

SPELL TEMPLATE FEATS

Spell Template	Associated Ceremonial Feat	Feat	Spell
Acid	Energy Mage	Battle Mage	War
Air	Elemental Mage	Blessed Mage	Blessed
Blessed	Blessed Mage	Bloodthirsty	
Bloodleech	Bloodleech		
Bloodleech	Bloodthirsty	Corrupt Mage	Corrupted
Champion	Superior Summons	Creator Mage	Permanent or
Programmed			
Cold	Energy Mage	Dragon Mage	Dragon
Concussive	Spellstrike	Eldritch Training	Eldritch
Corrupted	Corrupt Mage	Elemalefic Spellcaster	Elemalefic
Dragon	Dragon Mage	Elemental Mage	Air, Earth,
Fire, or Water			
Earth	Elemental Mage	Energy Mage	Acid,
Cold, Electricity, Fire, or Sonic			
Eldritch	Eldritch Training	Ethereal Tendril	Ghost
Touch			
Electricity	Energy Mage	Fey Mage	Faen
Elemalefic	Elemalefic Spellcaster	Giantish Mage	Giant
Enemy Bane	Hunter Mage	Hunter Mage	Enemy
Bane			
Faen	Fey Mage	Invigorating Spellcaster	Invigorating
Fire	Energy Mage or Elemental Mage	Litorian Mage	Litorian
Ghost Touch	Ethereal Tendril	Peaceful Mage	Subdual
Giant	Giantish Mage	Psion	Psionic
Invigorating	Invigorating Spellcaster	Runecaster	Runic
Litorian	Litorian Mage	Sanctum	Sanctum
Permanent	Creator Mage	Sibeccai Mage	Sibeccai
Programmed	Creator Mage	Spellbinder	Shackled
Psionic	Psion	Spellstrike	Concussive
Runic	Runecaster	Superior Summons	Champion
Sanctum	Sanctum	Unraveling Mage	Unraveling
Shackled	Spellbinder	Wild Mage	Wild
Sibeccai	Sibeccai Mage		
Sonic	Energy Mage		
Subdual	Peaceful Mage		
Unraveling	Unraveling Mage		
War	Battle Mage		
Water	Elemental Mage		
Wild	Wild Mage		

Racial Templates

Some races have their own templates, but dracha, humans, mojh, and verrik do not. Dracha and mojh mages use the dragon template as their "racial template." Verrik gain the psionic template. Humans have no distinctive magic style based solely on their race and instead choose, say, an elemental or energy template to define their techniques.

Battle Mage [Spell Template]

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

Prerequisite: Truename

Benefit: A character with this feat may apply the war template to her spells as described in Chapter Eight: Magic. Further, she gains a +2 competence bonus on all Concentration checks made to cast a spell defensively.

War

War mages must have the ability to affect multiple targets with their spells. Their spells always make a loud noise when cast (this is a side effect, not a requirement). Characters can add this template to any spell with a target or targets (as opposed to an area or an effect). The spell affects 1d3+1 times the normal number of targets for the spell. For example, a war *charm* spell

(cast at 3rd level) could affect 1d3+1 humanoids rather than just one.

Cost: The spell's level increases by +2. Spells of 9th level become laden 10th-level spells, but 10th-level spells cannot be affected.

Gained: From the Battle Mage feat.

Blessed Mage [Spell Template]

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

Prerequisite: Truename

Benefit: A character with this feat may apply the blessed template to her spells as described in Chapter Eight: Magic. Further, she casts any spell that cures hit point damage at +1 caster level.

Blessed

As a gift of angelic beings from the higher realms, characters learn to cast benevolent spells on their friends with greater ability. Tainted individuals (see "Special Descriptor Rules," page 207) cannot use the *blessed* template.

Characters can add this template to spells that have beneficial effects, such as healing spells, *ability boost*, and so on. A caster who knows the truename of the target can double the range of the spell.

Further, the caster can use this template to affect allies (whose truename she knows) within 25 feet with touch-only spells. Spells with this template gain the positive energy descriptor. If the spell already has the positive energy descriptor, its range triples or it affects allies within 50 feet instead of 25 feet.

Cost: Verbal component (specific beautiful and pleasant sounds, which cannot be modified).

Gained: From the Blessed Mage feat.

BLOODTHIRSTY [Spell Template]

After a daylong ritual involving you and at least six others, one of whom must be a necromancer, you **gain** mastery of blood.

Benefit: You may apply the bloodleech template to your spells. If you have cast a bloodleech spell in the past 24 hours, you heal naturally at an accelerated rate, recovering hit points equal to twice your character level with a night of rest, or three times your character level with an entire day and night of rest.

BLOODLEECH

Using methods taught by the spirits of slain necromancers, you draw strength from those you wound with your spells. Your veins throb and pulse visibly when you cast a bloodleech spell.

This template can be added to any spell that deals hit point damage. The spell deals an additional 1d6 points of damage to one living target of the caster's choice, and the caster is instantly healed of damage equal to this bonus amount. If the chosen target is immune to the type of damage the spell deals or does not suffer the damage for some reason, the caster does not heal any hit points.

Using a bloodleech spell against another sentient creature is considered an evil act.

Cost: Verbal component (a specific, guttural, evilsounding word or phrase) that cannot be modified and a material component (a ruby worth at least 25 gp).

Prerequisite: Bloodthirsty.

Corrupt Mage [Spell Template]

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

Prerequisite: Truename

Benefit: A character with this feat may apply the corrupted template to her spells as described in Chapter Eight: Magic.

Further, if normally she can access only simple spells of a given level, she may treat any complex spell of that level with the negative energy descriptor as a simple spell. If she normally can access complex spells of a given level, she may treat any exotic spell of that level with the negative energy descriptor as a complex spell.

Corrupted

Using methods taught by demons, certain evil casters learn how to *corrupt* any spell with the taint of black magic. Spells of this template are accompanied by wisps of black and red energy and require a verbal component that includes chanting demon names and calling upon infernal powers.

Characters can add this template to any attack spell. If cast upon a living creature, the spell also uses vile energies

to corrupt the target—causing her to flirt with insanity. The spell inflicts 1 point of temporary Wisdom damage in addition to its normal effects. This spell allows a Will saving throw to negate this damage (if the spell already allows a save, the corrupted spell requires two). The spell takes on the negative energy descriptor. If it already has the negative energy descriptor, it inflicts 2 points of temporary Wisdom damage instead of just 1 point.

Cost: Verbal component (specific guttural and evil sound, which cannot be modified).

Gained: From the Corrupt Mage feat.

Creator Mage [Spell Template]

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

Prerequisite: Spellcaster level 9th, Intelligence 17, truename

Benefit: A character with this feat may apply the permanent or the programmed template to her spells as described in

Chapter Eight: Magic. The creator mage can have a number of spells affected by this template in effect at a time equal to her Intelligence bonus (minimum 1).

Permanent

Casters with the ability to give spells the permanent template are usually called *creator mages*. Characters can add this template to any noninstantaneous spell, changing the duration to Permanent. Permanent spells are vulnerable to *dispel magic* as normal. An object, area, or creature should have only one spell with this template cast on it at a time (DM's discretion).

Cost: The spell's level increases by +3 and the caster must pay an amount of experience points equal to $500 \times$ the (original) level of the spell \times the magic item creation modifier for constant items (if any; see spell description). If the creation modifier for constant items is N/A, the spell cannot be made permanent. Spells of 8th level become laden 10th-level spells. This template cannot affect 9th- and 10th-level spells.

Gained: From the Creator Mage feat or the human *figurine of the people*.

Programmed

Casters able to give spells the programmed template are usually called *strategic mages*. Characters can apply this template to any spell, adding to the duration the concept of "until triggered" (although once triggered, the spell's duration reverts to normal). The programmed spell

must be tied to an object, creature, or location, which becomes the “source” of the programmed spell when it is triggered. Triggering is based on some event set by the caster. The event can be as simple or elaborate as the caster desires, but she must determine the specifics of targets and placement beforehand.

Special conditions for triggering a programmed spell can be based on a creature’s name, identity, or observable actions or qualities such as race or “when the door opens.” Intangibles such as level, class, Hit Dice, and hit points don’t qualify.

An object, creature, or location should have only one spell with this template cast on it at any given time (DM’s discretion). Programmed spells are vulnerable to *dispel magic* as normal.

Cost: The spell’s level increases by +3. Spells of 8th level become 10th-level spells. This template cannot affect 9th and 10th-level spells. Further, a programmed spell requires a gem worth 500 gp per level of the spell.

Gained: From the Creator Mage feat.

Dragon Mage [Spell Template]

After a ceremony involving you and a dragon, you gain special benefits when using magic normally limited to dragons.

Prerequisites: Truename, Knowledge (dragon) 5 ranks or must be a dragon

Benefit: A character with this feat may apply the dragon template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the dragon descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the dragon descriptor.

Special: Dragons gain this feat for free.

Dragon

Dragon mages often use spells that help them defend themselves. An aura resembling that of a scaly hide or batlike wings appears momentarily around the caster when she casts spells with this template. This template can be applied to any spell that adds to the subject’s Armor Class. The spell with this template adds an extra natural armor bonus of +1 to the subject’s Armor Class in addition to the spell’s normal effects. The spell takes on the dragon descriptor. If it already has the dragon descriptor, this template adds an extra natural armor bonus of +2 to the subject’s Armor Class in addition to the spell’s normal effects.

Cost: Material component (30 gp worth of dragon scales).

Gained: From the Dragon Mage feat, 3rd racial level, being a dragon, or a *mojh figurine of the dragon*.

Eldritch Training [Spell Template]

Once you have completed a week of study in a well-stocked magical library and participated in a ceremony involving at least four other spellcasters, all of at least 9th level, you possess special arcane aptitude with magic.

Prerequisite: Intelligence 15, truename

Benefit: A character with this feat may apply the eldritch template to her spells as described in Chapter Eight: Magic.

Further, she gains a +1 competence bonus to all Spellcraft and Knowledge (magic) checks.

Eldritch

Casters who have trained in ancient *eldritch* arts can weave their spells in complex ways, making them devilishly difficult to resist. Characters can add this template to any spell. The spell’s

saving throw Difficulty Class increases by +1. If the caster desires, she can laden the spell (using two spell slots) to increase the Difficulty Class by a further +2.

Cost: None, or the spell becomes laden (if the caster chooses to increase the DC by +2).

Gained: From the Eldritch Training feat.

ELEMALEFIC SPELLCASTER [Spell Template]

After a daylong ritual involving an invocation to angry elemental spirits, you can call upon their rage to enhance your spells.

Benefit: You may apply the elemalefic template to your spells. You also gain a +2 bonus on Survival checks made while on any of the four elemental planes.

ELEMALEFIC

You have learned how to capture minor elemental spirits and trap them in your spells. A spell amplified by the elemalefic template seems to form frowning skulls, grasping claws, or screaming faces of the appropriate energy type within its area.

This template can be added to any spell that deals energy damage (acid, cold, electricity, fire, or sonic). After the spell's normal duration expires, or after its damage is dealt, elemental spirits plague all creatures damaged by the spell for a number of additional rounds equal to the spell's level. This residual energy deals 1d4 points of damage per round of the same energy type as the spell itself dealt. For instance, a creature damaged by an elemalefic *ice storm* takes 1d4 points of residual cold damage per round for 4 rounds after the spell's duration expires. The spell is still considered to be in effect for the purpose of *dispel magic*.

A spell with this template gains the appropriate energy descriptor (the acid descriptor for an elemalefic acid spell, the cold descriptor for an elemalefic cold spell, and so forth).

Cost: Material component (worth 50 gp) that is specific to the energy type, as follows: a few drops of black dragon drool (acid), diamond dust (cold), a star made of woven copper wire (electricity), ruby dust (fire), or a golden tuning fork (sonic).

Prerequisite: Elemalefic Spellcaster.

Elemental Mage [Spell Template]

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

Prerequisite: Truename

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

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

Air

The subtle spell effects of *air mages* travel on a whisper of wind.

A mysterious, brief gust of wind or the breath of a breeze accompanies spells with this template.

The air template can be added to any spell with a range other than touch or personal. It doubles the spell's range. Further, if the spell allows a saving throw and has no obvious physical effect (a blast of fire, for example), a target that succeeds at the saving throw must make a Will saving

throw against the spell's normal Difficulty Class even to realize that a spell was cast upon her. For example, if an air mage casts *greater dominate*, the victim makes a Will saving throw as normal. If she succeeds, she must make a second Will saving throw. If this second save fails, she never realizes that the caster tried to cast a spell upon her.

Spells with this template gain the air descriptor. If the spell already has the air descriptor, the range triples. Air elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: Material component (15 gp worth of incense).

Gained: From the Elemental Mage feat, 9th-level wind witch, or a *cloak of air and wind*.

Earth

Earth savants cast spells that are strong and resilient. Spells cast with this template release a deep, loamy smell. Characters can add this template to any spell that conjures or creates a physical object (not an effect—so a *wall of iron* can be affected, but an *eldritch wall* cannot). The template adds a +4 bonus to the object's hardness and break DC and doubles its hit points.

Further, weapons created by spells, such as with *lesser conjure weapon*, *greater conjure weapon*, or *envenomed blade* gain a +1 bonus to attack and damage rolls.

Spells with this template gain the earth descriptor. If the spell already has the earth descriptor, the increase to the object's hardness and break DC becomes a +6 bonus and its hit points triple. Earth elementals conjured with this template gain a +1 bonus to AC and attack and damage rolls and a +1 hp bonus per Hit Die.

Cost: Material component (20 gp worth of powdered steel).

Gained: From the Elemental Mage feat or a *gauntlet of earth and stone*.

Fire

Fire mages cast spells that are wild and dangerous. The caster's hands flicker with flames, and the spell produces a distinctive smell of sulfur.

Characters can add this template to any spell that inflicts hit point damage. The spell inflicts +1d6 points of fire damage in addition to its normal damage.

Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, increase the extra damage by +2d6 points. Fire elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: Material component (a red gem worth at least 20 gp).

Gained: From the Energy Mage feat, the Elemental Mage feat, or a *ring of fire and heat*.

Water

Sea wizards usually live near large bodies of water and pass on their secrets only to those whom they trust and who know the way of the sea (or the river, or the lake, etc.) Water templated spells carry with them the smell of sea salt and brine.

If the caster casts a spell on the sea, in a boat at sea, or even on (or in) any large body of water such as a lake at least 2,000 feet across, all her spells are treated as heightened, even though she need not use a higher-level spell slot.

Spells with this template gain the water descriptor. If a spell already has it, the caster also may double its range and duration (if it has a range measured in feet and noninstantaneous duration). Water elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: In addition to the location requirement, the spell requires a material component (a blue or green gem worth at least 100 gp).

Gained: From the Elemental Mage feat, 9th-level sea witch, or a *staff of water and waves*.

Energy Mage [Spell Template]

As the result of a ceremony involving you and at least four other spellcasters, you gain an affinity

with spells of a certain energy type.

Prerequisite: Truename

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

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

Acid

Caustic casters use spells that are purely destructive. A foul, eyewatering odor accompanies the casting of spells with this template.

This template can be added to any spell that can inflict damage upon an object. If casting it at an object, the character can ignore the object's hardness for the purpose of the spell and destroy twice as much nonliving matter as normal. (A *disintegration* spell, for example, could affect two 10-foot cubes.) Spells with this template gain the acid descriptor. If the spell already has the acid descriptor, the target is stunned for 1 round per 20 points of damage inflicted.

Cost: Material component (20 gp worth of a caustic substance).

Gained: From the Energy Mage feat or a *decanter of acid*.

Cold

Ice wizards cast spells that draw heat and steal life. A cold chill accompanies the casting of a spell with this template—you can see the caster's breath as he speaks the intonations.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be *slowed* (as the spell) by the cold for 1 round per 10 points of damage, in addition to the damage.

Spells with this template gain the cold descriptor. If the spell already has the cold descriptor, the target is *slowed* for 1 round per 5 points of damage.

Cost: Material component (25 gp worth of diamond dust).

Gained: From the Energy Mage feat, 9th-level winter witch, or a *coat of cold and frost*.

Electricity

The *lightning mage's* interests usually lie more in power than in precision. The caster's eyes and hands flash with bolts of lightning when she casts her spell.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be stunned for 1 round, in addition to the damage. Spells with this template gain the electricity descriptor. If the spell already has the electricity descriptor, the target is stunned for 2 rounds.

Cost: Material component (blue or yellow gem worth 30 gp).

Gained: From the Energy Mage feat or a *rod of electricity and lightning*.

Fire

Fire mages cast spells that are wild and dangerous. The caster's hands flicker with flames, and the spell produces a distinctive smell of sulfur.

Characters can add this template to any spell that inflicts hit point damage. The spell inflicts +1d6 points of fire damage in addition to its normal damage.

Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, increase the extra damage by +2d6 points. Fire elementals conjured with this template gain a +1 bonus to Armor Class, attack and damage rolls, and a +1 hit point bonus per Hit Die.

Cost: Material component (a red gem worth at least 20 gp).

Gained: From the Energy Mage feat, the Elemental Mage feat, or a *ring of fire and heat*.

Sonic

Sound mages often carry tuning fork-like devices or musical instruments. Sonic templated spells always have some auditory aspect. Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be deafened for one minute per point of damage inflicted, in addition to the damage. Spells with this template have the sonic descriptor and do not work at all in areas of magical silence. If the spell already has the sonic descriptor, the target becomes deafened for two minutes per point of damage.

Cost: Focus component (either a tuning fork-like device or a quality musical instrument; focus must be worth at least 100 gp).

Gained: From the Energy Mage feat or a *fork of sonic energy*.

ETHEREAL TENDRIL [Spell Template]

After a daylong ceremony in which you sacrifice and devour an ether scarab (described in *Monster Manual II*), you can imbue your spells with the power to strike incorporeal foes.

Benefit: You may apply the ghost touch template to your spells. You also gain the ability to move at normal speed (instead of half speed) when traveling on the Ethereal Plane.

GHOST TOUCH

You establish a link with the Ethereal Plane. A barely visible, silvery aura briefly surrounds you while you're casting a ghost touch spell.

The ghost touch template can be added to any spell with one or more targets. Spells with this template gain the ghost touch property and are not subject to the 50% miss chance that normally applies against an incorporeal target.

Cost: Material component (silver orb worth at least 50 gp).

Prerequisite: Ethereal Tendril.

Fey Mage [Spell Template]

After a ceremony involving you and at least three fey mages, you gain special benefits when using magic normally limited to faen.

Prerequisite: Truename, Knowledge (faen) 5 ranks or must be a faen

Benefit: A character with this feat may apply the faen template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the faen descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the faen descriptor.

Faen

Faen mages (also called *fey mages*) specialize in enchantments and beguiling magic. A flash of starlike motes appears in the caster's eyes with the use of this template. This template can be added to any enchantment spell. The saving throw DC increases by +1, and the duration doubles in length.

Spells with this template gain the faen descriptor. If the spell already has the faen descriptor, adding this template also increases the effective caster level by +1.

Cost: Material component (30 gp worth of silver dust).

Gained: From the Fey Mage feat, the loresong faen 1st evolved level, the spryte 3rd racial level, or the faen *figurine of the people*.

Giantish Mage [Spell Template]

After a ceremony involving you and at least three giant mages, you gain special benefits when using magic normally limited to giants.

Prerequisites: Truename, Knowledge (giant) 5 ranks or must be a giant

Benefit: A character with this feat may apply the giant template to her spells as described in Chapter Eight: Magic. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the giant descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the giant descriptor.

Giant

Giantish mages (called the Ka-Namol in their own tongue) cast spells with huge effects. The caster grows about 25 percent in stature for a brief second as a spell with this template is cast. This template can be added to any spell with an area. The area of the affected spell increases by 50 percent. So a *sorcerous blast* cast by a Ka-Namol affects an area of a 30-foot-radius spread. Spells with this template gain the giant descriptor. If the spell already has the giant descriptor, adding this template also increases the effective caster level by +1.

Cost: Material component (small gold rod worth 25 gp).

Gained: From the Giantish Mage feat, the giant 3rd racial level, or the giant *figurine of the people*.

Hunter Mage [Spell Template]

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

Prerequisite: Truename

Benefit: A character with this feat may apply the enemy bane template to her spells as described in Chapter Eight: Magic.

Further, she gains a +2 competence bonus to all Survival checks made when tracking the chosen enemy and a +1 damage bonus when fighting that foe in physical combat.

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

Choose creature types from the list below:

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

Enemy Bane

Hunter mages learn to use their spells more effectively against a given type of creature. Choose from the following creature types:

- Aberrations
- Animals
- Constructs
- Dragons
- Elementals
- Magical beasts
- Monstrous humanoids
- Oozes
- Outsiders
- Plants

- Fey
- Giants
- Humanoids (choose subtype)
- Undead
- Vermin

Characters can add this template to any spell that inflicts hit point damage. Any spell that causes damage inflicts 50 percent more against creatures of the chosen enemy type. Some people claim to hear an intense cackling sound when an enemy bane spell strikes its intended target.

Cost: None.

Gained: From the Hunter Mage feat.

INVIGORATING SPELLCASTER [Spell Template]

After completing a daylong ritual involving you and six clerics, you can cast healing spells that have additional invigorating powers.

Benefit: You may apply the invigorating template to **your** spells. You also gain a +2 bonus on all Heal checks.

INVIGORATING

You unlock ancient methods of manipulating divine healing energy. Your eyes turn white while casting an invigorating spell.

This template can be added to any spell that cures hit point damage. In addition to curing damage normally, an invigorating spell can remove any or all of the following conditions affecting the targets: dazed, exhausted, fatigued, sickened, or stunned. You specify which conditions are to be removed when you cast the spell.

Cost: Verbal component (recitation of an ancient healing incantation) that cannot be modified.

Prerequisite: Invigorating Spellcaster.

Litorian Mage [Spell Template]

After a ceremony involving you and at least three litorian mages, you gain special benefits with magic normally limited to litorians.

Prerequisite: Truename, Knowledge (litorian) 5 ranks or must be a litorian

Benefit: A character with this feat may apply the litorian template to her spells as described in Chapter Eight. Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the litorian descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the litorian descriptor.

Litorian

Casters using this template are sometimes called *noble shamans*. They conjure animal spirits to accompany their spells. When someone casts a spell with the litorian template, a ghostly shape of a fierce animal appears around his hand for a brief moment and creates snarling sounds. This template can be added to any spell that involves an attack roll. That is, a spell that requires an attack roll as a part of its casting, one that adds to the attack bonus of the subject, or one that grants the subject a new attack form requiring an attack roll that she did not already have (such as *litorian claws* or *lesser conjure weapon*). If the spell requires an attack roll, the caster gains a +1 bonus to the roll. If the spell grants an attack bonus, the bonus is +1 higher. If the spell grants a new attack capability or a weapon, attack rolls made in conjunction with the weapon or ability gain a +1 bonus.

Spells with this template gain the litorian descriptor. If the spell already has the litorian descriptor, adding this template also increases the effective caster level by +1.

Cost: Material component (a necklace or bracelet of bones, teeth, feathers, and so forth, worth 5

gp).

Gained: From the Litorian Mage feat, the litorian 3rd racial level, or the litorian *figurine of the people*.

Peaceful Mage [Spell Template]

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

Prerequisites: Wisdom 13, truename

Benefit: A character with this feat may apply the subdual template to her spells as described in Chapter Eight: Magic.

Further, any spell she casts that does not inflict damage or adversely affect another creature in any way is cast at one caster level higher than normal.

Subdual

Pacifist wizards do not wish to kill with their spells. Many believe that to use magic to slay a living creature is to turn otherwise white magic to black. (This, however, is an extreme viewpoint.) Subdual spells create a momentary warm yellowish glow around both caster and targets.

Characters can add this template to any spell that inflicts hit point damage. All such damage becomes subdual damage.

Cost: None.

Gained: From the Peaceful Mage feat.

Psion [Spell Template]

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

Prerequisites: Intelligence 15, truename

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

Psionic

Psionic casters draw power from within themselves—they use their own mental energy to fuel their spells. Psionic spells have no visual cues, but often make the caster sweat at the temples or grimace as she focuses her mental energy.

Characters can add this template to any spell they can cast. A character casts such a spell with no components or focus (like a magister's staff)—it is purely a mental action. One could, for example, use a psionic spell while grappled or bound.

Spells with this template gain the psionic descriptor. If the spell already has the psionic descriptor, it need not be laden (see "Cost").

Cost: The spell is laden.

Gained: From the Psion feat, 9th-level mind witch, or the verrik *figurine of the people*.

Runecaster [Spell Template]

After a ceremony involving you and at least six runethanes, you gain special benefits when

using elaborate and complex magic.

Prerequisites: Truename, Knowledge (runes)

Benefit: A character with this feat may apply the runic template to her spells as described in Chapter Eight: Magic. Further, if she needs to make a Spellcraft check to identify a spell, she can use her Knowledge (runes) check modifier instead to gain the same results.

Runic

Users of this template who are not runethanes or rune lords are typically called *runecasters*. They reduce spells to mathematic formulas and complex symbols. When a runecaster casts a spell with this template, strange and arcane symbols appear to float in the air all around her. One can apply this template to any spell that requires a saving throw. It requires the spell's target to modify the saving throw with its Intelligence ability score modifier rather than the standard ability score (Constitution for Fortitude saves, Wisdom for Will Saves, Dexterity for Reflex saves), because it must deal with the overwhelming complexity of the spell's intricacy.

Cost: Standard-action spells have a casting time of 1 round. All other casting times are doubled.

Gained: From the Runecaster feat or 1st-level runethane or rune lord.

Sanctum [Spell Template]

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

Prerequisite: Truename

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

Sanctum

Casters can declare a single area, no larger than a 20-foot radius per level, as their *sanctum*. Once chosen, the caster cannot change her sanctum without a special ritual that takes one week and costs 5,000 gp in material components.

Characters can add this template to any spell. The saving throw Difficulty Class (if any) for spells with this template cast

within the character's sanctum increases by +1. The caster may double any noninstantaneous duration for spells with this template cast within the sanctum, and she may also double any range other than personal, touch, or 0 feet.

Cost: None other than described above.

Gained: From the Sanctum feat.

Sibeccai Mage [Spell Template]

After a ceremony involving you and at least three sibeccai mages, you gain special benefits when using magic normally limited to sibeccai.

Prerequisite: Truename, Knowledge (sibeccai) 5 ranks or must be a sibeccai

Benefit: A character with this feat may apply the sibeccai template to her spells as described in Chapter Eight: Magic.

Further, if she normally can access only simple spells of a given level, she may treat any complex spell of that level as a simple spell, as long as it has the sibeccai descriptor. If she normally can access complex spells of a given level, she may treat any exotic spell of that level as a complex spell, as long as it has the sibeccai descriptor.

Sibeccai

Casters using this template are called *savage savants*. They specialize in spells that affect themselves and increase their combat effectiveness (sometimes called “buffing spells”). When a savage savant casts a spell with the sibeccai template, a distant howling sounds, and the spell produces a heavy smell of musk. This template can be added to any spell that has the caster as a target (either with Target: You or Target: One creature) and increases the target’s attack bonus, damage bonus, Armor Class, Strength, Constitution, or Charisma (or those ability scores’ bonuses). The spell’s duration (unless Instantaneous) doubles, and the caster further gains a +1 bonus to attack and damage rolls for the duration (no longer than one hour per level).

Spells with this template gain the sibeccai descriptor. If the spell already has the sibeccai descriptor, it needs no material component (see below).

Cost: Material component (a vial of blood from a rare creature worth 10 gp).

Gained: From the Sibeccai Mage feat, the 3rd sibeccai racial level, or the sibeccai *figurine of the people*.

SPELLBINDER [Spell Template]

Upon completing a daylong ceremony during which you and the other six participants are shackled together at the ankles, you master the ability to inhibit others' movements with your magic.

Benefit: You may apply the shackled template to your spells. You also gain a +2 bonus on Use Rope checks made to bind a creature.

SHACKLED

You have learned how to harness the residual, wasted energy of a spell and use it to hinder the mobility of your targets. The spell energies unleashed by a shackled spell tend to linger even after the spell's effects have taken hold.

This template can be added to any spell with a duration other than instantaneous or permanent. In addition to its normal effects, a shackled spell causes each target to move at one-half its normal speed (rounded down to the next 5-foot increment) for the entire duration of the spell. If applied to a spell that itself reduces speed (such as *slow*), the effects are cumulative. Any reduction in speed also affects jumping distance, as normal.

Cost: Somatic component (a grasping hand gesture) that cannot be modified, a material focus (a set of silver shackles worth at least 100 gp), and material component (a golden key worth at least 25 gp). This template cannot affect 9th-level spells.

Prerequisite: Spellbinder.

SPELLSTRIKE [Spell Template]

After a daylong ceremony involving you **and at** least six monks, you gain the power *to* knock down *foes* with your spells.

Benefits: You may apply the concussive template to your spells. You also gain a +2 bonus on Concentration checks made to ignore vigorous, violent, or extraordinarily violent motion while casting spells (see Concentration in Chapter 10 of the Player's Handbook for details).

CONCUSSIVE

You have learned how to direct your destructive spells so that they strike with maximum force. Concussive spells are louder than normal and seem to strike with greater impact.

This template can be added to any spell that deals hit point damage. Any creature damaged by a concussive spell must succeed on a Balance check (DC 10 + caster level) or be knocked prone by the impact of the spell.

Cost: Somatic component (thrusting hand gestures) that cannot be modified and a material component (a pearl worth at least 25 gp).

Prerequisite: Spellstrike.

SUPERIOR SUMMONS [Spell Template]

After completing a daylong ritual attended by six others, at least one of whom is a conjurer, you gain the ability to summon more powerful creatures than normal and establish a magical connection with them.

Benefits: You may apply the champion template to your spells. Furthermore, you cast conjuration (summoning) spells at +1 caster level.

CHAMPION

You have learned ancient magical techniques for imbuing summoned monsters with greater power. Creatures summoned via champion spells appear slightly larger and more powerful than typical specimens of their kind.

This template can be added to any conjuration (summoning) spell that summons one or more creatures. All creatures summoned with a champion spell have maximum hit points. Furthermore, you may cast spells with a range of "touch" on any creatures you have summoned with a champion spell without actually needing to touch them, provided that they are within your line of sight. For example, you could cast *blur* on a creature you have summoned even if it's standing 30 feet away from you. All other parameters (such as duration, number of targets, and the like) of a touch spell used in this manner still apply normally.

Cost: Material component (a topaz worth at least 250 gp).

Prerequisite: Superior Summons.

Unraveling Mage [Spell Template]

After completing a ceremony involving you and two other casters, you make your spells more potent and harder to ward against.

Prerequisites: Spellcaster level 10th, Intelligence 17, truename

Benefit: A character with this feat may apply the unraveling template to her spells as described in Chapter Eight: Magic.

Further, she gains a +2 competence bonus to her caster power checks when casting *dispel magic*.

Unraveling

Characters can add the *unraveling* template to any offensive spell. The spell attempts to dispel (as described in *dispel magic*) any and all spell effects on the target that directly interfere with it taking effect. For example, a character casts an unraveling *fireburst* at a foe with *protection from elements* (fire) upon him. The caster makes a caster power check (DC 11 + the caster level of the *protection from elements* caster). If the dispel succeeds, the spell is "unraveled" before the *fireburst* takes effect. Unraveling can only affect spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, a *null magic zone*, an illusion, or a conjured monster—cannot be dispelled, even if they prevent the templated spell from affecting the target.

A spell with this template can dispel effects specifically intended to foil the spell in question (*mental protection*) or spells that provide general protection from spells (*spell resistance*).

Cost: The spell is laden.

Gained: From the Unraveling Mage feat.

Wild Mage [Spell Template]

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

Prerequisite: Truename

Benefit: A character with this feat may apply the wild template to her spells as described in Chapter Eight: Magic.

Further, once per day when casting a spell that offers a saving throw, she can make the magic so wild and unpredictable as to force the target to make two saves instead of one. If the target fails either one, resolve the spell as if he failed the save. The character must decide to force the target to make two saves before he makes his normal saving throw.

Wild

Wild mages cannot control their own spells. Wild spells usually produce a bizarre flash of mixed colors or strange sounds, different each time. Whenever a wild spell is cast, there is a 50 percent chance that it produces the normal effect, a 25 percent chance that it produces the diminished effect, and a 25 percent chance that it produces the heightened effect. The spell always uses the standard slot—the effect of casting a wild *spell* may vary, but it always takes a 3rd-level slot.

Cost: None.

Gained: From the Wild Mage feat.