

Libem Liborium Web Supplement: The Tomebound Prestige Class

by Dana Lynn Driscoll

The Tomebound prestige class is a PRC that was originally cut from development of Libem Liborium: The Complete d20 Guide to Books due to time constraints. Material marked with a * is new material presented in Libem Liborium. Enjoy!

TOMEBOUND

While most individuals enjoy books for their educational or entertainment value, the tomebound has a relationship with books like no other. When a book is written, it functions as an extension of the author in that the writing contains an imprint of the essence of the author who wrote it. As the author is writing, he is pouring a small amount of his essence into the words he scribes. A tomebound is the only individual who is able to sense and comprehend this essence. More powerful tomebounds are even known to step back in history itself to converse with long-dead authors through their works. The tomebound gains a magical connection to the written word around her—she can sense power of writing, connect with a text, ward and bind her spellbook to her, and even travel through the written word itself!

Wizards and multi-class wizards are the only individuals who may become a tomebound. Sorcerers, bards, clerics, and druids that do not rely on a spellbook will not gain many benefits from the prestige class and do not meet the base prerequisites of the class. Barbarians, rogues, fighters, and rangers have little use of this prestige class.

Hit Die: d4

Requirements:

Feats: Exceptional Researcher*, Bookworm*

Special: Must prepare spells from a spellbook.

Class Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the tomebound.

Weapon and Armor proficiency: The tomebound gain no proficiency with any weapon or armor.

Bind Tome (Ex): At 1st level, a tomebound binds his spellbook to himself with a magical ceremony. The ceremony takes 24 hours and must be completed in solitude. Through the ceremony the tomebound gains the innate ability to always know the location and condition of her spellbook, regardless of distance or magical protection. This ability pierces normal magical protections from divination such as *nondetection* or *mislead*. This ability can only be thwarted with a *wish* or *miracle*.

Tomesense (Sp): At 2nd level, the tomebound can sense the presence of books within 60 feet at will. This ability only allows the tomebound to sense the book, not discover its properties or contents. Books that are protected against divination are immune to this effect.

Spellbook Mastery (Ex): At 3rd level, a tomebound gains the innate ability to master his spellbook to such a level that he only needs half the normal time (30 minutes) to prepare his spells when preparing from his bound spellbook.

Living Word (Su): At 4th level, once per day a tomebound can gain a divinatory connection with an author of a book. If the tomebound has at least one page of written text by an author, the tomebound can connect with the text to gain knowledge about the author who wrote through glimpsing into the author's past at the time of writing. The tomebound gains insight in the way of a vision as to the circumstances of the life of the author while the text or page was being written. This information is conveyed in the form of a vision to the tomebound. This ability requires one hour of meditation.

Tome Attack (Sp): At 5th level, three times per day the tomebound is able to attack others through their written works. This ability is most often used to attack enemy spellcasters who prepare spells from a spellbook. For the ability to work, the author must be within medium range of the book itself. The tomebound must be able to see or sense the book (with his tomesense ability or any other means). As a standard action, the tomebound can make a ranged touch attack against the book (the book gains the touch AC of the individual who carries it; unattended books have a base Touch AC of 10). If the attack succeeds, and the writer of the book is within 100 feet of the book, the author takes 1d8 points of damage per tomebound level. The author can make a Will save (DC10 + Tomebound level + intelligence modifier) for half damage.

Greater Tomesense (Sp): At 6th level, the tomebound gains an improved version of the tomesense ability. The range is extended to 120 feet. In addition to the abilities granted by Tomesense, the tomebound can spend a standard action to focus on one book that she senses within 120 feet and gain the benefits of a *summarize** spell, learn the author and title of the book, and determine whether the book is magical or nonmagical. Books that are protected against divination are immune to this effect.

Unearthed Knowledge (Ex): At 7th level, twice per day the tomebound can call upon the writers of the past to aid her in her quest for knowledge and understanding. The tomebound may add her tomebound level to any one knowledge check. The bonus must be applied before the result is given.

Greater Living Word (Su): At 8th level, once per day a tomebound can gain a divinatory connection with an author of a book. If the tomebound has at least a page of written text by an author, the tomebound can connect with the imprint of the memory of the author through the text. The tomebound can ask one question per two tomebound levels (up to a maximum of five questions at level 10). This ability functions as a *divination* spell in all other respects, except that the information is coming from the author of a text, not a divine being. If an author is still living, he can resist the ability by making a Will save (DC 10 + tomebound level + tomebound's intelligence modifier).



Spellbook Union (Ex): At 9th level, the tomebound becomes so connected with his spellbook that he is able to form a mental link. This link allows the tomebound to mentally access any of the contents of the book, including for spell preparation. This ability thwarts normal protections such as *mislead* or *nondetection*. If the tomebound and spellbook are on two separate planes, the ability has a 5% chance of failing. If the ability fails, the tomebound loses all contact with the spellbook for that day and a full 24 hours must elapse before he attempts contact again.

Bookstride (Sp): At 10th level, the tomebound has mastered his connection with the texts around him so perfectly that he may travel through and or be completely contained within the written word. At will, the tomebound gains the ability to enter books and move from inside one book to inside another book. Initiating this ability is a standard action and each transport is

a full-round action. You can, at your option, remain within a book without transporting yourself and can remain in the book for up to one hour per tomebound level. You can transport to any book you can sense with your *tomesense* ability or the spellbook you are bound to.

If you are transporting to your own spellbook, you have no off chance as long as your spellbook is on the same plane of existence. If your spellbook is on an alternative plane, you have a 10% chance of arriving off-target. Instead of the normal off-chance roll, you are randomly deposited in another's spellbook.

If the book in which you are concealed is destroyed, you are slain if you do not exit before the destruction is complete.

Table 1 - The Tomebound

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/ Spells Known
1st	+0	+0	+0	+2	Bind Tome	+1 level of existing class
2nd	+1	+0	+0	+3	Tomesense	+1 level of existing class
3rd	+1	+1	+1	+3	Spellbook mastery	+1 level of existing class
4th	+2	+1	+1	+4	Living Word	+1 level of existing class
5th	+2	+1	+1	+4	Spellbook Attack	+1 level of existing class
6th	+3	+2	+2	+5	Greater Tomesense	+1 level of existing class
7th	+3	+2	+2	+5	Unearthed Knowledge	+1 level of existing class
8th	+4	+2	+2	+6	Greater Living Word	+1 level of existing class
9th	+4	+3	+3	+6	Spellbook Union	+1 level of existing class
10th	+5	+3	+3	+7	Bookstride	+1 level of existing class

*Indicates new material located in *Libem Liborium: The Complete d20 Guide to Books*

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