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WIZARDS OF SHADOWFELL



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Wizards of Shadowfell

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The Wizard of Shadowfell is a variant core character class for D20 Fantasy gamers, a twist on the Wizard character class most gamers are familiar with. The Wizard of Shadowfell is an attempt to emulate the wizardly heroes and protagonists of myth and literature; in particular, to allow players to build heroic arch-magi similar to three main inspirations: J.R.R. Tolkien's Gandalf, Terry Brook's Allanon the Druid (a character similar to Gandalf in many respects), and Merlin, as portrayed in films like Excalibur and Mists of Avalon.

Profile of a Wizard of Shadowfell

The Wizard of Shadowfell is a secretive, enigmatic and powerful spell caster. His sheer brilliance and indomitable will allows him to walk with demons and converse with gods, and in both cases he is treated as a rare equal. In contrast with the traditional Wizard, the Wizard of Shadowfell casts spells rarely and with great deliberation, but the spells the arch mage masters are incredibly powerful and can change the course of history.

For all the Wizard of Shadowfell's arcane might, he is also a man of the world. Mastering sorcery requires a full understanding of the truth of the mortal world. The Wizard of Shadowfell is a proud man who knows the art of reading tracks, who can count the seasons of the moon, who can bind wounds as adeptly as any battlefield surgeon. He can swing a sword with strength and precision, ride like the wind and knows how to fight hard when the situation calls for it.

A wizard of Shadowfell draws strength from his powerful mind. High Intelligence is required to cast the most powerful magic, while high Wisdom allows them to better understand the natural world, and gives the Wizard enough common sense to survive. A Wizard of Shadowfell rules by logic and intimidation, and rather than explain his plans or convince others of the rightness of his cause, he simply acts. Charisma may be helpful, but it is hardly required.

Unlike many traditional wizards, the Wizard of Shadowfell can and does fight, so high physical ability scores are important. Since most Wizards

of Shadowfell disdain armor, Dexterity is of prime importance; many Wizards of Shadowfell learn a 'scientific' fighting style which focuses on speed and precision, as reflected in the Weapon Finesse feat.

The Wizard of Shadowfell in the Campaign

The Wizard of Shadowfell is a variant Wizard class, which casts spells in a slightly different way. Unlike a traditional Wizard, who may be loosely aligned with some mage's guild or college, the Wizard of Shadowfell is a member of a particular powerful order, one which dates back to the early days of the world. Shadowfell Wizards are surprisingly good fighters, though they are rarely found on the frontlines by their own choice. Instead, they pick up the sword to defend their allies and causes, or when casting magic is risky.

Wizards of Shadowfell excel at tactics and deception, and are well versed in the history of nations, politics and court intrigue. Despite this, few Shadowfell Wizards rule openly, with most choosing to be the 'voice behind the throne', or to rule through proxies. In an adventuring party, the highly educated and purposeful Wizard of Shadowfell is likely to be the team leader, the one who decides the course of a journey, who uses his sharp mind and divinatory spells to prepare the party to the dangers they will face on the road.

Compared to Standard Wizards

Wizards of Shadowfell are more versatile than standard wizards, and in terms of sheer arcane firepower, a 20th level Wizard of Shadowfell edges out a 20th level traditional wizard. More importantly, while a Wizard only rarely gains special class abilities, each level a Wizard of Shadowfell gains a minor special ability.

Most of these abilities come in the form of various enhanced senses and minor spell-like abilities. Very few of these abilities give the Wizard of Shadowfell any additional damage dealing ability, but they provide a way to avoid trouble or prepare for danger. In addition, even a first level Wizard of Shadowfell can cast a 2nd level spell per day, giving the archmage an early advantage, which equalizes slightly as the levels stack up.

The Wizard of Shadowfell gives up spell specialization and his familiar, both useful minor abilities usable from first level in exchange for a paladin-like mount coming at 7th level. Whether this is a worthwhile trade is a matter for each player to decide, but magnificent steeds like Shadowfax or Artaq are part and parcel of the genre.

The role-playing restrictions on class are more a matter of flavor. However, not being able to multiclass freely can be punishing, which is one justification for the Wizard of Shadowfell's better than average BAB. If a player is forced to single-class, he should at least be able to defend himself after all.

If both Wizards and Wizards of Shadowfell are available in the campaign, they reflect minor differences in magical training. The wizard is less restrictive, while the Wizard of Shadowfell is more tightly focused. The Wizard of Shadowfell will likely be chosen more often, simply because he has more toys to play with.

If Wizards of Shadowfell are common, an interesting thing happens to magic in the campaign; it becomes more cautiously used, just as in Tolkien's or Brook's novels. Casting powerful magic, summoning powerful creatures or creating magic items allows rival mages

to sense your presence and home in on your location. Wizards of Shadowfell may be hesitant to use their most powerful abilities if they know an enemy Wizard of Shadowfell will gain a clue to their locations and plans the moment they cast their spell.

Alignment: Any lawful. Wizards of Shadowfell are disciplined and iron-willed. Many consider themselves above mortal laws and propriety, but follow an exacting code of honor and behavior. To study the arts of magic, a character must be dedicated and obedient.

Gender: Male only. Wizards of Shadowfell belong to an entirely masculine order; women are not allowed to learn their secrets. The symbols of a Wizard of Shadowfell are his long teacher's beard and gnarled staff, both symbols of masculine, phallic energy and strength. Some Wizards of Shadowfell speculate the energies they wield can only be contained in a masculine vessel.

Female characters wishing to study magic often become traditional Wizards, and have invented a type of untutored, spontaneous and free magery, becoming Sorcerers. However, the decision not to allow female Wizards of Shadowfell is a purely flavorful one inspired by the severe, almost druidic or monastic orders the class inspirations Gandalf and Allanon belong to.



Table: Wizard of Shadowfell

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	Lessons of Magery, Magesight, Path of Shadowfell	*	*	*	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Bonus Feat	*	*	*	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	The Secret Winds	*	*	*	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Secret Senses I	*	*	*	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Bonus feat	*	*	*	1	—	—	—	—	—	—
6th	+4	+2	+2	+5	Arcane Forgecraft	*	*	*	2	—	—	—	—	—	—
7th	+5	+2	+2	+5	Mage’s Destrider	*	*	*	2	1	—	—	—	—	—
8th	+6/	+2	+2	+6	Secret Senses II	*	*	*	3	2	—	—	—	—	—
9th	+6	+3	+3	+6	Respected Tutor	*	*	*	3	2	1	—	—	—	—
10th	+7	+3	+3	+7	Bonus feat	*	*	*	3	3	2	—	—	—	—
11th	+8	+3	+3	+7	Tide of Arcana	*	*	*	4	3	2	1	—	—	—
12th	+9	+4	+4	+8	Secret Senses III	*	*	*	4	3	3	2	—	—	—
13th	+9	+4	+4	+8	Teacher of the Shadowfell Path	*	*	*	4	4	3	2	1	—	—
14th	+10	+4	+4	+9	Eternal Power	*	*	*	4	4	3	3	2	—	—
15th	+11	+5	+5	+9	Bonus feat	*	*	*	4	4	4	3	2	1	—
16th	+12	+5	+5	+10	Secret Senses IV	*	*	*	4	4	4	3	3	2	—
17th	+12	+5	+5	+10	Revered Councilor	*	*	*	4	4	4	4	3	2	1
18th	+13	+6	+6	+11	True Summons	*	*	*	4	4	4	4	3	3	2
19th	+14	+6	+6	+11	Bastion of Power	*	*	*	4	4	4	4	4	3	3
20th	+15	+6	+6	+12	Well-Practiced Suits, Bonus feat	*	*	*	4	4	4	4	4	4	4

If a gamer is passionate on playing a female Wizard of Shadowfell, he or she can easily be allowed to. Gamemasters and players can easily ignore the gender restriction without changing the essential nature of the class. Of course, the wizardly order is still a bastion of male power, and female arch-mages are likely rare, and must confront the sexism and unyielding traditions of the order on a regular basis.

Hit Die: d6. Wizards of Shadowfell are healthier and more powerfully built than the 'core Wizard'. Shadowfell training incorporates ritual exercises and physical meditations, and no matter how much magic they wield, Shadowfell Wizards are encouraged to work with their hands- practicing their crafts, tilling the soil, and swinging a blade. These wizards seek out an opportunity for exercise and physical release.

Class Skills:

The Wizard of Shadowfell's class skills (and the key ability for each skill) are:

Concentration (CON), Craft (any) (INT), Decipher Script (INT), Heal (WIS), Intimidate (CHA), Knowledge (any) (INT), Listen (WIS), Profession (any) (WIS), Ride (DEX), Spellcraft (INT), Survival (WIS)

Skill Points at 1st Level: (3 + Int modifier) x 4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features:

All of the following are class features of the Wizard of Shadowfell.

Weapon and Armor Proficiency: Wizards of Shadowfell are proficient with all simple weapons, as well as short swords, scimitars and long swords. Wizards of Shadowfell are proficient with no type of armor, nor are they proficient with shields. Armor of any type interferes with a Wizard of Shadowfell's

gestures and with the flow of raw arcana, preventing them from easily casting spells when armored. Wizards of Shadowfell who learn the Still Spell feat have mastered the altered gestures and balanced their energies so that they can work magic even when heavily armored.

Bonus Languages: A Wizard of Shadowfell may substitute Draconic or Druidic for one of the bonus languages available to the character because of his race.

Bonus Feats: At 2nd, 5th, 10th, 15th and 20th level, a Wizard of Shadowfell gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

In addition, the Wizard of Shadowfell may also choose to select a bonus feat from the following limited list, reflecting their mundane talents and training:

Animal Affinity, Combat Expertise, Eschew Materials, Iron Will, Leadership, Mounted Combat, Persuasive, Self Sufficient, Track, Weapon Finesse.

Arcane Spellcasting: A Wizard of Shadowfell casts arcane spells which are drawn from the sorcerer/ wizard spell list. He likely refers to his spells as either 'lesser or greater suits', depending on their power level.

A wizard must choose and prepare his spells ahead of time, which involves pre-casting the majority of a complex spell, leaving only a few mental and verbal triggers un-cast. When the Wizard of Shadowfell wishes to call upon the prepared spell, he speaks the final words and opens the last mental barriers to casting the magic, completing the spell and allowing the magic to occur.

To learn, prepare, or cast a spell, the Wizard of Shadowfell must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard of Shadowfell's INT modifier. Like other spellcasters, a Wizard of Shadowfell can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the table above. In addition, once the Wizard of Shadowfell reaches fifth level, and begins casting third level spells, he receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a Wizard of Shadowfell may know any number of spells. He must choose and prepare his higher level spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to cast in readiness for the day / prepare.

Lessons of Arcana: A Wizard of Shadowfell begins play with a spellbook containing all known 0-level wizard spells (cantrips), plus three 1st level spells (lesser suits) of your choice, and one 2nd level spell of choice.

For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new Wizard of Shadowfell level, he gains two new spells of any spell level or levels that he can cast (based on his new Wizard of Shadowfell level) for his spellbook. At any time, a Wizard of Shadowfell can scribe spells found on scrolls or other caster's spellbooks to his own.

A Wizard of Shadowfell's INT modifier has no effect on the number of 0, first or second level spells the Wizard of Shadowfell knows or can cast. Once the Wizard of Shadowfell begins casting 3rd-level spells, which he refers to as greater suits, he begins to receive bonus spells and spell slots per day based upon his INT modifier.

The Wizard of Shadowfell can easily and efficiently cast low level spells, which he refers to as 'lesser suits'. The number of zero, first and second level spells the Wizard of Shadowfell can cast is not limited by his level. Rather the Wizard of Shadowfell can cast a number of lesser suits per day equal to his ranks in Spellcraft.

The Wizard of Shadowfell does not need to prepare or pre-cast these lesser suits ahead of time; he may spontaneously cast any of these known minor spells at any time. He makes the choice to cast the spell at the moment he uses the magic. Thus a first level Wizard of Shadowfell with 4 ranks in Spellcraft could cast up to 4 levels of 'minor suits' per day. He could cast four 1st level spells, two 2nd-level spells, or any other combination. Zero level spells count as ½ spell level for this purpose.

The Wizard of Shadowfell may add any metamagic feat he knows to a lesser suit. He makes the choice to do so at the moment he casts the spells. Casting a metamagic enhanced lesser suit requires no additional time.

The Wizard of Shadowfell pays the level cost for the enhanced version of the spell. Thus, a stilled magic missile would be considered a 2nd-level spell, while a stilled and silent magic missile would be considered a 3rd-level spell, requiring the Wizard of Shadowfell to use up 3 spell levels during the casting.

Spellbooks: A Wizard of Shadowfell must study his spellbook each day to prepare his major suits. He cannot prepare any spell not recorded in his spellbook, except for read magic, which all magic users can prepare from memory. However, the spellcaster can cast any minor suit at will, spontaneously, without referring to his spellbook. Effectively, these minor spells are ‘mastered’.

Magesight (SU): The Wizard of Shadowfell is tutored in measuring the ebb and flow of raw arcana. A first level Wizard of Shadowfell gains the ability to use *detect magic* at will as an innate, supernatural ability.

Path of Shadowfell: Wizards of Shadowfell are bound by the exacting tenants of their order. If the neophyte Wizard of Shadowfell can grow a beard, he must allow his beard and sideburns to grow long, and may not cut either. Members of hairless races, such as lizard folk, often decorate their faces with elaborate mokus (facial tattoos) upon their induction into the order.

A Wizard of Shadowfell must obey the instructions of senior members of his order.

A Wizard of Shadowfell must cover his head, showing modesty before the deities and powers of arcana at all times. Most Wizards of Shadowfell are easily recognizable by their deep, shadowy cowls, intricately shaped metal or bone skullcaps, or concealing hats or miters.

A Wizard of Shadowfell must never knowingly give away or loan his spellbook to a non-spell caster, nor may he knowingly allow it to fall into ‘mundane’ hands. No Wizard of Shadowfell may ever drink alcohol, nor may a Wizard of Shadowfell ever take a non-spellcasting or non-noble spouse. Sexual and romantic dalliances with social and arcane inferiors are allowed, so long as the relationship is not formalized.

A Wizard of Shadowfell who knowingly breaks any of these tenants loses all class abilities and spellcasting powers for 24 hours after the violation. A Wizard of Shadowfell who marries a forbidden spouse loses all class abilities until the relationship ends, either by divorce, annulment or the death of the spouse.

Wizards of Shadowfell who fail to tithe 10% of their yearly income to the order are socially



ostracized, and can expect to receive no aid from other order members, but retain their class abilities and spellcasting talents. Wizards who are expelled from the Order of Shadowfell may continue their training, studying on their own, and building on the lessons they have learned during their tenure. Being a member in good standing is helpful, but not vital, to a mage's arcane growth and personal evolution.

The Secret Winds (SU): As a Wizard of Shadowfell grows in power, he becomes attuned to the flow of magic across the planet, which he refers to as 'the secret trade-winds' or the secret storms.

At third level, the Wizard of Shadowfell automatically knows when any spell or spell-like ability of 3rd level or higher is cast within a one hundred mile radius of his current position, so long as both he and the caster are on the same plane.

He knows the distance and relative direction to the caster, but no other data, such as the caster's level, purpose, and the school of magic used or the specific spell. The Wizard of Shadowfell only knows a suit of great power has been worked, somewhere nearby. This ability makes no distinction between arcane and divine magic.

Secret Senses (SU): At 4th level, and again at 8th, 12th and 16th level, the Wizard of Shadowfell's senses expand to the point they can perceive things undetectable to normal mundane humans. Each time this ability becomes available, the Wizard of Shadowfell may select one of the following special senses:

- **Darkvision:** The Wizard of Shadowfell gains darkvision with a 60 ft range.
- **Scent:** The Wizard of Shadowfell gains the scent special quality.
- **Banesense:** The Wizard of Shadowfell can automatically tell if an item is cursed or malevolent simply by touching that object. In most cases, merely touching a cursed item is not enough to activate the dark magic. The Wizard of Shadowfell knows an item is cursed, but not the exact nature of the item, or its powers. The Wizard of Shadowfell can also touch a spellcaster and know if that person or creature has used *bestow curse* or a similar spell-like ability within the last 24 hours.

- **Deadsense:** The Wizard of Shadowfell gains the ability to cast *detect undead* at will, as a first level caster.
- **Doorsense:** The Wizard of Shadowfell gains the ability to cast *detect secret doors* at will, as a 1st-level caster.
- **Mage's Eloquence:** The Wizard of Shadowfell may cast *comprehend languages* as a spell-like ability a number of times per day equal to his INT modifier. His caster level is equal to his INT modifier, and each casting remains in effect for 10 minutes per point of INT modifier.
- **Master Diviner:** The Wizard of Shadowfell is especially skilled at scrying and divination. He casts all spells of the Divination school at +1 caster level. This secret sense can be selected multiple times; each time the Wizard of Shadowfell does so, its effects stack.
- **Recognition of Equals:** The Wizard of Shadowfell sees a flickering, colorful aura around any visible creature with spellcaster levels, or innate spell-like abilities. No other data is provided, such as the spell caster's specific class, prepared spells or exact abilities. This ability penetrates most magical disguises and illusions.

A Wizard of Shadowfell of 12th level or higher may also select more impressive sensory abilities, or may choose to select a 'lower level' secret sense.

- **Adept Identification:** The Wizard of Shadowfell may instantly cast *identify* at will, as a spell-like ability. This identification occurs in a single round of physical contact with the object, and requires no material components.
- **All Seeing Eye:** The Wizard of Shadowfell gains the innate, supernatural ability to see invisible creatures and objects.
- **Legendary Name:** The Wizard of Shadowfell instantly knows when any character or creature speaks his name, referring specifically to himself, anywhere on the planet, so long as both speaker and Wizard are on the same plane. The Wizard of Shadowfell knows the name of the speaker, as well as relative distance and direction to the speaker, but knows no other details about the event. If the Wizard of Shadowfell chooses to teleport to

the speaker's location, his familiarity with the location is improved by one category.

- **Mindscrier:** The Wizard of Shadowfell may cast *detect thoughts* at will, as a caster of his total class level.
- **Warding Instinct:** The Wizard of Shadowfell is continually protected by a *detect scrying* effect, which is an innate, spell-like ability. The effective caster level of this effect is the Wizard of Shadowfell's class level.

Arcane Forgecraft (Ex): Beginning at 6th level, a Wizard of Shadowfell learns ancient secrets of arcane creation. The Wizard of Shadowfell knows the dangerous old ways of sculpting magic, and is a skilled mystical craftsman.

When using any Item Creation feat, a Wizard of Shadowfell may choose to voluntarily sacrifice additional XP to craft the object faster and more easily. The Wizard of Shadowfell may choose to sacrifice 100 xp, doing so reduces the raw materials cost of the created object by 500 gp.

For every 100 xp worth of additional experience cost, the Wizard of Shadowfell suffers 1d3 hit points worth of damage, which heals normally. For each 100 xp sacrificed, the item requires 500 gp (or portion of 500 gp) fewer raw materials.

A Wizard of Shadowfell can reduce the raw material cost of an object to 0 gp in this manner. Each 500 gp worth of cost reduction reduces the total construction time by ½ day, allowing the mage to quickly construct magical artifacts.

Magical artifacts (such as enchanted weapons and armor) with a raw materials cost of 0 gp may be constructed from non-masterwork objects. This is the single exception to the rule that a magic weapon or armor must be of at least masterwork quality to be enchanted.

The Mage's Destrider: A 7th level Wizard of Shadowfell calls an impressive, mage-bred war-beast to his service. The Wizard of Shadowfell is a skilled rider, and over time the bond between mage and mount grows as tight as any bond between paladin and warhorse or wizard and familiar.

The Wizard of Shadowfell's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium Wizard of Shadowfell is a heavy warhorse, and the standard mount for a Small Wizard of Shadowfell is a war-pony. Another kind of mount, such as a riding dog (for a Halfling Wizard of Shadowfell) or a Large shark (for a Wizard of Shadowfell in an aquatic campaign) may be allowed as well.

A Wizard of Shadowfell's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Wizard of Shadowfell's Mount Basics: Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Table: Wizard of Shadowfell Destrider

Wizard Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	Command creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's

HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adjustment: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adjustment: Add this figure to the mount's Strength score.

Intelligence: The mount's Intelligence score.

Empathic Link (Su): The Wizard of Shadowfell has an empathic link with his mount out to a distance of up to 1 mile. The Wizard of Shadowfell cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the Wizard of Shadowfell has the same connection to an item or place that her mount does, just as with a traditional Wizard master and his familiar (see Familiars).

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

Share Spells: At the Wizard of Shadowfell's option, he may have any spell (but not any spell-like ability) he casts on himself also affects his mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the Wizard of Shadowfell before the duration expires.

Additionally, the Wizard of Shadowfell may cast a spell with a

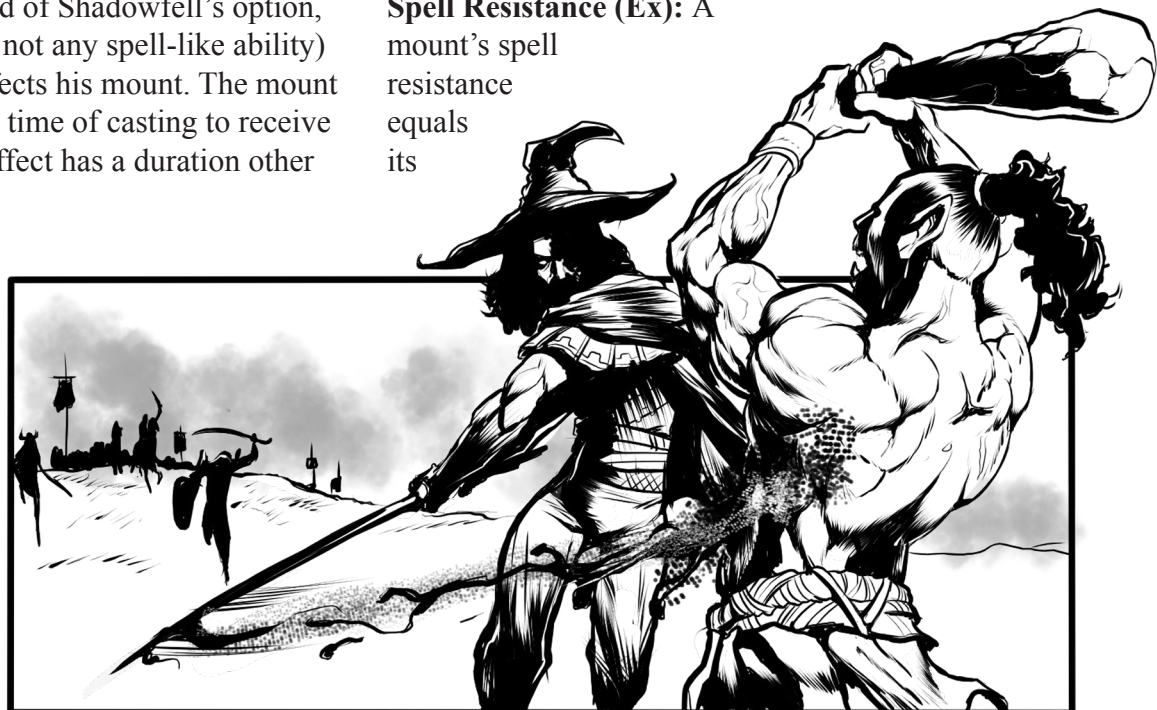
target of "You" on her mount (as a touch range spell) instead of on himself. A Wizard of Shadowfell and his mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the Wizard of Shadowfell's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two Wizard of Shadowfell levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and war-ponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the command spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 Wizard of Shadowfell's level + Wizard of Shadowfell's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its



master's Wizard of Shadowfell level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

Respected Tutor (Ex): A 9th level Wizard of Shadowfell is a respected and feared scholar and master of magic. He receives a +2 bonus on all CHA-based skill checks made against fellow spellcasters, including divine casters.

This benefit also applies to creatures with innate spell-like abilities, if they are familiar with the Wizard of Shadowfell's power and reputation.

If the Wizard of Shadowfell has the Leadership feat, his leadership score is increased by +1 when attempting to recruit magic using followers or cohorts, including cohorts with innate spell-like abilities.

Tide of Arcana (SU): At 11th level, the Wizard of Shadowfell gains additional insight into the arcane world. The Wizards of Shadowfell speak of 'tides of arcana' which crash on the shores of material reality; the spell casters can perceive areas where large amounts of arcane energy pool and collect.

The Wizard of Shadowfell can automatically sense the presence, distance to and relative direction of all magic items with a Caster Level of 15th or greater, as well as all major and minor artifacts. This sense has a 1,000 mile effective range, and cannot be blocked by mortal means. The Wizard of Shadowfell gains no additional information about the objects other than their presence and position.

The Wizard of Shadowfell can also sense the summoning of any creature with 15 HD or greater, the creation of a construct with more than 15 HD, or the use of the gate spell within 1,000 miles.

Teacher of the Shadowfell Path: A 13th level Wizard of Shadowfell is allowed to begin tutoring initiates in the true secrets of the order.

All lower level Wizards of Shadowfell cast all spells at +1 caster level when within 60 ft of a senior Wizard of Shadowfell; the very presence of such an experienced Wizard of Shadowfell makes it easier for novice mages to work their spells.

Young Wizards of Shadowfell receive can cast a number of spell levels worth of lesser suits equal to the 13th level Wizard of Shadowfell's CHA modifier. Effectively, the young mages add the senior Wizard of Shadowfell's CHA modifier as a bonus to their ranks in Spellcraft for determining how many minor spells per day they can cast.

The novice Wizards of Shadowfell must be able to clearly see and hear their teacher to benefit from this effect.

Eternal Power (Ex): A 14th level Wizard of Shadowfell has learned the secrets of the gods and immortals, and bound so much arcane power to his body that he is no longer mortal. The Wizard of Shadowfell no longer suffers penalties for aging, though mental bonuses for age and experience continue to accrue. Any aging penalties inflicted prior to achieving this level remain in place.

The Wizard of Shadow has no maximum age category, and is effectively immortal. Though the character can still be slain, or die due to misfortune, he cannot die due to old age. The Wizard of Shadowfell becomes immune to any magical affect which would change his age.

Revered Councilor (Ex): A 17th level Wizard of Shadowfell's reputation for knowledge and wisdom is known to all, and the mage is feared and respected even by non-spellcasters.

The Wizard of Shadowfell receives a +2 bonus on all CHA-based skill checks against any intelligent creature who knows of him. The Wizard of Shadowfell's bonus on CHA-based skill checks against other spellcasters increases to +4.

The Wizard of Shadowfell gains an additional +1 bonus on his leadership score for the purposes of recruiting magic using followers or cohorts.

True Summoning (Ex): An 18th level Wizard of Shadowfell is a master of summoning creatures from beyond reality. When casting the lesser suits *summon monster I* or *summon monster II*, the duration of the summons is one hour for caster level.

When casting any higher level *summon monster* spell, the duration of the summons is one minute per caster level.

Bastion of Power (Ex): A 19th level Wizard of Shadowfell is a creature of sheer magical power. The Wizard's body is sustained by magical energy. The Wizard of Shadowfell no longer needs to eat, drink or breathe. The mage can still benefit from consumable magic items, such as potions or the food produced by the heroes feast spell.

The Wizard of Shadowfell becomes immune to level loss, energy drain and ability damage or drain, thanks to the endless tides of energy which sustain him.

Well-Practiced Suits (Ex): A 20th level Wizard of Shadowfell is a terrifying arcane caster, capable of amazing feats of magic. When casting any of his lesser suits (zero, first or second level spells) the Wizard of Shadowfell treats the spell-casting as an attack action. Thus a 20th level wizard could cast up to 3 minor spells in a round, when making a full attack action!

Specialization: Wizards of Shadowfell do not specialize in any particular school of magic, unlike traditional Wizards.

Familiars: Unlike traditional Wizards, Wizards of Shadowfell do not bind their soul to an animal; these mages consider the attraction of a familiar to be a dangerous, frivolous enterprise.

A multiclass Wizard-Wizard of Shadowfell's class levels stack for determining the special abilities of a familiar gained through pure Wizard class levels. If a Wizard of Shadowfell desires a familiar, he typically selects the Soul Bound Familiar or Sentient Familiar feats, presented in Mega-Feats: New Paths to Victory.

Ex-Wizards of Shadowfell:

Any Wizard of Shadowfell who becomes non-lawful cannot gain new Wizard of Shadowfell abilities, but retains abilities learned to date. Like a member of any other class, a Wizard of Shadowfell may choose to multiclass. However the order of Shadowfell demands

unswerving dedication from its members. A Wizard of Shadowfell who chooses to multiclass (or if already multiclass) raises another class level may never again raise his Wizard of Shadowfell level, though he retains all abilities

learned to date.



Epic Wizards of Shadowfell

Epic level Wizards of Shadowfell gain abilities as a standard Wizard once they reach epic level. An Epic Level Wizard of Shadowfell gains a new secret sense each four levels past 20th level.

Human Wizard of Shadowfell Starting Package

Armor: None (30 ft)

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lbs, 2 handed, bludgeoning); Short sword (1d6 crit x2, 19-20, 2 lbs, light, piercing)

Skills: Select a Number of skills equal to 4 + Int Modifier (Non human Wizards of Shadowfell select skills equal to 3 + INT modifier.)

Skill	Ranks	Key Ability	Armor Check Penalty
Concentration	4	CON	-
Craft (any)	4	INT	-
Decipher Script	4	INT	-
Heal	4	WIS	-
Hide	2	DEX	0
Intimidate	4	CHA	-
Knowledge (any)	4	INT	-
Listen	4	WIS	-
Move Silent (CC)	2	DEX	0
Ride	4	DEX	0
Profession (any)	4	WIS	-
Search (CC)	2	WIS	0
Spellcraft (critical class skill)	4	INT	-
Survival	4	WIS	-

Feats: Scribe Scroll or Spell Focus. Dodge if DEX is 13+, if not, select Run. Remove this second feat for non-human Wizards of Shadowfell.

Spellbook: All 0 level spells, plus the following 1st level spells: charm person, mage armor, and sleep. Plus, one of the following spells per point

of INT modifier (in any): Magic Missile, Cause Fear, Endure Elements, Hypnotism, Summon Monster I, Unseen Servant

Select one of the following 2nd-level spells: alter self, command undead, flaming sphere, locate *object*, *summon monster II*, *whispering wind*.

Gear: Backpack with water skin, one days trail rations and water, bedroll, blanket, sack, and flint and steel. Ten candles, hand candelabra, map case, three pages of parchment, ink, ink pen. Spell component pouch, leather bound spellbook.

Gold: 3d6 gold pieces (or 3d4x10 (75 gp) for alacarte equipment)

Standard Appearance: A Wizard of Shadowfell is a tall, slender 30- to 40-something male, of any race chosen by the player. He is dressed in dark grey, black or brown hooded robes, and wears a copper or bone skullcap. He carries a gnarled wooden staff and wears a short sword high on his hip. His beard is long and flowing, and is braided with black and gold thread.

Role-playing Hooks: The stereotype of wizards is that they are arrogant, but keenly intelligent. They consider themselves above non-spellcasters, but paradoxically believe that even the dullest soul may be chosen for greatness. They rarely explain their plans or goals; they simply act and use magic and manipulation to force others, even their allies, to go along with their plans.

-END-

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