holding a staff with spellbook in hand)	+5%
Telling untrustworthy NPCs you can cast arcane magic	+5%
Openly wearing symbols of the Sanctorum of the Arcane	+3%
Caster disguised the spell through the use of the or the use of:	
Arch-Wizard's Soul	+5%
Masquerade Spell	-10%
The spell is cast withour Verbal or Somatic components	-15%
The spell takes place in a secluded area or when the area is empty	-15%
Caster has a permanent nondetection ability (such as that from a ring of mind shielding or an amulet of nondetection)	-15%
Killed 4 or more Harvesters within a one year period	Number killed x2

Teleportation and Trans-Planar Travel

Through unknown means the Harvesters of Ymandragore have gained the ability detect and track arcane spell casters even across the various Planes of Existence. This allows the Harvesters a chance to notice the use of Tany trans-planar magic (that is, any spell which transports casters through any plane other than the Material Plane, such as *teleport*, *dimension door*, and so on.)

Any time an arcane caster uses a spell which traverses planar boundaries there is a percentage chance that the caster will be detected by the Harvesters of Ymandragore as indicated below. As with above, each time this effect may be triggered roll d% and compare it against the chance of being noticed.

Trans-Planar Spell Cast	**Base Chance of being noticed**
Dimension Door	5%
Teleport, Greater Teleport	10%
Plane Shift, Gate	15%
All other Trans-Planar Spells (this does not include summoning spells; only spells which move the caster himself)	5%
Caster has a permanent nondetection ability (such as that from a ring of mind shielding or an amulet of nondetection)	-15%

It is possible for a caster to be detected both by using teleportation/trans-planar travel and by creating an effect that draws attention to them. For example, a wizard openly *teleporting* into the middle of a crowded Inn, or from such a location to somewhere else, could draw attention to himself through either means of being noticed.

Hunted

After a character is noticed by the Harvesters of Ymandragore, the character will start being watched, either though spies or the use of *divination* spells. The Harvesters possess an almost inhuman patience; they will spy on casters for weeks or months at a time, judging the casters arcane ability, if the character is truly an arcane caster, and using the character to locate any other possible arcane casters. This latter means that associates of the caster are also watched by the Ymandragorans for signs of casting ability.

Once the time is 'right' the Harvesters will make their move, most Harvesters (thankfully) work alone, usually with one or two Ymandragoran Thralls. Particularly powerful casters, those who are at least 10th level, will typically have a pair of Harvesters sent after them, with a quad of Thralls. The casters are located in one of several ways. The easiest for the Harvesters is to simply use their superior tracking abilities in combination with their *Soul Search* ability to locate the desired caster. Of course, any additional casters who are located during this process are often taken as well as the intended target.

While Harvesters may be relentless, they are not perfect. Harvesters, due to their tendency to work independently, are not in contact frequently enough for the actions of one Harvester to attract others. However, if the caster should successfully resist an initial attempt at Harvesting then they are in for a difficult time. Each time they are detected a Harvesting party is sent. If they should resist four such attempts then any future attempts to Harvest that caster will be more powerful. Again, if the caster resists another four such recovery attempts then the Harvesting party again is more powerful for subsequent attempts. These strength increases never disappear as the memory of the Sorcerer King is long, and he does not forget such transgressions.

Harvesters are implacable foes, and once they have flagged a caster, they will pursue the caster relentlessly until either they can no longer find the caster, or the caster has been harvested. Similarly, they never take matters by a half step, thus regardless of the casters power level, the minimum strength of a Harvesting party is that required for the leader to have at least one level in the Society of Ordained Seekers Prestige Class or in the Wine Drinkers Prestige Class. Finally, they will only attempt a capture on any one individual once per month, at other times they spend time observing the caster and learning more about why their previous attempt failed.

Harvesting Attempt	Suggested EL
1-4	Caster Level +2
5-8	Caster Level +3
9-12	Caster Level +4
13+	Caster Level +5

Even more fearsome than the dreaded Harvesters of Ymandragore is what happens to a caster who is taken to the Isle. None know for sure, although speculation runs rampant. Regardless, there are precious few records of anyone ever escaping from the Isle, or being rescued from the Isle once captured. Many have tried, and lost their lives to the many defenses that the Sorcerer King maintains around his bastion. Anyone who wishes to attempt to such a rescue should have a very difficult time, and in all likelihood will fail. There are those rare few who manage to pull off such a feat, however, and such tales are told with reverence and glee by the Hawks of the Sanctorum of the Arcane for years to come.

Ymandragoran Feats

The following feats are clearly more powerful then feats possessed by player characters; with good reason, for upon the Isle of Ymandragore magical research and development has far exceeded that of the mainland. Ymandragoran dedication to the art of arcane spell casting and Spellcraft is second to none.

Improved Absorb Spell [Special]

Though intense practice you can hold more spell levels then the average Ordainer

Prerequisite: Absorb Spell class ability, Ymandragoran

Benefit: When attempting to absorb a spell through the Absorb Spell class ability you gain a +2 insight bonus to your Concentration check and may absorb 4 spell levels per level instead of 3.

Shape Eldritch Storm [Special]

You can control your Eldritch Storm with amazing precision.

Prerequisite: 10th level Ordainer, Ymandragoran

Benefit: When voluntarily triggering an Eldritch Storm you may chose to exclude all allies from the spell's area of effect.

Efficient Blood Use [Special]

Though intense practice you can hold more spell levels then the average Ordainer

Prerequisite: Con 13+, Wine Drinker, Ymandragoran

Benefit: After drinking blood to power your spell casting abilities your spell casting abilities remain active for 2 hours after draining blood instead of 1.

Special: You can gain this feat multiple times, each time increasing the duration of your abilities by an additional hour.

Instant Metamagic [Special]

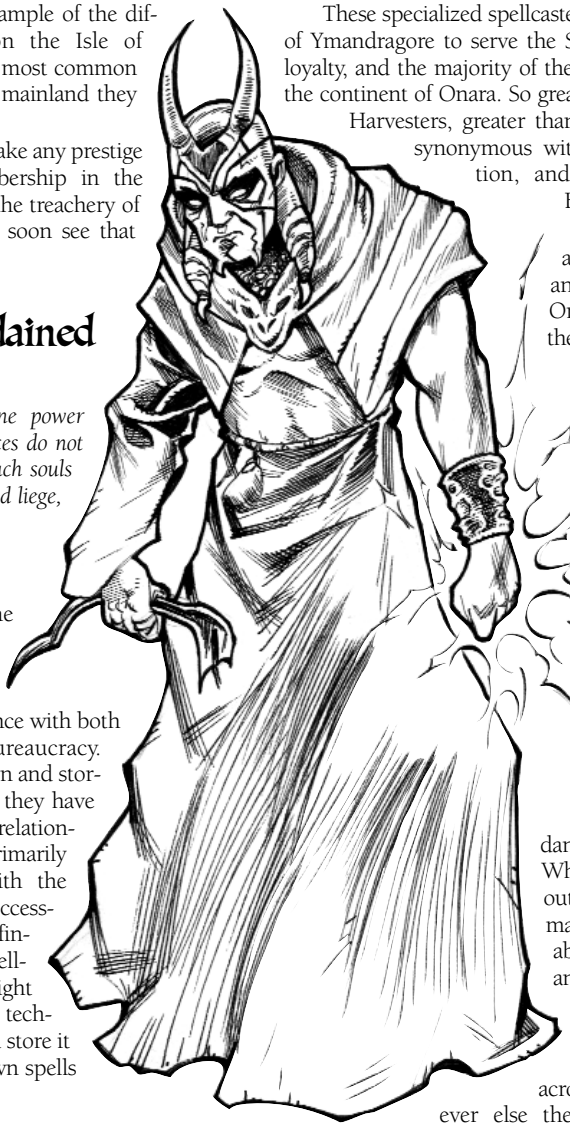
Prerequisite: Any two metamagic feats, caster level 8+, Ymandragoran

Benefit: Once per day you can apply a metamagic feat you know to any spell you cast without raising the effective spell level or spell casting time.

Ymandragoran Prestige Classes

The following are just a small sample of the differing arcane traditions found on the Isle of Ymandragore. Though these are the most common of the Prestige Classes faced on the mainland they are by no means the only ones.

Ymandragoran Mages may also take any prestige class that does not require membership in the Sanctorum of the Arcane, although the treachery of Lucius Orata (see **Chapter 2**) may soon see that changing as well.



The Society of Ordained Seekers

"The soul that has tasted arcane power retains that power, even if circumstances do not empower it and allow it to bloom. Such souls must still be returned to our master and liege, the Sorcerer King of Y'mandragore."

- Mission of the Ordained Seekers

Known commonly as the Ordainers, and more vulgarly as the Cannibals, The society of Ordained Seekers are a long established group with historically strong influence with both the Sorcerer-King and the bureaucracy. Founded to research the consumption and storage of arcane power, in recent years they have come to dominate Ymandragore's relationships with other magical powers, primarily through their strong influence with the Harvesters. They have become so successful that many of the more traditional fingers have grown nervous, and spellcasters from beyond the isle outright fear them. Through their special techniques, the Ordainers 'eat' magic and store it within themselves for use in their own spells or other more direct powers.

These specialized spellcasters have been trained in the city of Ymandragore to serve the Sorcerer King with unflinching loyalty, and the majority of the finger serves as Harvesters on the continent of Onara. So great are their numbers among the Harvesters, greater than 75%, the finger has become synonymous with the mage-seeking organization, and its members dominate the Harvester's policies.

Because of their particular abilities in absorbing, leeching and channeling magical energies, Ordainers are especially suited to the task of perpetually seeking out the signs of magical ability across the many lands they travel. With the Sorcerer King's more traditional agents, they bring these wayward spellcasters back to Ymandragore for instruction and proper education in the magical arts and inclusion in one of the isle's traditional magical societies. All Ordainers are formidable spellcasters endowed with extra abilities that make them extremely dangerous to all users of magic. While the motivations and moral outlook of individual Ordainers may vary, they are all unquestionably loyal to the Sorcerer King and his teachings, serving him without question and to the death.

NPC Ordainers meet across Onara, regardless of whatever else they are occupied with at the

TABLE 10-1: THE ORDAINER

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Soul Search, Arcane Health, Reduced Arcane Spell Failure	
2nd	+1	+0	+0	+3	Absorb Spell, Power Meta-magic Ability, Arcane Style	+1 Arcane Caster Level
3rd	+2	+1	+1	+3	Absorb Charges, Eldritch Storm	+1 Arcane Caster Level
4th	+3	+1	+1	+4	Arcane Mind, Improved Tracking	
5th	+3	+2	+2	+4	Improved Power Meta-magic Ability, Arcane Healing	+1 Arcane Caster Level
6th	+4	+2	+2	+5	Improved Soul Search, Improved Reduced Arcane Spell Failure	+1 Arcane Caster Level
7th	+5	+3	+3	+5	Sorcerer King's Blessing, Spell Thief	
8th	+6	+3	+3	+6	Improved Arcane Style, Superior Reduced Arcane Spell Failure	+1 Arcane Caster Level
9th	+6	+4	+4	+6	Reform Magic, Experienced Caster	+1 Arcane Caster Level
10th	+7	+4	+4	+7	Superior Power Meta-magic Ability, Superior Soul Search	

moment, are always engaged in the service of the Sorcerer King. Those in Ymandragore spend their days instructing the students of the various magical academies, as well as acting as a sort of watch for threats, both from outside as from within.

Requirements

To qualify to become an Ordainer, a character must fulfill all the following criteria:

Alignment: Any lawful, non-good

Base Attack: +4

Skills: Concentration 5 ranks, Knowledge (Arcana) 5 ranks, Spellcraft 5 ranks, Survival 5 ranks

Feats: Track and any one meta-magic feat.

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

Special: Born and raised upon the Isle of Tears. Must swear loyalty to the Sorcerer King of Ymandragore.

Class Skills (4 + Int modifier per level): Concentration, Craft (any), Heal, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Research, Spellcraft, Spot, and Survival.

Class Features

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

Weapon and Armor Proficiency: The Ordainer is proficient with all simple and martial weapons, light armor, and shields.

Reduced Arcane Spell Failure (Ex): At 1st level, the Ordainer can wear armor with greater ease than most arcane spell casters. When casting arcane spells they may ignore the first 10% of arcane spell failure for any armor they are wearing or shield they are carrying. At 6th level, they can ignore the first 15% of arcane spell failure for any armor or shield they use, while at 8th level and higher they can ignore 20% of arcane spell failure for any armor or shield they use.

Soul Search (Su): Beginning at 1st level, the Ordainer is given the ability to track souls of arcane casters. This ability grants them the capability to detect current arcane casters within a 1-mile/level radius it a quarter circle as a standard action. At 6th level, this increases to detecting those who once were an arcane caster, but only within a 500-ft./level radius. At 10th level, the Ordainer gains the power to draw such souls towards them. This duplicates a *suggestion* spell as if cast at the Ordainer's caster level (save DC = 10 + Ordainer level + Cha mod).

Arcane Health (Su): The unfortunate, in the eyes of the Ymandragoran's, incidents of the Assault on the Gate of Tears event has led the Sorcerer King to work towards protecting his might and that of his people from similar depredations. To that end, starting at 1st level, a Ordainer becomes immune to all diseases and poisons, magical or otherwise. Should they ever break their loyalty to the Sorcerer King this ability is severed and no longer functions.

Absorb Spell (Sp): Beginning at 2nd level, this spell-like ability allows the Ordainer to siphon magical energy directed at him in the form of a directed or single target spell. As a *immediate* action, the Ordainer must successfully make a DC 15 + spell level Concentration check or suffer the full effects of the spell as normal, including the requisite saving throws if applicable. An Ordainer can store 3 levels of spells per level in the Ordainer prestige class. Excess levels beyond these deal damage to the Ordainer and are subsequently lost, see Table 2 for details. If more than 12 levels are absorbed in a single full round then the Ordainer must make a DC 20 Fortitude save or be stunned for 1d3 rounds and trigger an Eldritch Storm over which he has no control and may take damage from (see below). This triggering of the Eldritch Storm can occur whether the Ordainer has reached 3rd level or not.

TABLE 10-2: EXCESS SPELL LEVEL DAMAGE

Excess Levels	Damage (Fortitude DC 10 + excess levels for half)
1-2	1d6
3-4	2d6
5-6	3d6
7+	4d6

Power Metamagic Ability (Su): An Ordainer can use stored spell-levels to power known metamagic feats by exchanging stored spell levels instead of the spell-level increases from the feats. At 2nd level this ability can be applied to any metamagic feat that raises the spell level by up to 2. Using this feat is a full-round action, unless the spell requires a longer time to cast in which case the casting time is as per the spell plus one full round. Starting at 5th level this ability can be used with meta-magic feats that increase the spell level by up to 3. At 10th level this ability can be used with those meta-magic feats that increase the spell level by up to 4. This ability can be used at 10th level with the Quicken Spell feat to cast spells as free actions, but it requires 8 stored spell levels to activate, instead of the normally required 4.

Arcane Style: At 2nd level, the Ordainer gains the Spell Focus feat as a bonus feat, then at 8th level he gains either the Greater Spell Focus feat or the Spell Focus feat as a bonus feat.

Absorb Charges (Sp): At 3rd level, an Ordainer gains the ability to absorb charges from charged magical items. Each

charge siphoned grants 1 stored spell level. Any item drained of all charges with no further usage crumbles to dust. To drain charges from an item held by a hostile foe, it requires a successful melee touch attack which does provoke an attack of opportunity, unless your standard unarmed attacks do not provoke such attacks of opportunity. It takes a full round to drain a single charge from an item.

Eldritch Storm (Sp): Starting at 3rd level, the Ordainer can release all his stored energy, once per day, in a powerful burst of arcane might. As a full round action, the ordainer channels energy into a massive magical storm in a 40-foot radius spread centered on himself that deals 1d6 damage per spell level expended. All creatures in the affected area must make a DC 10 + Ordainer level + Spell levels used Reflex saving throw for half damage. The Ordainer may not retain any spell levels when this triggers, and is drained immediately. An Ordainer is not affected by their own storm (unless it is triggered by overcharging themselves, in which case they take damage and get no saving throw for half), although they are affected by the Eldritch Storms of other Ordainers with a chance to absorb spell levels as normal. Any ordainer who uses this ability must make a DC 10 + spell levels used Concentration check or become fatigued for 1d6 rounds.

Arcane Mind (Su): At 4th level, the Ordainer gains the ability to shake off mental persuasion to a greater degree. Any time a saving throw is failed against a Mind-Affecting effect, the Ordainer gains another save the following round. Should the second saving throw fail, they gain no further retries.

Improved Tracking (Ex): At 4th level, the Ordainer's ability to track arcane souls develops into an uncanny ability. Tracking under difficult conditions becomes easier, and tracking under normal conditions becomes almost guaranteed. To this end, an Ordainer gains a +2 insight bonus to survival checks when tracking an arcane caster, or someone whose soul was once an arcane caster. At other times this bonus becomes a –2 circumstance penalty due to their complete specialization in the tracking of arcane souls. This bonus, and subsequent penalty, increases by +1/-1 for every two additional levels of Ordainer to a maximum of +5 and –5 at 10th level.

Arcane Healing (Sp): Beginning at 5th level, an Ordainer may expend spell levels to heal himself. When he does so, as a full round action, all available spell levels are expended, and the Ordainer is healed 1d6 points of damage for each expended spell levels. The Ordainer may use the Power Meta-magic Ability as usual, however, spell levels spent in such a fashion do not count towards those that determine the amount of healing performed.

Sorcerer King's Blessing (Ex): The Sorcerer King himself recognizes the potential, and power, of the Ordainer. In doing so he bestows his blessing on the Ordainer. At 7th level, the Ordainer gains either a +1 insight bonus to Armor Class, a +1 insight bonus to attack rolls, a +1 insight bonus to damage rolls, or a +1 insight bonus to saving throws. The choice of the effect is the purview of the DM, as the Sorcerer King grants these. Should the loyalty of the Ordainer ever fall into question then this blessing is revoked until loyalty is again proven.

Spell Thief (Sp): An Ordainer can steal spells directly from another spellcaster's mind. Once per day per Ordainer level, as a standard action, an Ordainer can, with a successful melee touch attack, drain spells by making a check as follows. The check is a caster level check versus 1d20 + target spellcaster's level + target's spell resistance. The Spell Penetration feat, and similar effects, apply to the Ordainer's check and can be applied. Each such successful check allows the Ordainer to steal one spell of up to their Ordainer level minus 2. The caster loses this spell, and either the prepared spell or its slot is drained for the day. Additionally, the Ordainer may add this spell to those available for casting that day. If desired this spell may be scribed into a spellbook or onto a scroll. It also becomes available to be learnt as a bard or sorcerer.

Reform Magic (Sp): At 9th level, an Ordainer may use stored spells to cast intimately known spells. This allows a sorcerer to cast any known spell by expending the requisite number of spell levels. It also allows any wizard to cast spells that are known through the use of the Spell Mastery feat, again by expending the requisite number of spell levels. The use of this ability is a full-round action, as if spontaneously casting with a meta-magic feat. Finally, the Power Meta-magic Ability may not be used to affect these spells.

Experienced Caster: At 9th level, the Ordainer gains Experienced Caster (see **Chapter 5**) as a bonus feat.

The Shard Shaper

Since the introduction of a strange magic-affecting disease to the Isle of Tears at the end of 1025 I.C. the forces of the Sorcerer-King have been strangely quiet. There were many deaths among the Sorcerer-King's arcanely-gifted troops, which tremendously depleted his forces. During the following year, all efforts went towards finding a cure, to little avail. Then a discovery was made that may change the situation.

While attempting to question a deceased Deneki wizard through his soul shard, it was discovered that persons of great will, with proper magical support, could utilize the soul and intellect of the deceased dwarf to cast spells. The process involves the physical chipping away of the shard to prune away as much of the "undesired" elements of the inhabitant

TABLE 10-3: THE SHARD SHAPER

HIT DIE: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Spell Level	Spells per Day
1st	+0	+0	+0	+2	Shard Spellcasting Ability	2nd	4th level
2nd	+1	+0	+0	+3	Shard Shaping (1 point), Shard Metamagic I	3rd	6th level
3rd	+1	+1	+1	+3	Access to Languages	3rd	7th level
4th	+2	+1	+1	+4	Shard Shaping (2 points)	4th	8th level
5th	+2	+1	+1	+4	Access to Skills (4 ranks), Shard Metamagic II	4th	9th level
6th	+3	+2	+2	+5	Shard Shaping (3 points)	5th	10th level
7th	+3	+2	+2	+5	Access to Personal Knowledge	6th	12th level
8th	+4	+2	+2	+6	Shard Shaping (4 points)	7th	14th level
9th	+4	+3	+3	+6	Access to Skills (8 ranks), Shard Metamagic III	8th	16th level
10th	+5	+3	+3	+7	Shard Shaping (5 points)	9th	18th level

soul as possible and then bonding the remnant. This is intensely painful to the trapped soul, and can cause the trapped soul to go insane. However, it does allow the Shard Shaper to cast any spell that the trapped soul could cast when it was alive.

Any arcane spellcaster's soul can be used for the Shard Shaper's purposes. Generally speaking, the souls of wizards tend to be preferred, simply because they have a greater amount of arcane knowledge; however, the souls of sorcerers and bards work just as well even if the variety of spells known to the soul is smaller.

Shard Shapers can come from any background; however, characters with levels of arcane spellcasting classes (particularly wizard or sorcerer) have almost no reason to take this class, as the spellcasting levels gained from the soul shard do not stack with their own spellcasting levels. Monks make some of the best Shard Shapers, as their high Will saves give them an advantage in the battle of wills needed to compel the fractured soul to obey. The monk's normal lack of armor also means that arcane spell failure is not a problem. Bards, clerics, and druids can also be effective Shard Shapers. The various fighting classes typically have insufficient willpower to make effective Shard Shapers.

Requirements

To become a Shard Shaper, a character must fulfill all the following criteria.

Base Will Save: +6

Craft (Gemsmith): 5 ranks

Feat: Iron Will.

Alignment: Any evil.

In addition, the character must successfully acquire a dwarven soul shard that contains the soul of an arcane spellcaster, and must complete the Ritual of Binding with the shard.

Class Skills (2 + Int modifier per level): Concentration, Craft (gemsmith), Knowledge (arcana), Spellcraft, and Use Magic Device.

Class Features

All of the following are class features of the Shard Shaper prestige class.

Weapon and Armor Proficiency: Shard Shapers gain no proficiencies with armor or weapons.

Shard Spellcasting Ability: A Shard Shaper may cast spells using the spell abilities of the trapped soul. The Shard Shaper is subject to the same rules and requirements as the trapped soul would be (if still alive). This includes the requirement of somatic and verbal components (the knowledge of which is provided to the Shard Shaper along with the knowledge of the spells themselves). Because the Shard Shaper must perform the somatic components, this means that he is subject to the arcane spell failure chance for wearing armor. Material components, including most costly material components and arcane foci, are not needed, as the soul shard itself provides all of the energy required to power the spell. However, if the spell requires some sort of special external object to be used during the casting other than the spell's material components or a small focus (for example, the large mirror needed for the *scrying* spell) then the Shard Shaper must still have that object available to be able to use the spell. Any XP costs for spells cast through the shard must be paid by the Shaper as normal. Casting spells from the shard provokes attacks of opportunity just as normal spellcasting, and the Shard Shaper may use the Concentration skill to cast on the defensive and avoid provoking attacks of opportunity.

Although he gains the ability to channel spells through the soul shard, the Shard Shaper is not considered a member of the trapped soul's character class. This means that the Shard Shaper may not gain a familiar, learn new metamagic or item creation feats, or gain any other feats such as Spell Focus for which spellcasting ability is a prerequisite (unless he can meet that prerequisite on his own with his non-Shard Shaper classes). It also means that the Shard Shaper cannot use spell-trigger or spell-completion magic items simply because the trapped soul was able to cast the spell in life. The Shaper must rely on the Use Magic Device skill to activate such items.

A Shard Shaper's own arcane spellcasting abilities from other classes (if any) do not stack in any fashion with any of the spellcasting abilities gained from the prestige class.

Casting spells via the soul shard is treated as a spell-like ability. Other than the caster level and other changes described below, spells cast from a soul shard are exactly the same as spells cast from any other source. They are subject to Spell Resistance, they can be dispelled, etc. A Shard Shaper follows the normal rules for counterspelling (i.e. he can be counterspelled and he can counterspell others).

The shard shaper is limited in which spell levels he can access depending on his prestige class level (see the Max Spell Level column of the advancement table). Thus, even though the trapped soul might have been able to cast 9th-level spells in life, a 1st-level Shard Shaper will not be able to unlock such powerful magics until he has gained enough experience and has fully subjugated his unwilling magical assistant.

The level-dependent effects of spells cast from the shard are based only on the character's number of Shard Shaper class levels (in other words, the caster level for spells cast by the shard is equal to the Shard Shaper's number of levels in the prestige class). A spell always has at least the minimum effect

detailed in its description. For example, a *scorching ray* cast by a 1st-level Shard Shaper would produce one ray dealing 4d6 points of fire damage even though the *scorching ray* spell cannot normally be cast with a caster level of 1. The Shard Shaper's caster level would still be treated as 1 for all other purposes, such as overcoming a target's Spell Resistance. The Shard Shaper always uses his own Base Attack Bonus and physical ability scores for resolving things like touch attacks made as part of spellcasting.

The Shard Shaper's effective level for determining the number of spells per day that he can channel through the soul shard is shown in the Spells per Day column of the advancement table. The class that the trapped soul possessed in life determines the spellcasting progression that is used (e.g. bard, wizard, sorcerer). You use the smaller of the trapped soul's level or the Shard Shaper's maximum level for spells per day from the advancement table to determine the number of spells per day that the Shard Shaper can attempt to cast. Likewise, you use the smaller of the highest-level spell that the trapped soul could cast in life or the Shard Shaper's maximum spell level from the advancement table.

If the trapped soul was a multiclassed character in life, only a single arcane spellcasting class may be accessed through the soul shard. This choice is made at the time the Shard Shaper uses the Ritual of Binding to compel the trapped soul to serve him. Once this decision has been made, it can never be reversed, and any levels in classes other than the chosen arcane spellcasting class that the trapped soul might have possessed in life become irrelevant for the Shard Shaper's purposes. (Feats gained from those other levels, such as metamagic feats or Iron Will, might still be relevant, however, and those are not lost even if they came from a class other than the chosen arcane spellcasting class.)

The DC of spells cast through the shard, as well as the number of bonus spells gained by the Shard Shaper, is determined by the relevant ability score of the Shard Shaper based on the spellcasting class that the trapped soul possessed in life. For example, if the trapped soul is that of a Wizard, than the Shaper's Intelligence score is used to set the DC and determine the number of bonus spells. If the trapped soul is that of a bard or sorcerer, then the Shaper's Charisma score is used instead. It is also important to know the trapped soul's Wisdom score and base Will saving throw modifier, as well as the skill ranks and feats that it possessed in life. Note that even if the trapped soul possessed magic items that enhanced its key ability score for spellcasting when it was alive, those items do not matter after death. Any inherent bonuses (such as bonus attribute points from level gain) to the trapped soul's ability scores still count, of course. Items worn by the Shard Shaper do not improve the trapped soul's ability scores for any purpose, but they can improve the Shaper's own abilities, increasing the DC of spells he casts through the shard and giving him bonus spells per day.

If the trapped soul was a specialist wizard then the Shard Shaper gains the benefits of the specialist's extra spell per spell level per day as well as the DC increase to spells cast from the shard that are in the school in which the soul specialized in life. Likewise, if the trapped soul possessed the Spell Focus or Greater Spell Focus feats, the Shard Shaper gains the benefits of those feats when casting spells through the shard.

As an example, a 5th-level Shard Shaper with an 18 Intelligence whose shard holds the soul of a 10th-level wizard (not a specialist wizard) would determine his number of spells per day as if he were a 9th-level wizard (because 9th level is the cap at prestige class level 5). The Shard Shaper's 18 Intelligence would give him one bonus spell of 1st through 4th level. The Shard Shaper would be able to use any of the 0-level through 4th-level spells that the trapped soul was able to cast when it was alive. Including bonus spells, the Shard Shaper would be able to cast 4 zero-level spells, 5 first-level spells, 5 second-level spells, 4 third-level spells, and 3 fourth-level spells per day. (The Shaper does not have access to the soul's fifth-level spells until he gains another level in the prestige class.) The DC of spells cast through the shard would be 14 + the level of the spell being cast, increased by any relevant Spell Focus feats that the trapped soul had in life.

If for some reason the trapped soul didn't have a key ability score high enough to cast certain spells, even if the trapped soul's character level was high enough, then the Shard Shaper doesn't have access to those spell levels either. For example, if the trapped soul were a 10th-level wizard with a 13 Intelligence, the Shard Shaper would be limited to 3rd-level spells because the trapped soul was limited to 3rd-level spells due to its low Intelligence. The Shard Shaper, however, is not subject to the normal requirement that a character must have a key ability score of 10 + the spell level in order to cast spells. He can channel spells of any level that he can access through the shard regardless of his own key ability score. The DC of spells that he casts through the shard is 10 + his key ability score + the spell level, even if that results in a DC that would normally be impossibly low for the spell in question.

The spells per day that the Shard Shaper gains are treated as a spell list from which the Shaper can spontaneously cast any spell. He is able to use higher-level slots to cast lower-level spells, but the save DC is calculated using the spell's real level, not the level of the slot used. The Shard Shaper is basically equivalent to a sorcerer in terms of his ability to use his spell slots per day and his list of spells that the trapped soul knows. This can give him great flexibility if the trapped soul is that of a powerful wizard with a huge repertoire.

The Shard Shaper's spellcasting ability can never exceed the abilities that the trapped soul had in life. In our example, once the Shard Shaper reached 7th level in the prestige class, he would no longer be able to advance his spellcasting abilities; his maximum spellcasting potential is that of a 12th-level character, but his soul shard holds the soul of a 10th-level wizard, so the Shaper is limited to 10th level for determining his spells per day. Likewise, while the Shard Shaper is capable of casting 6th-level spells, a 10th-level wizard is not, so the Shard Shaper would only be able to cast 5th-level spells. A Shard Shaper never gets empty higher-level slots – he is limited to what the prestige class allows or what the trapped soul was able to do when it was alive, whichever is lower. This Shaper will need to find a new, more powerful soul shard in order to utilize the full benefits of his spellcasting potential.

In order to cast a spell through the shard, the Shard Shaper must force the trapped soul to submit to his will. This requires the Shard Shaper to succeed on a Will save against a DC equal to 10 plus the base Will save modifier of the trapped soul plus the level of the spell being cast. (The base Will save modifier is the soul's Will save bonus from its relevant spellcasting class levels, plus its Wisdom modifier, plus any feats the soul had that would modify its Will saves, such as Iron Will.) If the Shard Shaper fails his Will save, then the spell fails and still counts toward the maximum number of spells per day. The DC of the Will save can be reduced by use of the Shard Shaping ability (see below).

The DC of the Will save is also reduced if the Shard Shaper's maximum spellcaster level is higher than the spellcaster level of the trapped soul. For each 2 levels of "unused potential" that the Shaper has, he gains a +1 bonus on his Will saves to force the trapped soul to cast spells. In our example, the 7th-level Shard Shaper (maximum 12th-level spells per day) with a 10th-level wizard as his trapped soul would gain a +1 bonus on his Will saves for the 2-level difference. He would still only have the daily spell allotment of a 10th-level wizard.

When determining the exact list of spells that a particular trapped soul can be compelled to cast, the Shard Shaper uses the complete list of spells that the soul had learned when it was alive. For spontaneous casters (bards and sorcerers) this is easy – it is the soul's list of spells known. For casters that prepare their spells (wizards) it is the list of all the spells that the character had scribed into his spellbooks when he was alive. A spell that the character only had on a scroll created by someone else, or a spell that he had tried to learn and failed (such as by failing the Spellcraft check to scribe it into his spellbook) is not available to the Shard Shaper.

Shard Shaping (Ex): At second level, the Shard Shaper has become familiar enough with the trapped soul to begin shaping the shard by chipping away pieces of the personality of the trapped soul. This reduces the DC of the Will saves that the Shard Shaper must make to force the soul to cast spells by 1 point. The Shard Shaper may do additional shaping at 4th, 6th, 8th, and 10th levels, and the reductions stack. Each time shard shaping is done, there is a 10% chance (not cumulative) that the trapped soul will be driven insane by the shaping. This condition adds 5 points to the DC of all Will saves that the Shard Shaper must make to force the soul to cast spells, and also renders the Shard Shaper unable to access the trapped soul's languages and skills. Once a trapped soul has been driven insane, there does not seem to be any way to restore it to normal. In most cases this means that the Shard Shaper will begin seeking out a new soul shard, although he can still use the old one (it's just more difficult).

Shard Metamagic (Su): At second level, the Shard Shaper may use any metamagic feats (but not item creation feats) that the trapped soul possessed in life. Applying a metamagic feat to a spell cast from the shard increases the casting time to a full-round action, and only a single metamagic feat may be applied to any particular spell. The effective spell level is increased as normal for the metamagic feat, so if the Shard Shaper's maximum spell level or the trapped soul's maximum spell level isn't high enough to cast the spell with the level increase, or if he has used all of his spells per day of the higher spell level, then that metamagic feat cannot be applied to that spell. He may burn a higher-level slot than is needed if he is out of spells at the exact level required, just as a spontaneous caster can do. The increase in casting time obviously rules out the use of Quicken Spell. If the spell being cast already took a full-round action, its casting time increases to one full round, and if the casting time was one full round or longer, then the casting time doubles.

At fifth level, the Shard Shaper's command of metamagic has improved. He may apply two metamagic feats to the same spell at the same time, but the casting time is still increased as described above and the level increases stack as normal. The Shard Shaper also gains the benefits of the Spell Penetration and Greater Spell Penetration feats, if the trapped soul possessed them in life.

At ninth level, the Shard Shaper has improved his control of the trapped soul to the point where applying a single metamagic feat does not increase the casting time of the spell. This means that he may use Quicken Spell if the trapped soul possessed it in life (and if he can handle the 4-level increase). If he applies more than one metamagic feat then the casting time increases as described above. The level increases for multiple metamagic feats stack as normal.

In all cases, any metamagic feats that the Shard Shaper might possess from his own arcane spellcasting classes cannot be applied to spells that are cast from the shard.

Access to Languages (Su): At third level, the Shard Shaper's control of the soul shard has advanced to the point where he may speak, read, and write any language of which the trapped soul was knowledgeable. This ability stops working if the trapped soul is driven insane by Shard Shaping (see above).

Access to Skills (Su): At fifth level, the Shard Shaper's control of the soul shard has advanced to the point where he may use any skill of which the trapped soul was knowledgeable. The maximum number of skill ranks that the Shard Shaper can access is limited to 4 ranks per skill at 5th level and 8 ranks per skill at 9th level. The Shard Shaper uses his own ability scores to determine his final modifier when making skill checks. If the Shard Shaper has ranks in a skill that the trapped soul also has ranks in, then the ranks stack. Drawing on skill ranks from the trapped soul doesn't count as an action and doesn't add any time to that needed to perform the skill check normally. This ability stops working if the trapped soul is driven insane by Shard Shaping (see above).

Access to Personal Knowledge: The Shard Shaper's control of the soul shard has advanced to the point where he may draw upon the personal knowledge of the trapped soul – its memories of people, places, and events. The Shard Shaper can sift through these memories by holding the soul shard and focusing intently on it (this requires 1 minute of uninterrupted concentration). This allows the Shard Shaper to recall any specific memory of the trapped soul, or to make a general lore check (treat this like a bardic knowledge check) with a modifier equal to the total character level that the trapped soul had in life. This ability does not stop working if the trapped soul is driven insane by Shard Shaping, but the duration increases to 5 minutes, as it becomes much more difficult to sift through the storm of chaotic images and random thoughts swirling through the insane soul's consciousness.

The Wine Drinkers

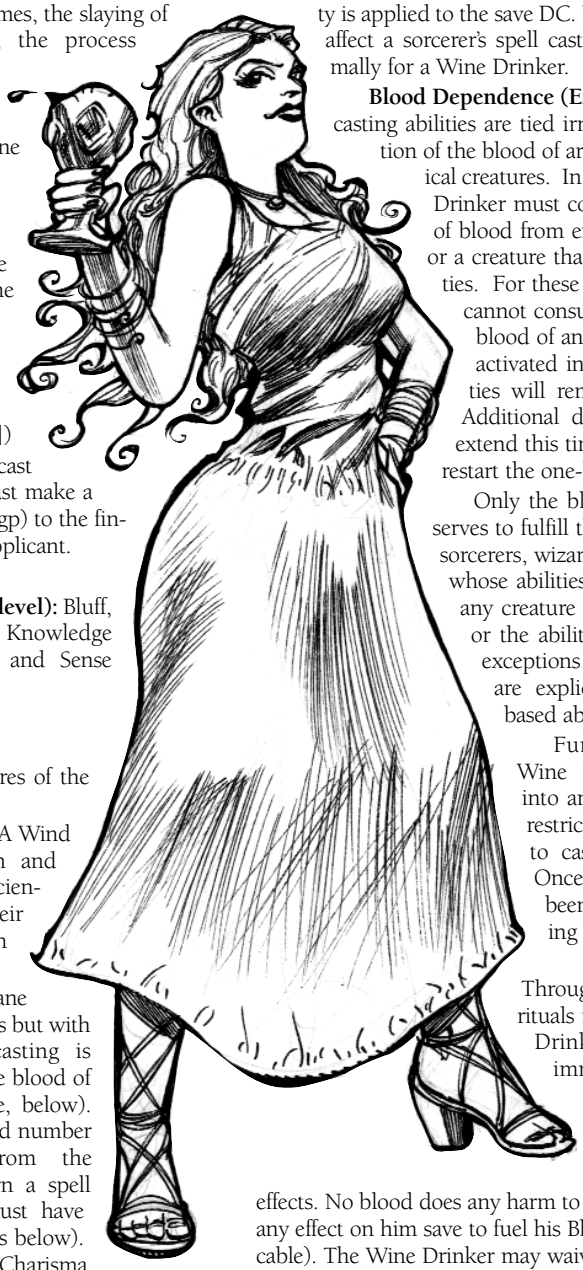
"Come my brethren, tonight we sup on the power of those who have reduced us. Tonight we drink the wine of the gods. Come now and hold forth yourselves that we may sup on the flesh of those who would subjucate us. Come now that we may sup on the essence of the arcane and better serve our lord and master."

- Induction of the Wine Drinkers, Ymandragore

The Wine Drinkers are perhaps the most feared of the Ymandragoran magical societies, though this stems more from their reputation and distasteful practices than because of any widespread actions. Alone of the fingers, the Wine Drinkers are open only to those with no previous arcane power. This finger provides one of the few paths for non-wizards and sorcerers to political power in Ymandragore. The wine drinkers manufacture their own powers through complicated alchemical rituals requiring the blood of arcane spellcasters, and this blood is where the "Wine" Drinkers get their name.

The finger was founded during the construction of Ymandragore city on the blasted foundation of her namesake. It was during this difficult period that the Sorcerer King allowed, even encouraged, the non-magically adept to immigrate to his island. Many came to escape the war ravaged carcass of Onara, and a few made their fortunes helping to build the City Reborn, but when stability returned, the richest of new-comers found themselves second-class citizens beneath the wizards and sorcerers. Teljeri hoNordi, a merchant and trader, refused to be treated as less then the arcane adepts. He lacked the blood for sorcery and the talent for wizardry, so dived into alchemy for answers. After much experimentation, he discovered a formula that would pass the magical abilities of an arcane caster to another through the drinking of blood. Several wizards died to develop and perfect the technique, and the merchant was caught. He was brought before the Sorcerer

King to face judgement for his high crimes, the slaying of his majesty's researchers. However, the process intrigued the ruler of Ymandragore. To the horror of the city's mages, instead of execution, Teljeri was made the head of a new finger called the Wine Drinkers, first in jest, now in fear.



Requirements

To qualify to become a Wine Drinker, a character must fulfill all the following criteria:

Alignment: Any non-good.

Skills: Craft (Alchemy) 5 ranks, Knowledge (Arcana) 5 ranks.

Feats: Skill Focus (Craft [Alchemy])

Special: Must not be able to cast arcane spells prior to membership. Must make a substantial donation (minimum 5,000 gp) to the finger before the society will accept the applicant.

Class Skills (2 + Int modifier per level): Bluff, Craft (any), Diplomacy, Intimidate, Knowledge (arcana), Profession (any), Research, and Sense Motive.

Class Features

All of the following are class features of the Wine Drinker prestige class.

Weapon and Armor Proficiency: A Wind Drinker retains all previous weapon and armor proficiency. They also gain proficiency in any one Martial weapon of their choice to assist them in hunting down their prey.

Spells: A Wine Drinker casts arcane spells spontaneously like a sorcerer does but with several added restrictions. Their casting is dependent on their consumption of the blood of arcane casters (see Blood Dependence, below). The Wine Drinker only knows a limited number of spells, which are drawn from the Sorcerer/Wizard list, although to learn a spell from a school the Wine Drinker must have access to that school (see School Access below). A Wine Drinker's spells are based on Charisma, although a Wine Drinker gains no bonus spells. Similarly, the ability for a Wine Drinker is not dependent on his or her Charisma being 10 + the level of the spell. In fact, it is possible for a Wine Drinker with a Charisma of less than 10 to still cast spells, the only change is that his or her Charisma penalty is applied to the save DC. Feats, items and spells that affect a sorcerer's spell casting abilities function normally for a Wine Drinker.

Blood Dependence (Ex): A Wine Drinker's spell-casting abilities are tied irrevocably to his consumption of the blood of arcane spellcasters and magical creatures. In order to cast spells a Wine Drinker must consume at least one ounce of blood from either an arcane spellcaster, or a creature that possesses spell-like abilities. For these purposes, a Wine Drinker cannot consume his own blood, or the blood of another Wine Drinker. Once activated in such a manner, his abilities will remain active for one hour. Additional draughts of blood do not extend this time limit, although they do restart the one-hour period.

Only the blood of arcane spellcasters serves to fulfill this purpose. This includes sorcerers, wizards, bards, any other caster whose abilities are arcane powered, and any creature that has spell-like abilities or the ability to cast spells. The only exceptions to the latter are those that are explicitly stated to be divine based abilities.

Furthermore, should the Wine Drinker later multi-class into an arcane casting class, this restriction extends to his ability to cast spells from that class. Once the path of blood has been chosen, there is no turning away from it.

Blood Tolerance (Su): Through the elaborate alchemical rituals needed to become a Wine Drinker, the character gains immunity to the harmful effects of any creature's blood. This includes acidic blood, caustic blood, and similar effects. No blood does any harm to the Wine Drinker, nor has any effect on him save to fuel his Blood Dependence (if applicable). The Wine Drinker may waive this immunity if he sees fit, but regardless he still gains the Blood Dependence benefits (if applicable).

This ability does not block the harmful effect of poisons; instead the Wine Drinker develops a resistance to poison. The Wine Drinker gains a +2 class bonus to saving throws against

TABLE 10-4: THE WINE DRINKER — HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 0th	1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Blood Dependence, Blood Tolerance, School Access	1	-	-	-	-
2nd	+2	+3	+0	+0	Sacrifice	2	-	-	-	-
3rd	+3	+3	+1	+1	School Access	2	1	-	-	-
4th	+4	+4	+1	+1	Poison Tolerance +4	2	2	-	-	-
5th	+5	+4	+1	+1	School Access	3	2	1	-	-
6th	+6	+5	+2	+2	Quick Sacrifice, Sorcerer's Blood	3	2	2	-	-
7th	+7	+5	+2	+2	Poison Tolerance +6, School Access	3	3	2	1	-
8th	+8	+6	+2	+2	Sacrifice in the Midst of Battle	4	3	2	2	-
9th	+9	+6	+3	+3	School Access	4	3	3	2	1
10th	+10	+7	+3	+3	Poison Immunity, Lesser Blood Dependence	4	4	3	2	2

TABLE 10-5: WINE DRINKER SPELLS KNOWN

Class Level	1st	2nd	3rd	4th	5th
1	1	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	4	2	-	-	-
5	5	3	1	-	-
6	5	4	2	-	-
7	6	5	3	1	-
8	6	5	4	2	-
9	7	6	5	3	1
10	7	6	5	4	2

any poison.

School Access: At first level, and every second level thereafter, the Wine Drinker may choose one school of magic. He may only learn spells from those schools that have been selected.

Sacrifice (Su): At 2nd level, a Wine Drinker may sacrifice an arcane spellcaster (or any other creature that meets the Blood Dependence requirements above) for a brief boost of power. To activate this ability requires the Wine Drinker to successfully complete a coup-de-grace action at the end of a one-minute long ritual. If the caster dies from the blow, and the character drinks the blood from the wound, he may cast his next several spells as though they were affected by a metamagic feat. The Wine Drinker may boost one such spell per class level, and any boosts that are not used within 10 minutes per caster level of the sacrifice are lost. The Wine Drinker may apply one metamagic feat drawn from those he possesses, or from Empower Spell, Enlarge Spell or Extend Spell. The casting time of the spell is not affected in any way, nor can the Quicken Spell feat be applied in this manner.

This ability may be applied to any arcane spells that the Wine Drinker may cast.

Poison Tolerance (Su): At 4th level, and again at 7th level, the Wine Drinker's poison resistance granted by his Blood Tolerance strengthens. At 4th level it becomes a +4 class bonus to saves against poison, increasing to +6 at 7th level.

Quick Sacrifice (Su): At 5th level, the Wine Drinker has mastered the ability to sacrifice arcane casters, and may now do so after only a three round ritual, instead of a one-minute ritual.

Sorcerer's Blood (Ex): A 5th level Wine Drinker has become an arcane creature. His very blood now flows with arcane power. Sorcerer is now an allowed class choice for the Wine Drinker, regardless of race, and it is also a preferred class (excusing it from applying experience penalties during multi-classing). Furthermore, levels of Wine Drinker and Sorcerer stack for determining the abilities of familiars, and the caster level for creating items. Also, one half of either class can be added to the other when attempting to break through Spell Resistance. Levels do not stack for the purposes of spells known or spells per day, although Wine Drinker spells per day can be used to cast Sorcerer spells known, and vice versa.

Sacrifice in the Midst of Battle (Su): At 8th level, the Wine Drinker has truly perfected the art of the sacrifice. He may now sacrifice an arcane spellcaster and perform the necessary ritual during the same round.

Poison Immunity (Ex): A 10th level Wine Drinker's body is immune to poison. The sheer quantity of blood that he has consumed has changed his body's chemistry to the extent that poisons are no longer a threat to him in any fashion.

Lesser Blood Dependence (Ex): At 10th level, a Wine Drinker learns how to regulate the flow of a consumed blood draught to the extent that a single draught of blood can now power his abilities for one hour per Constitution modifier (minimum two hours). Thus a Wine Drinker with an 18 Constitution need only consume a single draught every four hours to maintain his ability to cast spells, while a Wine Drinker with a 13 Constitution must consume a draught every two hours, since that is the minimum.

Ymandragoran Spells

Below is but a sample of the vast arcane knowledge found on the isle of Ymandragore. These spells, considered especially helpful for hunting and capturing arcane casters, have become "Standard Study" for members of the Sanctorum of the Arcane and as such all members of the Sanctorum gain a +1 insight bonus to Spellcraft checks used to recognize these spells as they are being cast, and to recognize their effects.

"Discard" Spells

Several spells and powers in this chapter are used to attack spell slots and prepared spells of spellcasters. This is treated identically to spell slots lost via negative levels. These spells and spell slots are always lost from the caster's highest level slots that are available. Psions and other manifesters who are struck by these spells lose Power Points equal to the manifesting cost of their highest level ability for each spell level lost in this manner.

1st level Ymandragoran Spells

Arcane Blade: Create a small blade that, upon a successful hit, rips a spell from the targets mind.

2nd level Ymandragoran Spells

Homing Ray: Fire a ray at your target, if successful it becomes easier for you to detect them

3rd level Ymandragoran Spells

Spell Ravel: with a successful range touch attack, you rip 1d4 +1/4 levels worth of spells from your targets mind.

4th level Ymandragoran Spells

Spelltrap: Trap a pre-determined spell in a prepared gemstone, creating an explosive gem

Teleport Tracer: Know the exact location where someone else teleported too

5th level Ymandragoran Spells

Teleport Block: Block all teleport spells within an area of effect

Teleport Redirect: Redirect all teleport spells within an area of effect to a location of your choosing

6th level Ymandragoran Spells

Teleport Coordinates Transfer: Transfer enough knowledge to an other to teleport saftly.

Spell Descriptions

Arcane Blade

Evocation [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

With a flick of a small blade by the caster, it appears as if the blade flies incredibly quickly between the caster's fingers and the target's head. Whoever it strikes immediately loses a single spell slot or prepared spell of their highest level.

Material Component: A small razor blade or other sharp shard.

Homing Ray

Divination
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. +10 ft./level)
Target: One Creature
Duration: 1 day/level
Saving Throw: None (see below)
Spell Resistance: Yes

You fire a clear, invisible ray at the target of your choice; if successful all divination spells you cast to detect the individual struck by the ray have their spell save DC raised by +5, also all divination spells cast to detect the struck individual have their range doubled.

This effect does not work across planar boundaries.

Spell Ravel

Transmutation [Mind-Affecting]
Level: Sor/Wiz 3
Components: V,S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

An invisible ray springs forth from the caster's eyes, scrambling the spell slots of a creature it strikes. The caster must make a ranged touch attack to hit. If the attack succeeds, the subject loses 1d4 spell slots, +1 spell slot per 4 levels (round down, maximum of 1d4+4 spell slots). A successful Will save reduces the number of lost spell slots by half. This spell has no effect on persons who do not cast spells.

This effect is treated identically to the act of losing spell slots from negative levels (each spell slot lost is chosen from the caster's highest available level until there are none left, then are lost from the next level down, and so on).

Spelltrap

Abjuration
Level: Sor/Wiz 4
Components: V, S, F
Casting Time: 1 round
Range: Touch
Target: One gem
Duration: 1 minute/level
Saving Throw: None (see below)
Spell Resistance: Yes (object)

Spelltrap imbues a gem with the power to absorb a spell, and then release its energy. The gem becomes invisible and incorporeal and is tied to a specific creature, object, or 10-foot-cube of space, designated by you. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot.

The gem stays dormant until someone casts a particular spell (any level), which you specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the spell and becoming visible and tangible. An active gem no longer moves, even if it had been tied to a moving creature or object. If anything or anyone touches the gem after it has become active, it explodes, inflicting 2d6 points of damage for each level of the spell it absorbed to all within a 20-foot-spread (Reflex save for half damage).

Arcane Focus: A gem worth at least 100 gp.

Teleport Block

Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 full round
Range: 0 ft.
Area: One 10-ft. cube/level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You create an area in which no teleportation spell will work, either coming in or going out.

Material Component: 10 gp worth of gold dust.

Teleport Coordinates Transfer

Divination
Level: Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if personally familiar with the location. Alternatively, if you learn of a location through a spell like *discern location, teleport tracer,* or *legend lore,* you can use this spell to teleport there as if you were very familiar with the location. In no way does this spell provide the actual means of teleportation. You provide your own mode of teleport.

Teleport Redirect

Evocation
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: 20-ft. diameter sphere
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

If any teleportation subtype spell is cast within the radius of this spell, the destination of the teleport spell is redirected to a location you chose at the time of casting *teleport redirect*. For example, you cast *teleport redirect* in a king's throne room with a prison cell as a destination. Now, if a lich in the throne room attempts to use its teleport without error ability, it ends up in the cell.

Teleport Tracer

Evocation
Level: Sor/Wiz 4
Components: S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: One teleportation spell
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You immediately know the destination of the most recent spell with the teleportation subtype cast within the range.

Bio-Constructs of Ymandragore

When on the hunt the Harvesters of Ymandragore rarely hunt alone. Ymandragoran thralls are the direct result of the advanced magical technology developed by Ymandragoran mages. Combining flesh crafting with techniques developed to create golems to create a new kind of construct, *the bio-construct*.

Bio-Construct Type

A bio-construct is an artificially constructed creature.

Features: A bio-construct has the following features.

10-sided Hit Dice.

Base attack bonus equal to Hit Dice (as fighter).

Good Fortitude, Reflex, and Will saves.

Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A bio-construct possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet.

Immune to mind-affecting effects with the charm and compulsion descriptor.

+6 save bonus vs. morale effects.

Immunity to magical sleep and possession.

Immediately destroyed when reduced to 0 hit points or less.

Since it does not have a soul, a bio-construct cannot be raised or resurrected.

Proficient with its natural weapons and any weapon mentioned in its entry.

Proficient any armor or shields mentioned in its entry.

Bio-constructs do not eat or sleep but needs to breathe.

With the advancements in flesh crafting and golemcraft, this advancement has been utilized to create the Ymandragoran thrall. Below we have detailed the most common of Thralls, other models exist among them *Hunter/Killers* designed to hunt down and destroy high power targets, and "Ghosts" which have been designed to spy on and infiltrate locations to seek out gifted individuals and relay information on new targets.

This creature looks like a thick skinned, well muscled human with no mouth, slits instead of a nose, and large bulbous eyes with no pupils. It has a blade made of flesh growing from the right arm and a shield of the same material growing from the other. A small opening where the left hand should be houses a slimy looking tentacle that can lash out a beyond its normal reach.

Ymandragoran thralls are shock troops built to disrupt and capture arcane spellcasters for retrieval on the battlefield. Their

The Ymandragoran Thrall

	Ymandragoran Thrall, Lesser	**Ymandragoran Thrall**	**Ymandragoran Thrall, Greater**
	Medium Bio-Construct (Lawful)	Medium Bio-Construct (Lawful)	Large Bio-Construct (Lawful)
Hit Dice:	3d10+6 (22 hp)	6d10+12 (45 hp)	9d10+45 (94 hp)
Initiative:	+1	+1	+0
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	17 (+1 Dex, +4 natural, +2 heavy flesh shield), touch 11, flat-footed 16	17 (+1 Dex, +4 natural, +2 heavy flesh shield), touch 11, flat-footed 16	17 (-1 size, +6 natural, +2 heavy flesh shield), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+6	+6/+10	+9/+21
Attack:	Flesh longsword +6 melee (1d8+3) or tentacle +6 melee (paralysis)	Flesh longsword +10/+5 melee (1d8+4) or tentacle +10/+5 melee (paralysis)	Flesh longsword +16/+11 melee (2d6+8) or tentacle +16/+11 melee (paralysis)
Full Attack:	Flesh longsword +6 melee (1d8+3) or tentacle +6 melee (paralysis)	Flesh longsword +10/+5 melee (1d8+4) or tentacle +10/+5 melee (paralysis)	Flesh longsword +16/+11 melee (2d6+8) or tentacle +16/+11 melee (paralysis)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacle)	5 ft./5 ft. (10 ft. with tentacle)	10 ft./10 ft. (15 ft. with tentacle)
Special Attacks:	Flesh weapons, magic disruption, paralysis	Flesh weapons, magic disruption, paralysis	Flesh weapons, magic disruption, paralysis
Special Qualities:	Bio-construct traits, arcane sight, flesh shield, SR 8, vulnerability to chaos	Bio-construct traits, DR 5/chaotic, arcane sight, flesh shield, SR 11, vulnerability to chaos	Bio-construct traits, DR 10/chaotic, arcane sight, flesh shield, SR 14, vulnerability to chaos
Saves:	Fort +5, Ref +4, Will +6	Fort +8, Ref +7, Will +9	Fort +13, Ref +9, Will +12
Abilities:	Str 17, Dex 12, Con 15, Int 9, Wis 8, Cha 6	Str 18, Dex 12, Con 15, Int 9, Wis 8, Cha 6	Str 26, Dex 10, Con 20, Int 9, Wis 8, Cha 6
Skills:	Intimidate +7, Listen +7, Spot +7	Intimidate +10, Listen +10, Spot +10	Intimidate +13, Listen +13, Spot +13
Feats:	Alertness, Skill Focus (intimidate)	Alertness, Power Attack, Skill Focus (intimidate)	Alertness, Cleave, Power Attack, Skill Focus (intimidate)
Environment:	Any	Any	Any
Organization:	1-5*	1-5*	1-5*
Challenge Rating:	2	4	7
Treasure:	None	None	None
Alignment:	Always Lawful	Always Lawful	Always Lawful
Advancement:	3-5 HD (Medium)	6-8 HD (Medium)	9-12 HD (Large)
Level Adjustment:	—	—	—

* Are always accompanied by a Harvester

bodies are created by *clone* spells, altered by magic, and imbued with minds of pure logic. These logical minds keep their bodies cohesive and if it should die, they become a mass of flesh and bone that slowly begins to dissolve. They feed on magic and can sense it around themselves.

Thralls cannot speak any language, but they understand and read Ymandrake.

Combat: The body of an Ymandragoran thrall is a weapon. Its primary mission is the capture of arcane spellcasters and it will ignore anyone not actively trying to prevent them from reaching its target. When in melee combat a thrall will attempt to intimidate its opponents and then either try to paralyze them (arcane spellcasters) or eliminate them (anyone else).

Ymandragoran thralls can make autonomous tactical decisions on the battlefield, but they are not very good strategic planners and require leaders to be truly effective. When given an order they are relentless in its execution. If a Ymandragoran thrall doesn't have orders or a target during a combat it will fight until it detects the auras of spells being cast nearby. If they believe that arcane magic being cast they will automatically shift their target to the creature casting such spells.

Any weapons wielded by an Ymandragoran thrall are treated as lawful-aligned for the purpose of overcoming damage reduction.

Flesh Weapons (Ex): Ymandragoran thralls have melee weapons made out of their own flesh and bone grafted to one limb. The type of weapon it has is usually determined when the thrall is bred (see its Attack and Full Attack listing for the flesh weapon it carries). Flesh weapons are directly attached to arm of the thrall and as such they cannot be disarmed. They can be sundered (any damage to the flesh weapon is delivered to the thrall as well). A sundered flesh weapon can be reformed 2 rounds later as a move action. Flesh weapons have a hardness of 5 and 1/2 the hp of a normal version of that weapon. Any part of a flesh weapon that is sundered from the body of a bio-construct immediately looses cohesion and is useless mass of flesh and bone.

Magic Disruption (Su): Ymandragoran thralls feed upon magic. Merely touching or being touched by a thrall requires a spellcaster to make a concentration check (DC 15 + highest level prepared or spell slot available) or loose one memorized spell or daily allotment starting from highest level available. In the case of a psion, a failed check causes them to loser their psionic focus. If they would lose a spell, they instead lose power points as if they had manifested a power of the highest level they can manifest. If they cannot pay all of the power points required, they lose all of their remaining power points. If there is more than one memorized spell available at a given level, then randomly choose one. If a magic item touches or is touched by an Ymandragoran thrall it is effected as if it were targeted by a *dispel magic* spell cast by a sorcerer of a level equal to its Hit Dice.

Paralysis (Ex): An Ymandragoran thrall's tentacle has a paralytic slime that paralyses for 1d4+1 rounds. Elorii are immune to this paralysis. The save DC varies by the thrall's HD. Save DC is Charisma-based with a +3 racial bonus.

HD	Fort DC	HD	Fort DC
3	12	8-9	15
4-5	13	10-11	16
6-7	14	12	17

Arcane Sight (Su): Ymandragoran thralls are always aware of magical auras within at 60 foot radius. Treat this as a continuously active *arcane sight* spell.

Flesh Shield (Ex): Ymandragoran thralls have shields made out of their own flesh and bone grafted to one limb. Flesh shields (see Armor Class listing for type) are directly attached to arm of the thrall and as such they cannot be disarmed. They can be sundered (any damage to the flesh shield is delivered to the thrall as well). A sundered flesh shield can be reformed the thrall's next initiative round as a move action. A flesh shield have a hardness of 5 and 1/2 the hp of a normal version of that shield. Any part of a flesh shield that is sundered from the body of a bio-construct immediately looses cohesion and is useless mass of flesh and bone.

Vulnerability to Chaos: Ymandragoran thralls are held together by the purely logical minds that drive them. As such they take half again as much (+50%) damage as normal from spells with the chaotic descriptor or weapons with the anarchic special ability, regardless whether a saving throw is allowed, or if the save is a success or failure. Spells with the chaotic descriptor ignore a thrall's spell resistance and the Magic Disruption special ability. Magic weapons with the Anarchic special ability are immune to its Magic Disruption special ability, as are intelligent weapons with a Chaotic alignment

Saves: Ymandragoran thralls receive a +4 racial bonus to Will saves.

Spell Resistance: A thrall's spell resistance is equal to its Hit Dice + 5.

Chapter Ten

Dreamtime – A World of Twisted Spirit

Swirling darkness surrounded them, as Alearn and his companions fought with the twisted shadows, attempting to find the light. His fiery form finally wrought a great blow to the beast, and as it burnt, their path twisted about bringing them at last to their destination. Despite the seeming distance, shattered planes reflected scenes from afar, showing the continued battles between the light and the dark, battles whose outcome seemed evenly poised between the light and the dark. A balance that he was about to tip.

The world of Dreamtime is one of figments, nightmares, and dreams. It encompasses the worst of man's fears, the best of his dreams, and everything in between. And yet, in some sense, it contains nothing save darkness. Little is known about Dreamtime – no one understands how it forms, or even why it forms. Some noted scholars, particularly Corinalous val'Abebi, have conjectured that Dreamtime is itself a reflection of the reflections that make up the Ethereal Plane associated with a particular Mortal Realm. Others hold that it is a reflection of the great void beyond, and that even to enter it is to sorely tempt Larissa's good fortune. Still others postulate that it falls within the shadow of Beltine's Cauldron; lying between life and death, trapping souls within for an eternity. Perhaps the strangest theory is that Dreamtime is created by the collective unconsciousness of all living things; that it is an unexpected side effect of the very act of breathing life into the

first mortal soul. All souls carry an echo of that infinite emptiness that existed before the moment of the first spark of creation, and when the mortal sleeps, that echo reaches out and joins with the echoes of every other sleeping mortal on every Mortal Realm in the entire multiverse. Under that model, Dreamtime is outside of the celestial order; it is a plane that no God save the original Creator would even be able to enter, much less control.

Whatever the case, very few instances of stable landscapes that can be visited repeatedly in Dreamtime are known. Sometimes an especially powerful or especially tormented soul seems to be able to accumulate enough "gravity" in Dreamtime to draw other souls and a portion of the dream world's essence into a consistent form, however. The most recent such "dreamscape" is known to have been formed inside the cursed blade *Fleshripper*. While *Fleshripper* itself is no more, there are always those who are trying to reach Dreamtime; some for pure research, others to find a means to tap into its powers.

Properties of Dreamtime

The key thing to remember is that Dreamtime is utterly surreal and disorienting. The one consistent thing about the dream world is that there is nothing consistent about it. Movement within Dreamtime follows no set rules, sometimes taking hours to travel mere feet, while at other times taking seconds to traverse miles. This mutability is due to the purely mental nature of Dreamtime. The demiplane, and all those who live or travel within it, has no physical nature. The following are the planar traits of Dreamtime (key terms are detailed in *Core Rulebook II*):

Subjective Directional Gravity
Faster Time (1 day = 1 hour on Onara)
Infinite and Finite (see below)
Highly Morphic
No Physical Representation (see below)
Limited Magic (see below)

Infinite and Finite

Dreamtime is not normally accessible from Onara. Instead, it may only be accessed through specific rituals that relate to objects that act as a focus for Dreamtime, or sites of power that can grant access to Dreamtime. Shamans also seem to have the ability to touch upon the dream world during some of their spirit quests. In any case, while any specific visit to the dream world might be to an area that is bounded (in the sense that it has limits to how far one can go in any direction) there is no reason to believe that the dream world as a whole is fundamentally finite in any direction or dimension.

No Physical Representation

The purely mental nature of Dreamtime makes itself known by affecting the physical attribute scores of any who travel to Dreamtime and are not native to the demiplane. Each physical attribute is paired with a mental attribute, and the two scores are then averaged (rounded down) to determine the new score for that physical trait. Strength and Charisma are paired, as are Dexterity and Intelligence, and finally Constitution and Wisdom. Changes to a dreamer's physical scores are reflected in changes to hit points, skill modifiers, Armor Class, saving throw modifiers, and so forth. A character who is not a native of Dreamtime but who is traveling within the demiplane is known as a *dreamer* (regardless of whether he is asleep in the mortal world or not). Some experienced dreamers understand that it is possible for them to assert their own force of personality or will in order to resist the changes that Dreamtime forces upon those who enter. A character may make a DC 10 Dreaming check or a DC 20 Knowledge (the planes) check to negate the ability-score changes. The dreamer must choose whether or not to accept these changes when first entering the demiplane, and must accept all the changes, or none of them.

Furthermore, the purely mental nature of Dreamtime also reveals itself in the appearance of creatures on the plane. A creature will appear as an image of its internal self. For instance, Alearn, a dark-kin holy champion of Nier, appeared as a fire elemental while in Dreamtime, instead of as a heavily armed and armored warrior. This is because in Alearn's secret heart he sees himself as a pure vessel for the will of his God, in which all his Tainted flesh has been burned away, leaving only the searing purity of his soul. All dreamers see themselves (and other dreamers) as they wish themselves to be. For some it is a wish that the dreamer himself may not have fully realized… and perhaps even a form that his conscious mind is not ready to admit he desires.

This change of shape is also represented in the equipment of any who travel to Dreamtime. Items take on a more surreal and dreamlike form. The lack of a physical representation also allows items to be moved merely with a thought. Thus, weapons and items to materialize in the hands of creatures, instead of being drawn normally and armor can be willed into place, instead of being donned normally. However, performing these tasks still takes just as long as it would take to normally draw, don, or wield the item in question.

The final change that having no physical representation makes is the lessened impact of death. Any creature that is reduced to –10 hp (or 0 in the case of creatures without a Constitution score) is revived at the end of the next full round at full health. However, creatures that die in this manner receive a scar upon their soul. This scar is plainly visible upon the creature's Dreamtime form, and remains visible forever more. It is completely invisible in the material world.

A lucid dreamer can freely alter his appearance and the appearance of the items that he carries with a successful Dreaming check (DC 20). This does not cause any changes to the character's or his equipment's game statistics (except as detailed above), nor are any such changes retained upon leaving Dreamtime.

Limited Magic

The sealed nature of Dreamtime prevents all spells from the Divination school from functioning. Additionally, all spells and powers that require extra-dimensional travel to function have no effect while within Dreamtime. Creatures that wish to return from Dreamtime must carry with them a *soul anchor* instead of depending on planar magic to return them to their bodies. This *soul anchor* is a simple stone from the creature's home plane. The stone must be attuned to the Mortal Plane before it can function in Dreamtime, a process that takes a spellcaster of at least 5th level 2 days to do. This attunement process does not carry any gold or experience costs.

However, the above limitations are not the only effect on magic within Dreamtime. All magical items have no function within Dreamtime. This includes magical weapons and armor, wands, rings, potions, wondrous items, and so forth. Instead, the items are treated as their base (nonmagical) items. Thus, a *+2 shocking burst longsword* would be treated as a masterwork longsword. A *+4 belt of giant strength* functions as a normal belt. This restriction also extends to psionic items. Items that rely on extradimensional storage spaces expel their contents onto their owner upon entering Dreamtime (thus the creature has full access to the items within the container… if he can carry it all, at least).

Dreamtime Skills

Most skills function normally within the dream world, although of course any skill may have its function twisted or altered in any imaginable fashion. A few skills are specific to this place, however. The **Dreaming** skill is used for a character to con-

trol his own manifestation and to perform certain other acts of "lucid dreaming" as detailed in this chapter. Any time a character needs to engage in a test of wills to assert his desires and cause Dreamtime to conform to his preferences, a Dreaming check should be used. The key ability is Wisdom and the skill cannot be used untrained (except to rest; see below).

To understand aspects of the dream world itself, such as the rules for movement or other laws of a particular instance of Dreamtime, characters may make **Knowledge (the planes: spirit world)** checks. To understand the denizens of Dreamtime as one would understand creatures in the mortal realm, characters may make **Knowledge (the planes: spirit creatures)** checks. A creature in Dreamtime may look like its counterpart in the waking world, but that doesn't mean its abilities or behavior will be in any way similar.

A regular **Knowledge (the planes)** check can be used to substitute for the specialized versions in most cases, and in some cases even for the Dreaming skill itself, but the DCs for all checks made without the more specialized skill are 10 points higher.

All of these new skills are class skills for the Shaman (see **Chapter 4**) and the Ehtzara (see **Chapter 6**). Of all the classes, Shamans and Ehtzara have the most experience with and understanding of Dreamtime, for they venture into its depths far more often than characters of other classes because of their own very close affiliation with the spirit world. Indeed, some would say that these characters dwell in Dreamtime more than they dwell in the waking world.

Rest Within Dreamtime

There is no rest or sleep within Dreamtime. Instead, creatures within Dreamtime may make a DC 20 Dreaming check to fully restore themselves as if they had rested for a full day (recovering hit points, regaining spells, and so forth). Doing so is a full-round action that provokes attacks of opportunity, although a DC 15 Concentration check allows this to be done defensively. Normally, the Dreaming skill is trained only; however, this use may be used as an untrained check (and only this use).

Using Dreamtime in a Campaign

Dreamtime is deliberately a very vaguely-defined place. It can be used as the location for a single adventure, in which the adventurers (perhaps led by a PC or NPC Shaman) must enter the dream world in order to perform some task, such as laying a trapped or lost soul to rest, or drawing out the essence of an artifact that is trapping souls within the demiplane. A Dreamtime adventure can be almost normal, if the manifestation of the dream world acts like a reflection of the mortal world, or it can be as surreal and bizarre as you care to make it. The normal rules of physics do not apply unless you want them to. Moving around can require hours of trudging across formless landscapes of billowy dreamstuff, or it can be as simple as focusing a thought upon the desired destination. Characters in dreamtime sometimes get glimpses into the dreams of mortals, which can serve as the foundation for an adventure in and of itself. Powerful beings of spirit dwell in the dream world; some of them have enough force of will to carve out entire "kingdoms" that are relatively stable and can be visited on more than one occasion. Shaman and Ehtzara PCs make particularly good leaders for excursions into Dreamtime, as the relevant skills are class skills for them, and their spirit guides may have a variety of reasons for sending them into the dream world to accomplish various tasks or to learn key lessons that the guide has a want or need to impart.

Appendix 1: Constructs of Arcanis

The material in this appendix is a preview of the upcoming sourcebook *Born of Nightmares: Monsters of Arcanis*.

Clockwork Constructs

Created by Altherian Artificers, clockwork constructs are a hybrid of magic and technology. See Chapter 4 for details on the Artificers and their magnificent constructions. Occasionally it is possible to encounter a "rogue" clockwork construct in the wild. This generally occurs as a result of an experiment gone awry.

Clockwork Construct Traits: A clockwork construct possesses the following traits (unless otherwise noted in a creature's entry).

Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects)

Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

Cannot heal damage on their own, but often can be repaired by through the use of specialized spells or through the use of the Craft Clockwork Construct feat.

Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

Since it was never alive, a clockwork construct cannot be raised or resurrected.

Because its body is a mass of unliving matter, a clockwork construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

Not proficient with armor or shields.

Constructs do not eat, sleep, or breathe.

Animalistic Clockwork Construct

Medium Clockwork Construct

Hit Dice: 2d10+20 (30 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +1/+3
Attack: Bite +3 melee (1d6+3)
Full Attack: Bite +3 melee (1d6+3)

Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Clockwork Construct traits, Damage Resistance 1/ -, darkvision 60 ft, low-light vision
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 15, Dex 15, Con -, Int 3, Wis 12, Cha 1
Skills: Spot: +2
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Med); 7-10 HD (Large), 11–15 HD (Huge)
Level Adjustment: —

This Clockwork Construct has an animalistic body made from steel and wood. Normally these constructs are most commonly crafted to resemble wolfs or large cats. These clockwork constructs are a little faster then the Humanoid versions and are more readably upgradeable (see upgrades below)

Humanoid Clockwork Construct

Medium Clockwork Construct
Hit Dice: 2d10+20 (30 hp)
Initiative: +1
Speed: 30 ft. (8 squares)
Armor Class: 16 (+1 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +1/+3
Attack: Fist +4 melee (1d4+3)
Full Attack: Fist +4 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Clockwork Construct traits, Damage Resistance 1/ -, darkvision 60 ft, low-light vision
Saves: Fort +0, Ref +1, Will +1
Abilities: Str 16, Dex 13, Con -, Int 3, Wis 12, Cha 1
Skills: Spot: +2
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Med); 7-10 HD (Large), 11–15 HD (Huge)
Level Adjustment: —

This Clockwork Construct has a humanoid body made from steel and wood. These clockwork constructs are a little stronger then their animalistic counterparts and are harder to upgrade, though their ability to pick up and manipulate items makes these shortcomings worth it.

Clockwork Construct Upgrades

Upgrades may be added to any Clockwork Construct through the use of the Craft Clockwork Construct feat (see **Chapter 5**).

Improved Natural Weapon

Benefit: This upgrade gives the clockwork companion the *Improved Natural Weapon* feat as detailed in *Core Rulebook III*

Requirements: Craft Clockwork Construct, Craft Magic Arms and Armor, Craft (weaponsmithing) 7 ranks, Knowledge (engineering) 7 ranks

Modification Price: 3,000gp + 200 XP from the crafter.

Improved Armor

Benefit: This upgrade provides the clockwork companion a +4 armor bonus. (This is separate from its natural armor bonus.) You may add this modification to the clockwork construct more than once, each time giving the construct an increase of +4 to its armor bonus, at double the gold piece price of the previous upgrade.

Requirements: Craft Clockwork Construct, Craft Magical Arms and Armor, Craft (weaponsmithing) 7 ranks, Knowledge (engineering) 7 ranks

Modification Price: 3,000gp + 200 XP from the crafter

Magical Attacks

Benefit: All attacks made by the Clockwork Companion are considered magical when attempting to penetrate DR.

Requirements: Craft Clockwork Construct, Craft Magical Arms and Armor, Knowledge (arcana) 7 ranks, Knowledge (engineering) 7 ranks, Spell Casting Level 9+.

Modification Price: 1,000gp + 100 XP from the crafter.

Added Weapon Proficiency

Benefit: Provides the Clockwork Construct with an additional weapon proficiency. This can be used to add any simple, martial, or exotic weapon to the construct's programming.

Requirements: Craft Clockwork Construct, Crafter must have proficiency with weapon. The clockwork construct must already possess an Intelligence of 4+

Modification Price: 3,000gp + 200 XP from the crafter.

Size Increase

Benefit: The Clockwork Construct becomes one size category larger. Each additional time this upgrade is provided to a clockwork construct the gold piece price and XP cost is tripled.

Requirements: Craft Clockwork Construct, Craft (blacksmithing) 13 ranks, Craft (armorsmithing) 13 ranks, Craft (weaponsmithing) 13 ranks, *fabricate*

Modification Price: 10,000gp + 250 XP from the crafter.

Size Decrease

Benefit: The Clockwork Construct becomes one size category smaller. Each each additional time this upgrade is provided to a clockwork construct the gold piece price and XP cost is tripled.

Requirements: Craft Clockwork Construct, Craft (blacksmithing) 13 ranks, Craft (armorsmithing) 13 ranks, Craft (weaponsmithing) 13 ranks, *fabricate*

Modification Price: 5,000gp + 250 XP from the crafter.

Additional Feat

Benefit: Provides the Clockwork Construct an additional feat. The construct must still meet all the prerequisites to use the feat.

Requirements: Craft Clockwork Construct, Crafter must have the feat to be added. The clockwork construct must already possess an Intelligence of 4+

Modification Price: 3,000gp + 200 XP from the crafter.

Improved Hardness

Benefit: Provides the Clockwork Construct additional DR equal to the DR provided by the special material used to create its new heavy armor. The creator must provide enough material to make two suits of heavy armor; for each size category larger than Medium, enough material to make two additional suits of heavy armor is necessary.

Requirements: Craft Magical Arms and Armor, Craft (armorsmithing) 6 ranks, Knowledge (engineering) 6 ranks, Quantity of special material which provides hardness to use for modification, *hardness, fabricate.*

Modification Price: 5,000gp + 200 XP from the crafter + the cost of the special material used

Flight

Benefit: This upgrade provides the clockwork construct with the ability to *fly* as per the spell for up to five minutes per day.

Requirements: Craft Wondrous Item, Craft (blacksmithing) 10 ranks, Knowledge (engineering) 10 ranks, *fly,* Construct must already have *Improved Jump Capability*

Modification Price: 15,000 gp + 200 XP from the crafter.

Improved Flight

Benefit: This upgrade increases the duration of the construct's flight to 10 minutes per day

Requirements: Craft Wondrous Item, Craft (blacksmithing) 16 ranks, Knowledge (engineering) 16 ranks, *fly,* Construct must already have *Flight*

Modification Price: 15,000 gp + 200 XP from the crafter.

Persistent Intelligence Boost

Benefit: This upgrade provides the clockwork construct with a permanent intelligence increase of +4. This ability may be installed more than once; each time, the Construct's Intelligence increases by another 4 points. This does not retroactively give the Construct additional skill points.

Requirements: Craft Clockwork Construct, Craft Wondrous Item, Knowledge (engineering) 10 ranks, *Imbue with Intellect*

Modification Price: 15,000 gp + 1,000 XP from the crafter.

Improved Senses

Benefit: This upgrade provides the Construct with Tremorsense in a 20 foot radius.

Requirements: Craft Clockwork Construct, Craft Wondrous Item, Knowledge (engineering) 22 ranks, *Imbue with Intellect.* Construct must already possess *Persistent Intelligence Boost*

Modification Price: 15,000 gp + 1,000 XP from the crafter.

Amphibious Modification

Benefit: This upgrade provides the clockwork construct with a swim speed of 10. It also gains the ability to treat Swim as a class skill.

Requirements: Craft Clockwork Construct, Craft Wondrous Item, Craft (blacksmithing) 6 ranks, Knowledge (engineering) 6 ranks, Swim 6 ranks

Modification Price: 5,000 gp + 100 XP from the crafter.

Amphibious Modification, Advanced

Benefit: This upgrade increases the clockwork construct's swim speed of 30 and gives it a +10 bonus on Swim checks.

Requirements: Clockwork Construct must already have *Amphibious Modification*, Craft Clockwork Construct, Craft Wondrous Item, Craft (blacksmithing) 16 ranks, Knowledge (engineering) 16 ranks, *freedom of movement*

Modification Price: 10,000 gp + 200 XP from the crafter.

Improved Jump Capability

Benefit: This upgrade provides the clockwork construct a +10 increase to its base land speed as well as giving it a +5 competence bonus on all Jump checks. The construct gains the ability to treat Jump as a class skill.

Requirements: Craft Wondrous Item, Craft (blacksmithing) 7 ranks, Knowledge (engineering) 7 ranks, *jump,* Jump 5 ranks.

Modification Price: 10,000 gp + 300 XP from the crafter.

Self Repair

Benefit: This upgrade provides the clockwork construct fast healing 2.

Requirements: Craft Clockwork Construct, Craft Wondrous Item, Craft Magical Arms and Armor, Craft (blacksmithing) 15 ranks, Knowledge (engineering) 15 ranks, *regenerate damage*

Modification Price: 20,000 gp + 500 XP from the crafter.

Item Use

Benefit: The Clockwork Construct learns how to use a specific type of permanent magical item (weapons, armor and shields, wondrous items, or rings). The Construct must still meet any requirements needed to use a particular item.

Requirements: Craft Clockwork Construct, Knowledge (engineering) 12 ranks, *Imbue with Intellect,* Clockwork Construct must possess an Intelligence of 7+

Modification Price: 10,000 gp + 250 XP from the crafter.

Improved Melee Combat Ability

Benefit: The Clockwork Construct Base gains a +2 to hit and a +2 on all melee damage rolls

Requirements: Craft Clockwork Construct, Knowledge (engineering) 7 ranks, *Imbue with Intellect, true strike,* Clockwork Construct must possess an intelligence of 4+

Modification Price: 15,000 gp + 350 XP from the crafter.

Extra Reach

Benefit: The Clockwork Construct gains an increase of 5 feet to its natural reach (which is based on its size category). This upgrade may not be installed more than once.

Requirements: Craft Clockwork Construct, Knowledge (engineering) 10 ranks, *Imbue with Intellect, true strike,* and Clockwork Construct must possess an intelligence of 4+

Modification Price: 15,000 gp + 350 XP from the crafter.

Improved Ranged Combat Ability

Benefit: The Clockwork Construct gains a +2 bonus on ranged attack rolls and deals +2 points of damage with ranged weapons.

Requirements: Craft Clockwork Construct, Knowledge (engineering) 13 ranks, *Imbue with Intellect, true strike,* and Clockwork Construct must possess an intelligence of 4+

Modification Price: 15,000 gp + 350 XP from the crafter.

Extra Attack

Benefit: The Clockwork Construct gains an iterative attack with its primary weapon, albeit at a -5 penalty. This upgrade may be installed a second time, but the costs are doubled and the second additional attack is made at a -10 penalty.

Requirements: Craft Clockwork Construct, Knowledge (engineering) 7 ranks, *Imbue with Intellect, haste,* and Clockwork Construct must possess an intelligence of 4+

Modification Price: 15,000 gp + 350 XP from the crafter.

Myrantian Assassin-Golem

Medium Construct
HD: 10d10+20 (75 hp)
BAB / Grapple: +7 / +10
Initiative: +11
Speed: 50 ft.
Space / Reach: 5 ft. / 5 ft. and 10 ft. (reach as a spiked chain)
AC: 22 (+7 Dex, +5 natural); touch 17, flat-footed 15
Full Attack: 2 rapier-arms +15 melee
Attack: Rapier-arm +15 melee
Damage: Rapier-arm 2d6+4 (18-20 / x2 crit)
SA: Death attack, sneak attack +1d6
SQ: Camouflage, Darkvision 60ft, evasion, extendable reach, low-light vision, DR 5 / adamantine
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 17, Dex 24, Con —, Int 18, Wis 10, Cha 11
Alignment: Neutral
Skills: Balance +14, Climb +10, Escape Artist +20, Hide +20, Jump +10, Listen +7, Move Silently +20, Open Lock +14, Spot +7, Tumble +20
Feats: Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Weapon Finesse, Weapon Focus (rapier-arm), Spring Attack
Environment: Any
Organization: Solitary, pair, or quad (4), generally assigned to kill a particular creature or to kill everyone in a particular location.
Challenge Rating: 7
Treasure: None
Advancement: 11-20 HD (Medium)
Level Adjustment: —

These deadly constructs date back to the time of the ancient Myrantian Hegemony, and are perhaps even older than that. Each assassin-golem has a construct's form fused with the sentience of a skilled assassin by means of a magical process that rips the assassin's mind from his puny body of flesh and implants it into the timeless body of stone. Of course, as the assassins in question were all fanatically loyal servants of the Necromancer Lords of Myrantis, they were more than happy to participate.

Death Attack (Ex): If the assassin-golem is able to study a target for 3 rounds and then makes a melee sneak attack that successfully deals damage, the target must succeed on a Fortitude save (DC 15) or it dies. If the golem does not launch the attack within 3 rounds of completing its study or the attack fails (or the victim survives), 3 more rounds of study are required before another death attack may be attempted.

Camouflage (Ex): The assassin-golem is able to alter its coloration to blend in with any surface (horizontal or vertical). If the golem does not move for one full minute, it gains a +10 bonus on its Hide checks until it moves. The golem may study a target for a death attack while it is camouflaged.

Extendable Reach (Ex): The golem's rapier-arms can be extended or retracted at will (this does not require an action). The golem may freely attack foes as if it had both a 5' reach and a 10' reach (as if it were wielding a spiked chain).

Construct Traits: Immune to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, ability damage, nonlethal damage, ability drain, fatigue, exhaustion, or energy drain. Immune to any effect that requires a Fortitude save unless it is harmless or also works on objects. Not at risk from massive damage. Destroyed at 0 hit points.

Material (Ex/Su): The golem's attacks are treated as magic adamantine weapons.

Sarishan Guardian

Large Construct
Hit Dice: 13d10 + 30 (106 hp)
Initiative: +6 (always moves on Conjurer's Initiative)
Speed: 30
Armor Class: 27 (-1 size, +3 Dexterity, +15 natural armor), touch 12, flat-footed 24
Base Attack/Grapple: +11/+21
Attack: Slam +16 (1d10+6)
Full Attack: 2 slams +16 (1d10+6)
Space/Reach: 10ft./10ft.
Special Attacks: Block, Riposte, Knockback, Standstill
Special Quality: Construct Traits, Darkvision 60ft., Fast Healing 5, Guard, Low-light vision, Spell Resistance 25, and Stabilize.
Feats: Combat Reflexes
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 22, Dex 16, Con -, Int -, Wis 10, Cha 1
Environment: Any
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always Neutral
Advancement 16-24 HD (Large); 25-45 HD (Huge)

Supposedly created by Sarish to defend His eternal servants, the Sarishian Guardian has only one task, to defend the servant to whom it is bound. The Guardian was not built to wage wars or attack enemies, only to defend those who summon the hordes of those bound to Sarish. The Sarishian Guardian is a large humanoid construct seemingly made from quicksilver. The sleek body has no distinguishing marks or facial features. Sarishans who become Sapienti of Conjuration (see Chapter 6 for details) are sometimes assigned a Sarishan Guardian by the order. Occasionally a Guardian will be assigned to a Sarishan Conjurer for the duration of a single important mission or task on behalf of the Church of Sarish or the Sanctorum of the Arcane (especially the Sanctorum in Nishanpur, which is known to have ready access to at least a dozen of these constructs).

Block (Ex): During a single round, the Guardian can attempt to block up to three melee attacks against the Sarishian Conjurer to whom it is bound. The Guardian makes an opposed attack roll against the attacker. If the Guardian wins, the blow has been deflected. If the Guardian fails, the attack is resolved normally. The Guardian may take a 5-foot step between block attempts to maximize its coverage of the Sarishian Conjurer. This does not count against the Guardian's movement or provoke attacks of opportunity.

Riposte (Ex): If the Guardian successfully blocks an attack against its Sarishian Conjurer, the Guardian can make an immediate counterattack against that attacker at its normal attack bonus -5. If it does so it also suffers a -5 to all remaining blocks until its next turn.

Knockback (Ex): If the Guardian scores a critical hit during a Riposte, the character struck must immediately make a Reflex saving throw (DC 10 + the damage dealt by the blow). If the save fails, the attacker is immediately knocked back 10 feet and falls prone.

Standstill (Ex): The Guardian can utilize one of its block attempts to stop a character from charging the Sarishian Conjurer. This consumes one of the Guardian's Block attempts for the round and allows the Guardian to make a single attack of opportunity against the charging attacker. If the attack succeeds, the charging attacker must make a Reflex saving throw (DC 10 + the damage dealt by the blow). If the save fails, the attacker is immediately knocked back 10 feet and falls prone. If the save succeeds, thenthe attacker may complete the charge attack as normal.

Guard (Ex): The Sarishian Conjurer can squeeze into the 10-foot space occupied by the Guardian. They are capable of casting spells

while in the Guardian's space. While there, the Guardian automatically shields the Conjurer, giving the Conjurer cover against all incoming attacks. It is recommended that the optional rule in *Core Rulebook II* for potentially striking the cover on a missed attack is used when the Conjurer is using the Guardian for cover in this fashion.

Stabilize (Sp): As a standard action, the Guardian can stabilize its Conjurer if the charge has fallen below 0 hit points. This ability does not cure any of the damage done, but simply stabilizes the Conjurer so that they will not take any more damage. This also stops any wounding effects currently affecting the Conjurer.

Tactics: The Sarishian Guardian will only defend the Sarishian Conjurer that it is bound to serve. They will only attack when the Conjurer is attacked or is under the treat of a charge. Even then, it will only attack the one attacking the Conjurer. It must be remembered that all of its attacks deal subdual damage instead of real damage. It will never use its attacks of opportunity against a character standing up or moving through a threatened square, only to block and riposte or to stop a charge.

Appendix 2: Fetishes

Fetishes are a special kind of magic item which can fill many slots. (See **Chapter 5** for the Craft Fetish feat.) Though closely related to wondrous items, the creation and effects of fetishes will sometimes differ. Charged fetishes (which operate in a manner similar to that of a staff or wand) are also not unheard of. Some fetishes occupy a new magic item slot, that of a "charm". Charms may be hung anywhere one the body but must be clearly visible. (Normally such charms are hung on belts, off of armor, and even weaved into hair) Animals and regular characters may possess two charms at most (treat multiple charms the same way you would treat wearing multiple rings). Characters with Shaman, Ehtzara, Afatkuq levels (or who possess the Craft Fetish feat) may possess 1 additional charm for each 5 character levels and still gain the benefits of all the fetishes.

Permanent fetishes never give bonuses above +2 to any skill or ability score, and can not duplicate any spell above 3rd level. (There are some exceptions to this, such as an Ehtzara's robes). Charged fetishes are a special case and have been known to duplicate abilities which elude even some of the most accomplished spell casters.

Lastly every fetish has a recipe; before any fetish is created the crafter must seek out and collect all these items. These items can range from the simple (feather of a hawk) to the grotesque (entrails of a bound Infernal) to the exotic (distilled dreams). The cost of creating the item is spent in offerings to spirits, incense, and fine foods and drinks for the crafter who must imbue these foods in a show of celebration and thanks for garnering the sprits' attention.

Shaman, Ehtzara, and Afatkuq may bypass any spell requirement needed to craft any fetish. However, they must still meet the minimum caster level required to craft the fetish in question.

Animal Fetishes

Mostly crafted by the Ehtzara, these simple fetishes lend the bearer some of the strengths of the patron spirit it beckons to.

Horse Charm: Crafted from the hair of an unspoiled mare and the hair of an aged stallion entwined and dipped in mare's milk this fetish lends the wearer the ability to run like thunder. As long as this fetish is worn the character gains a +10 enhancement bonus to his base movement.

Faint Transmutation; CL 1st; Prerequisites: Craft Fetish, *long strider*; Price: 4,500 gp; Cost 2,250 gp + 180 XP.

Tiger Charm: Crafted from two claws and the hair of a white tiger or shadow lion fetish lend the wearer the ability leap and fight like a tiger. As long as this fetish is worn the character gains a +2 competence bonus to Balance and Jump checks as well as the ability to *pounce* like a lion once (refer to *Core Rulebook III* for details). As soon as the fetish's ability to pounce has been used a total of three times, the fetish becomes worthless.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *cat's grace*, *true strike*; Price: 2,000 gp; Cost 1,000 gp + 80 XP.

Hyena Charm: Crafted from the hair and a tooth of an aged hyena. As long as this fetish is worn the character gains a +2 competence bonus to Jump and Sleight of Hand checks.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *mage hand*, *cat's grace*; Price: 1,600 gp; Cost 800 gp + 64 XP.

Owl Charm: Crafted from the feather of a great owl, the talon of a spotted owl, and a string from a wind charm which has weathered five storms, this fetish grants its wearer with an uncanny insight and intuition. Any time which the bearer of the fetish is attempting to unravel a mystery or communicate with a strange culture, the character gains a +5 insight bonuses to any relative skill. This bonus may be called upon *once* per mystery or encounter with a strange culture.

Faint Transmutation; CL 7th; Prerequisites: Craft Fetish, *divination*; Price: 10,000 gp; Cost 5,000 gp + 400 XP.

Monkey Charm: Crafted from the hair of an aged monkey that was been given willingly by the monkey to the bearer of the fetish. As long as this fetish is worn by the character for which the charm was crafted gains a +2 competence bonus to Sense Motive and Tumble checks.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish; *owl's wisdom*, *cat's grace*; Price: 1,600 gp; Cost 800 gp + 64 XP.

Rhino Charm: Crafted from the horn of a white rhino and an arm bard of rhino hair and then blessed by an old warrior-priest this charm is highly sought after by the Yhing hir. Once per day the wearer of this charm, who must have worn the charm for at least a day, may call upon the rage of the rhino, as a swift action, to guide him as he charges into combat. The wearer gains a +2 competence bonus to attack rolls, his damage rolls, and his opposed bull rush checks made when charging.

Faint Transmutation; CL 5th; Prerequisites: Craft Fetish, *bull's strength*; Price: 4,000 gp; Cost 2,000 gp + 160 XP.

Other Charms

Artisan's Charm: Crafted from the finger bone of a talented craftsman or expert who practiced the called-for skill. As long as this fetish is worn the character gains a +2 competence bonus to the specified Craft or Profession skill. Typical *artisan's charms* include: Craft (alchemy, bowyer, fletcher, potter, armorsmith, blacksmith, weaponsmith), Profession (merchant, herbalist, sailor, soldier).

Faint Divination; CL 5th; Prerequisites: Craft Fetish, *guidance*; Price: 800 gp; Cost 400 gp + 32 XP.

Bone Staff: This staff requires extensive preparations to craft. First a hollow staff made from darkwood is needed. This hollow staff is then filled with the teeth of five skeletons that were once animated with necromantic magic. The staff must then be touched by a willing undead spirit, who must then be laid to rest. Once this is completed the staff must be covered in earth from a burial mound or cemetery during a new moon.

This powerful fetish allows a wielder who cannot channel to turn undead as a 5th level cleric with a Charisma of 18; you are still considered to be a cleric of your own deity, and all the usual penalties and bonuses to turn undead still apply. If used by a character which can turn undead through the use of his channeling ability he gains a +2 divine

bonus to all turning attempts. If this fetish is picked up by someone who can rebuke or command undead it dissolves immediately, completely destroyed.

Lastly an Ehtzara with a bound *bone fetish* will find that this staff helps to augment his bone fetishes, augmenting their turning ability by +4, while still able to use the turning ability above once per day.

Strong Necromancy CL 13th; Prerequisites: Craft Fetish, *control undead*, ability to Turn Undead; Price: 20,000 gp; Cost 10,000 gp + 800 XP.

Bone Rattle: Crafted from the skull of a small or medium intelligent creature filled with bits of the creature's teeth and rapped in leather tanned from that same creature's skin, this fetish is commonly hung on a staff. Once per day when the fetish is shaken, the owner may cast *fear* (DC 15 Will save negates).

Moderate Necromancy [Fear, Mind-Affecting]; CL 7th; Prerequisites: Craft Fetish, *fear*; Price: 10,100 gp; Cost 5,050 gp + 404 XP.

Hero's Heart: Crafted from the dried heart of a good-aligned creature that died performing a heroic deed, these fetishes are quite rare indeed. To activate this fetish the character must eat the heart without wincing. If the character that ate the heart is of good alignment they gain a +4 sacred bonus to all attack, damage, and saving throws for the next 24 hours. If the eater of the heart is Neutral he only receives a +2 sacred bonus to all attack, damage, and saving throws for the next 24 hours. If the eater of the heart is evil then they must make a DC 20 Will save to force the spirit of the hero to aid him; if successful the character gains a +4 profane bonus to all attack, damage, and saving throws for the next 24 hours. If the evil character fails the save, he suffers a -2 divine penalty to all attack, damage, and saving throws for the next 24 hours

Strong Necromancy; CL 10th; Prerequisites: Craft Fetish, *heroism*, *speak with dead*, *bless*; Price: 12,000 gp; Cost 6,000 gp + 480 XP.

Spirit Rattle: Crafted from the skull of a man who spirit has become a ghost, this item allows a Shaman, Ehtzara, or Afatkuq to cast *banishment* (DC 20 Will save negates) once per day as a 13th level caster.

Strong Abjuration; CL 13th; Prerequisites: Craft Fetish, *banishment*; Price: 32,760 gp; Cost 16,380 gp + 1,311 XP.

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