

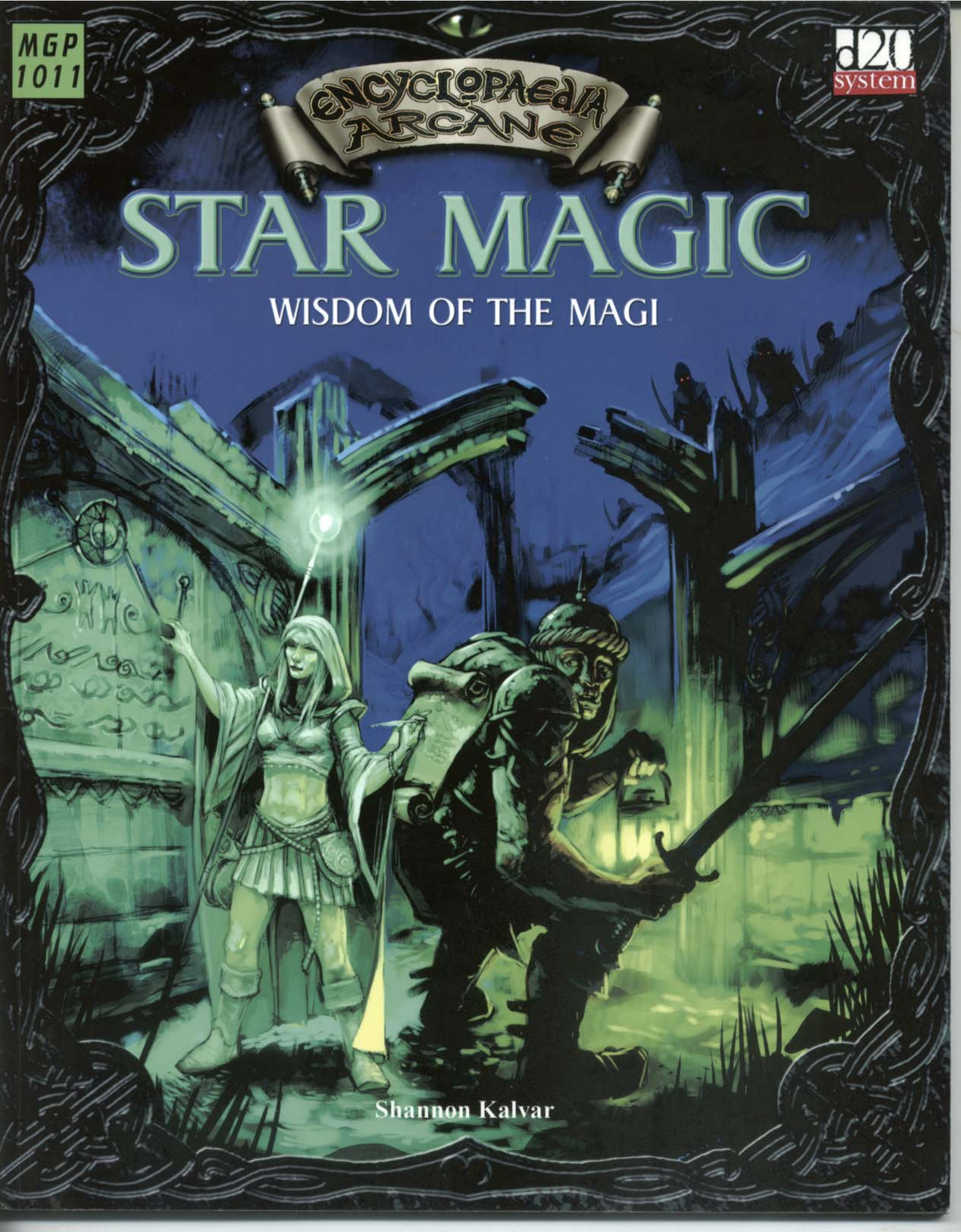
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ENCYCLOPÆDIA
ARCANE

STAR MAGIC

WISDOM OF THE MAGI



Shannon Kalvar



Encyclopaedia Arcane

Star Magic

Shannon Kalvar

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INTRODUCTION

It all started when the first mortal looked up at the night sky. There he saw the infinite dance of the stars. The short trip from wonder to questioning took but an instant. From those first questions the magi sprang.

The magic held in the stars represents the powers the gods used to make the world. The stars stand as the anchor points in the universal design. Channelling their power allows the magician to create effects in the world without fundamentally altering the shape or nature of the universe. It is a subtle, gentle magic based on knowledge and personal exploration, not the rending and tearing of the world.

Magi stand at the summit of the star magic world but nearly any arcane magician can learn to channel a few stars or Constellations. A magician's knowledge of the stars progresses naturally from studies of other schools of magic. A student can sample many styles and schools without limiting himself to one.

Many arcane magicians find their abilities greatly enhanced with the addition of a few Stars or Constellations to their spells. If nothing else, the study is good for them, enhancing their knowledge of the universe. A few find the subject so fascinating that they turn their backs on the other schools of magic entirely, focusing all their hearts and souls into a single area of study. In this they join their brothers the necromancers, diviners and transmuters of the world - looking for the key to power in a single source.

ENCYCLOPAEDIA ARCANE

Star Magic – Wisdom of the Magi is the eleventh book in the *Encyclopaedia Arcane* series. It presents a new school of magic for Games Masters and players. Designed for easy integration with any fantasy-based D20 game system, the *Encyclopaedia Arcane* series presents a fresh way of looking at magical effects. These books contain all of the rules players and Games Masters alike need to integrate this new school into their existing game worlds.

STAR MAGIC – WISDOM OF THE MAGI

This volume of the *Encyclopaedia Arcane* series gives players and Games Masters alike the information they need to begin using star magic in their campaign. You will find chapters exploring the interaction between star magic and standard schools, discussions of the various character classes in relationship to star magic and an exciting new set of feats to help you customise characters. New magic items and a host of new spells await you as well.

Star magic is not for every player. It requires forethought, planning and a considerable patience to be successful. Unlike the 'standard' schools, star magic requires a host of prerequisite knowledge in order to use the higher-level abilities. Those who lack the discipline to see beyond their immediate needs will end up seriously weakened as they gain experience.

For those with the willingness to plan though star magic represents a unique approach that rewards their care. Magi possess powers other arcane magicians can only envy. They also accept limits that would harrow another magician's soul.

Additionally, classes other than magicians gain benefits from star magic. A unique set of feats provides all character classes with advantages for being born under a favourable star. These signs represent just one way non-magical classes could reap benefits from including star magic in a campaign.

Marday, 1st day of summer

Our expedition to the uncharted reaches of Arioch Desert looks to be underway. I received approval this morning from the trustees. More importantly, those tightfisted squabblers agreed that my funding request truly did match my needs. Their limited vision amazes me. How can such men claim authority over a fine institution such as this?

This expedition will change the face of human knowledge I'm sure of it. I know that the ruined city of Herenth lies in that desert. Its great observatories must still hold some remnants of their knowledge. Who knows what secrets I can find there?

Tanith was not filled with the joy of discovery when I told her the news. The poor girl still needs time to recover from the loss of her parents, I think. A journey into far-flung lands will be just the thing for her spirits. Far better for her than sitting around this dusty old tower. This is a place for old men, not young ladies of excellent breeding.

I should talk to Flint at some point about this dust. It has gotten entirely out of hand. The lazy devil had best get to work on it before I send him back.

Sorday, 21st day of summer

I'm glad the trustees saw fit to give me the funds I requested. The gold purchased enough camels and drivers to carry the equipment we will need. I've spent every silver penny in the bazaar. I've discovered spices, tents, food, and a decanter of endless water all cost a fair amount of coin.

I suppose that we didn't need the decanter. But Tanith hasn't really mastered the *star of water* yet and I would rather not waste time preparing it every night. Besides the decanter represents a more elegant solution. Not to mention a memento to remind me of this journey.

One of our young drivers just told me the caravan master is ready to move out this evening. The great sand dunes beyond this sprawling city call to me. At night the stars must seem so close to the soil out there. With luck the telescope that I brought with me will be sufficient to allow Tanith to continue her studies while we are away.

Senday, 28th day of summer

What use are these guides? They cannot navigate, do not know where we need to go, and couldn't brew a decent cup of tea if their lives depended on it. I have not patience left with them.

Tanith has become most diligent about her studies since we started our travels. She spends almost all night out watching the stars. I was right about how near they seem here. Their power pulses palpably through the air. I'm glad she has this opportunity to study the sky so closely.

The young driver I mentioned earlier hangs around us during the day. His name is Paneb. I'm not sure that I trust him. He seems a bit barbaric to me.

That rascal of a nomad caravan master Sahure has gotten us lost. I've told him and told him that... What was that noise?



STAR MAGIC — OVERVIEW

Mortals look up at the midnight sky and see the stars, eternal and changeless. They have worshipped them, feared them, hidden from them and tried to understand them. They are the one constant promise that, in a world of constant chaos, there is something innately ordered and beautiful about the universe.

The stars guide mortals down many paths. Superstition, religion, poetry, philosophy, science, astrology; all are ways the mortal mind has struggled with chaos. Each provides a framework for understanding the world and the tools for controlling it. Some, such as religion, require acquiescence to powers greater than mortals. Others, such as magic and science, rely on the individual's ability to comprehend the order of the universe and use that knowledge to create positive change.

Star magic is a school of magic that harnesses the hidden order of the universe. In form, it is a science based on repetitive experiments and the constant expansion of knowledge. In effect, it is magic channelling energy from mysterious forces to alter the world. In application, it is poetry requiring creativity, insight and inspiration for maximum effect.

SEEKING WISDOM

Magi (bards, sorcerers and wizards who use star magic) walk a long and difficult road. The magic of the stars is not for the impatient, the unwise, or those who are not willing to invest time in the long rewards of knowledge.

For the magic of the stars is first and foremost based on what the magus knows about the world. His power is the sum of his knowledge, built up over long years of study and toil. The harder he studies, the more he knows about how the world works, the greater his power. Those who do not understand the movements of the tides, the shifts of the wind and the roots of the mountains cannot hope to apply the majesty of the stars.

The study of the magi takes many forms. They investigate decaying tombs and theorise how the

world was made. They learn ancient languages to decipher drawings in ruins so old that even the elves do not know when they were made. They spend countless hours in experimentation to gain an understanding of how forces of the world interact. In short they write, they think and they dream.

The bulk of the magi's time is spent out under the sky, studying both the stars and the patterns (Constellations) they form. The only thing that can break them away from their pursuit is an overcast sky. Every day of study brings the potential for new insights and new avenues to explore.

Like all forms of knowledge star magic is neither innately good nor innately evil. It simply is. In the hands of mortals it can raise up cities or level them, cure plagues or bring them down. As his knowledge of the world grows the magus can see more and more of the consequences of his actions. What he does with that knowledge is his own affair.

CHANNELLING STARS

As a consequence of this pursuit of knowledge magi gain access to a unique school of magic. The secrets they learn about the world open up new sources of power; these sources of power grant them abilities other magicians can only imagine.

The most basic source of this magic are the stars. Of the countless stars in the sky, only a few have dramatic effects on the world. Magi call these rare few Stars (as opposed to stars, which could be any point of light in the sky) and guard the knowledge of them jealously. The light of a star can conjure fire or laughter, reveal details that would remain unseen or cloak a man in shadows.

The power of a given star in the world is constant but very diffused and faint. The Stars are unimaginably far away; the distance weakens their powers. Therefore the first skill of the magi is to build channels that bring the concentrated, pure light of a Star down into the world. When they do this, the effect of the star is magnified a thousand fold. Indeed it becomes strong enough to detect with the unaided eye. With time and experience the magi learn to increase the strength and depth of their channels allowing greater and greater amounts of the star's light to reach the world.

As they advance in their studies magi learn a second secret; the light of some Stars when mingled together can produce effects that are beyond the

power of any single Star. These minglings are called Constellations (as opposed to constellations, which are simply patterns of stars). Even the weakest Constellations require a strong channel to be effective. The greatest require channels that are beyond the ability of most mortals. As with Stars, the stronger the channel that the magician creates for the Constellation, the stronger the effect of the Constellation will be in the world.

The final great secret of star magic resides in the 'Secret Stars'. These Stars are so powerful that channelling them requires the utmost confidence, strength and clarity. Channelling them alone is so dangerous that only the most fool-hardy of magicians would try it. But their light can be carefully mingled with that of other Stars and even Constellations to alter their power in unique and sometimes useful ways.

Magi who understand the final secrets of star magic gain an additional insight; with study and skill they can predict the effects of the Stars on particular actions in advance. This knowledge is as much art as it is science and has uncertain results. For all of their predictability, there are a thousand, thousand factors that can alter the effect of a star that is not channelled and most of those factors cannot be accurately assessed. Still, this insight gives magi the ability to predict both positive and negative influences on events before they unfold.

CONSERVING KNOWLEDGE

Like all forms of science, star magic requires long and difficult study over many generations to accumulate the knowledge necessary to make it useful. This means that it is not something that emerges spontaneously; nor is it something that is used by maverick magicians, those who do not have the discipline to memorise, study and explore.

Star magic is most common in societies that have a long, stable history and the means to record that history. A young society that has not explored the world around it cannot produce star magic – it does not know enough about the world. A chaotic society that does not remember where it came from cannot produce star magic – it is not able to record the



insights of the past to guide the exploration of the present into the future. A decadent society that its turned within itself might have magi within it, remnants of a time long past when their glory was achieved though struggle and labour.

Non-literate cultures can develop star magic, though their records are slightly different. There are many means of preserving knowledge used by mortals: songs, chants, pictographs, rituals, etc. Despite the potential snobbery of the more 'civilised' cultures, any old society has the capability of passing on its knowledge. True magi are as likely to be illiterate barbarian shamans in the desert as they are to be bearded academics in the ivory towers of some city-state.

Among the non-humans, elves and dwarves both have the most potential to gather the knowledge necessary to support magi. Elves have the





out other sources, closer to their homes.

GAINING POWER

Star magic is a specific school of arcane magic; its roots are the same as those of standard wizardry and sorcery. As such, it is practised by those who use arcane magic as either a primary or as a supplemental form of magic. Magi are not separate from their brother magicians. They are branches from the same root.

Arcane magicians who focus exclusively on star magic develop a vast knowledge of the Stars and their effects. They channel the Stars instead of casting spells; the Stars give them powers that are different from other magicians but close enough that the two are not from wholly different worlds. As their power grows they learn to channel the light of the

Constellations. In time, their power is equal to that of any other magician.

Many magicians, though, learn just one or two Stars, or perhaps a handful, as part of their quest for power. These men and women do not see the advantage of the long and stately study of the Stars. They do see some advantage in the power the Stars offer. They learn a few secrets then move on, using the Stars for their own gain.

Only a very few magicians have the kind of intense dedication and focus that is required to pass into the furthest reaches of star magic and become true magi, forsaking completely the other branches of arcane power. Those that do throw away all other paths gain knowledge of and access to the fundamental forces of the universe.

No matter how dedicated a magician is, he cannot escape his basic training. Wizards must prepare their channels ahead of time but can learn as much knowledge as they can acquire. Bards and sorcerers must be more careful, as their ability to channel Stars

advantage of long years; their near-immortality gives them centuries to study and explore. Dwarves have the capacity for nearly endless labour, the focus to do anything they set their minds to and the support of a highly organised culture that provides them with superior implements and methods of recording information. Of the two, elven magi are more spontaneous and poetic, while dwarven magi are meticulous, intelligent individuals with a thirst for understanding the world.

Few of the barbaric peoples (orcs, goblins, etc) have the discipline or resources to develop star magic. A rare prodigy might emerge with a glimmer of the knowledge needed but he could never find all of the pieces of the puzzle. At most, they might have stumbled upon how to channel a single Star, or might know the names of some of the true Constellations.

Finally star magic is extremely uncommon among those races that dwell deep underground, as they have never seen the stars. Their arcane magic seeks

is much more limited but they can also form a channel whenever they choose to:

FOCUSING LIGHT

Just as magicians can create temporary channels that bring down the powers of various Stars on command they can also create permanent channels that are anchored in objects. These objects act as focuses for the light of a particular Star or Constellation, granting either the item or its wielder seemingly magical abilities. These items can also radiate the Star's light, changing the world around the item and affecting everyone who is within the circle of the effect.

Although no one knows why it also occasionally happens that a particular place acts as a natural focus for the light of a Star or Constellation. These effects come and go; some only work on specific days; others work as long as the Star or Constellation is in the sky. Some magi claim they have learned how to create such places, though their failures seem to outnumber their successes.

Legends also abound of people who have, by luck, pluck, or simple twists of fate become focuses in and of themselves. Some of these people are not even magicians; rather they were simply born at a lucky place and time. Replicating this kind of random effect is nearly impossible, even though hopeful parents have spent countless fortunes in the quest to assure the luck that the Stars can grant for their children.

What Magi Believe

In the beginning the gods created the world, all of the things and peoples on it, the fire, the rocks, the trees and the birds. This much is undisputed truth.

But they did not do so randomly. They did not just wave their collective hands and say 'Let there be'. No. They built a world of order and chaos; a world based on constant rules and the interplay of sudden forces. This is the world we live in, a world that can be understood by logic and revealed by careful study.

The most obvious things we can study lie around us in the everyday world. We can study fire and lightning, stone and tree. We can see what happens when one combines char and iron, or explore the interactions of blades of grass. But these things, being here with us, are as subject to random forces as

we. It can be difficult to gain knowledge from them, difficult to tell what is truth and what is simply a momentary illusion.

So, instead, we turn our eyes upwards, to the eternal Stars. There, untouched by the chaos of the world, lies the pattern that the gods set in motion countless ages ago. Up in the sky we can see what they intended and learn the truth.

That truth will set us free.

Kershdaj, 29th day of summer

What a complete disaster. I hope the others escaped.

Last night the caravan came under attack. Giant locust men of some sort, wielding spears made of glass. They are tall and walk erect like men but have the bodies and features of locusts. Their black souls show though their many-faceted eyes.

In the chaos last night that glimmer is all that I can recall clearly. I remember walking out of my tent, seeing those eyes...then nothing.

When I awakened this morning it was to the most horrible smell imaginable. These creatures obviously do not understand even the rudiments of civilised behaviour or even animal behaviour; even birds do not foul their own nests. Underlying that wretched stench was another one that I recognised. Sun-heated sand and stone.

The butter-coloured stone that lines the walls of this pit must have come from a nearby mountain range. They are clearly not the work of those horrible creatures. The block edges show a refined technique beyond such animals. Someone took the time to sand away the chisel marks but I can make them out if I try.

There also seems to be some sort of diagram on the wall. The faint lines make it difficult to determine what it might once have represented. The indications suggest it is part of the original architecture, not some recent addition.

I will study it while I wait for nightfall.



PLAYING WITH FIRE

Star magic is a style of arcane magic that is accessible to any arcane magician. It is both like and unlike the traditional magic of bards, sorcerers and wizards – in that it follows the same basic rules, unlike in its structure and form.

This chapter discusses the basic structure of star magic and the various levels of commitment that a magician might have towards it. It then delves into the specific details for each of the three base arcane spellcasting classes (bards, sorcerers and wizards). It concludes with a brief section about how to judge whether or not an arcane spellcasting prestige class should have access to star magic.

STRUCTURE AND FORM

The basic structure of star magic resembles that of more traditional arcane magic. Magicians must learn specific Stars and Constellations (as they learn spells), channel (cast) them to realise effects and utilise verbal and somatic components for spellcasting.

Each Star or Constellation is counted as a single 'spell' of the appropriate level for purposes of available spell knowledge, spell slots per day, DC for the save (if appropriate) and levelled effects.

Wizards must prepare their Stars/Constellations ahead of time; bards and sorcerers can spontaneously cast them as they can any spell they know.

Despite these similarities, there are some distinct differences between the structure of traditional magic and star magic. These differences both limit and enhance the flexibility of a magician. As such, they must be carefully weighted as the magician begins his path of arcane study.

Both Stars and Constellations differ from ordinary arcane spells in that they have a minimum casting level. This is the lowest level spell the magician can prepare/cast them as. However, it is possible to cast ('channel') a Star or Constellation as a higher-level spell. For each level of the spell above the minimum level, the Star or Constellation acquires additional potency. Additionally, a Star or Constellation channelled at a higher level than its minimum has a higher DC to resist as a spell of the appropriate level.

Constellations differ from ordinary spells in that they require the magician to know specific Stars before he can learn them. These Stars are prerequisite knowledge; without them, the secrets of the Constellation will elude the magician. In order to learn a Constellation the magician must know all of the stars that it is comprised of. Failure to know even one of a Constellation's Stars bars the magician from learning the Constellation until he attains the proper knowledge.

This unique prerequisite structure of star magic means that a magician who follows this school must exercise extreme foresight in building his spell lists. Wizards can always go forth and find a new Star should they need it; they are limited only by time. Bards and sorcerers, who have a limited selection of unchanging spells, must be more cautious. Their level of commitment to the path of star magic should be clear from the



very beginning or they will suffer the consequences later in their career.

STAGES OF COMMITMENT

There are four typical stages of commitment toward the school of star magic. These stages are: ignorant, dabbler, scholar and magus. The choice of commitment levels is something that should be done early on in a character's career, to give him the maximum flexibility in his choices.

Those who remain ignorant, may or may not know about the existence of this branch of arcane magic but, for whatever reason they do not pursue it. Perhaps they come from a culture that does not have star magic. Perhaps they do not have the necessary personality to enjoy the long-term study required. It could be that they simply choose to narrow the incredibly diverse field of arcane study by ignoring certain aspects of the field. Whatever their reasons, they may encounter star magic but have no understanding of it. If need be, they can counter it using the knowledge they have of other fields.

Dabblers are magicians who study many different fields, including star magic. Their interests are varied and their focus broad. They jump from school of magic to school of magic, studying first transmutation, then alchemy, then star magic, then conjuration. They know a few spells from each school but have not really bothered to study one in depth. Generally, dabblers focus on maximising their effectiveness; they study whatever seems most important at the time.

Scholars find importance in the in-depth study of a given field but not to the exclusion of all else. They focus on star magic as a unique expression of the arcane art but they also learn the basics of the other schools of magic. Most scholars are intelligent, dedicated people whose quest for knowledge is all consuming. They are also gifted magicians able to channel Stars and toss normal spells with equal ease.

Magicians who forgo all other styles of magic call themselves magi (singular magus). For them, the cumbersome interplay of spells and components is simply foolishness; real power comes from channelling the light of the Stars themselves. A magus may, or may not, have knowledge of other

schools of magic but he certainly would never use such knowledge rather than his Stars.

All three base types of arcane spellcasters (bards, sorcerers and wizards) choose any of the levels of commitment described above. How this commitment expresses itself in terms of rules, abilities and functionality differs from class to class.

BARDIC STARGAZING

Bards are the least common magi and the most common dabblers. Their gifts of magic are fairly limited but well suited to the kinds of effects that star magic can generate. Furthermore, bards benefit greatly from the flexibility of the channelling system without sacrificing their innate powers.

Utilizing star magic (either a Star or a Constellation) is just like learning and casting a normal spell. Bards use their 1st and 2nd level spell slots for Stars; 3rd and higher-level spell slots are reserved for Constellations. Bards may spontaneously cast any Star or Constellation they know using a spell of a level equal to or greater than the minimum spell level required. Casting a Star or Constellation at a higher level is called 'over channelling'. This increases the effect's potency but does not increase the casting time.

Bards who remain ignorant of star magic miss out on a great opportunity to expand their abilities. Their spell lists are already fairly weak; anything that helps them expand their abilities is a definite plus. However, some bards truly lack the necessary spark to study star magic; for them the intricate dance of the Stars means nothing more than random scribbles.

Bardic dabblers have some formal training in science and astronomy. They know the difference between various Stars and Constellations from a practical point of view. Most also study at least some mythology; learning songs and stories is, after all, part of what they do for a living. These dabblers typically use some of their 1st and 2nd level spell slots for Stars but do not plan how to combine those Stars later into Constellations. In effect, they use Stars to round out their lower level abilities while saving their higher-level spell slots for the stronger bardic magic.

Bardic scholars take magic a good deal more seriously than dabblers. Philosopher/poets, these bards invest considerable amounts of time and





energy to unlock the secrets of the Stars. They see the Stars' dance as a metaphor through which they explore art. These bards must be careful with their 1st and 2nd level spell selections as choices in the early levels will restrict their choices of Constellations later in life. Their limited spell selection makes for difficult choices; do they take the more useful spell now or the Star, in the hopes for a greater payoff in the future?

Those few bardic magi chose a long, hard road. They can only learn to channel a limited number of Stars and those later in their career than any other

magician does. Furthermore, the upper limit of their ability is much lower than that of other arcane magicians (6th level channels rather than 9th level channels). This means a bard magus will never be as powerful as his sorcerer or wizard brothers.

SORCEROUS CHANNELLING

Sorcerers can be found at all levels within the star magic community. Although the rigorous training of a magus is somewhat uncomfortable for them, their innate gifts of magic and spontaneous casting make them powerful magi if they choose to discipline themselves. Their limited magical knowledge means they must carefully plan their journey from beginning to end. Once they choose a particular path, it is difficult for them to change course at the end.

Utilizing star magic (either a Star or a Constellation) is just like learning and casting a normal spell. Sorcerers use their 1st and 2nd level spell slots for their Stars; 3rd and higher-level spell slots are reserved for Constellations. Sorcerers may spontaneously cast any Star or Constellation they know using a spell of a level equal to or greater than the minimum spell level of the star. Casting a Star or Constellation at

higher level is called 'over-channelling'. This increases the effect's potency but does not increase the casting time.

Sorcerer's who remain ignorant of star magic simply choose to ignore one of the many paths open to them at the beginning of their careers. This is a sensible choice for them. A sorcerer who does not plan out his spell progression early is likely to end up seriously challenged in later life.

Sorcerers who dabble in star magic tend to choose stars that have effects which compliment their base line spell choices. In return for sacrificing a small portion of their known spells, they gain a handful of Stars that can be spontaneously cast at a variety of levels. This grants them additional flexibility in the

application of their magic, expanding on their already considerably assets in this area.

Sorcerers who focus extensively on the scholarship of star magic are extremely rare. Their limited spell selection prevents 'partial focus'; they are either in or out of a particular development path. Those who are truly serious about star magic tend to commit to the path of the magi. They simply do not have the known spell slots for lesser levels of commitment.

Magi who come from the sorcerer profession become powers to be reckoned with in the world. By using all of their low (1st and 2nd level) spell slots for Stars they gain access to a wide variety of Constellations later in their careers. Unlike most sorcerers, they must carefully pick and choose their

initial spells, but the pay-offs in the end are considerable. Sorcerer magi focus more on academics than their less devoted brethren do, as they must engage in organised study to be successful.

WIZARDLY SCIENCE

Of all of the arcane casters, wizards adapt to star magic most readily. With their unlimited knowledge of magic, ability to prepare spells to meet specific circumstances and good reserve of bonus feats a wizard can commit to star magic at any level and alter his choices later in life if he so chooses.

Learning star magic is like learning any other school for a wizard. Stars are uniformly 1st level spells. Simple Constellations become available as 3rd level

Rules Summary

For the casual reader here is a summation of the rules for using star magic with each of the base arcane spell casting classes:

Bards

- † Can spontaneously cast any Star or Constellation among their known spells.
- † Can learn Stars as either 1st or 2nd level spells.
- † Can learn Constellations as either 3rd or 5th level spells as appropriate to the Constellation.
- † Can cast a Star or Constellation at its minimum level or higher. Casting a Star or Constellation at a higher level does extend the casting time.
- † Cannot learn the higher-level (7th and 9th) Constellations, as they have no spell knowledge at those levels.

Sorcerers

- † Can spontaneously cast any Star or Constellation among their known spells.
- † Can learn Stars as either 1st or 2nd level spells assuming they have available spell slots.
- † Can learn Constellations as 3rd, 5th, 7th, or 9th level spells as appropriate to the Constellation assuming they have available spell slots.
- † Can cast a Star or Constellation at its minimum level or higher. Casting a Star or Constellation at a higher level does not extend the casting time.
- † Can learn the highest levels of Constellations.

Wizards

- † Can prepare Stars and Constellations as ordinary spells.
- † Can prepare a Star or a Constellation as a spell equal to its minimum level or at a higher level.
- † Can learn any number of Stars as 1st level spells.
- † Can learn any number of Constellations as 3rd, 5th, 7th, or 9th level spells as appropriate to the Constellation.
- † Can learn the highest level of Constellations.
- † May select star magic as a specialisation school. This selection prevents the wizard from learning spells from the necromancy school and one other school of the wizard's choice.
- † Cannot use star magic if they have chosen to specialise in any other school.





PLAYING WITH FIRE

spells. More complex Constellations become available later in the wizard's career. Stars and Constellations must be prepared ahead of time, as with any spell. There are feats that grant the wizard greater flexibility in his channelling.

There are two stages of ignorance for wizards – unaware and unable to understand. Wizards who are unaware of star magic either turn their backs on it or have simply never been exposed to it. They can learn it later in life if they have the opportunity. Those who are unable to understand it are specialists in another school. They can never reverse their decision or learn any Stars or Constellations.

Many wizards dabble in star magic. They learn a few Stars and perhaps a Constellation or two. These wizards use star magic to fill out weak spots in their impressive arsenal but do not see it as a singular pursuit.

Scholars study star magic deeply but not to the extent of specialising in star magic as a school. They learn a wide variety of Stars and Constellations and also have full access to the rest of the arcane schools. Most perform standard magic as easily as they can channel Stars.

Wizardly magi can become some of the most powerful magicians in the world. Specialists in the school of star magic, they gain the benefits of school specialisation (e.g. they may prepare an extra channel per spell level each day). With their unlimited spell knowledge, they can master all the Stars as none of the Constellations are barred to them. In return for this power, they are prevented from learning spells from the necromancy school and one other school of their choice.

The power of star magic resides in the knowledge of the magician; with their unlimited magical knowledge, wizards are unmatched at all levels of commitment in terms of the power, flexibility and scope of abilities they can derive from star magic.

OTHER ARCANAE CASTERS

There are a variety of prestige classes that can learn limited forms of arcane magic. These classes cannot learn to channel the Stars unless they directly add to

a character's current caster level and spell selection. Examples of these kinds of classes include the lore master from *Core RuleBook II*, which allows the magician to continue to gain spells as if he were progressing in his original spell casting class.

Marday, 30th day of summer

The pit those things held me in opened up into a desert bowl. Night settled into it like a cloak of black velvet, whilst the only light was from the stars, it was more than enough for me to make use of. Once I called down the light of the *star of concealment* I could move freely without risk of detection.

The insects' tents lay scattered around the bowl. They pitched them randomly or at least with no sense that I could see. They stuck up out of the sand like the bloated fingers of some desiccated corpse, supported by an internal structure that gave them permanent shape. Under the light of the stars the cloth skin shimmered.

Large stone blocks welled up from the ground here and there within the bowl. Each was fully ten feet in length. Piles of sand surrounded some of them, along with tools that looked a good deal like picks and shovels made of wood and glass. I longed to get closer, to see if there were patterns on those stones like those on the walls of my erstwhile prison. But I dared not do so.

The fine sand made for difficult footing as I passed through the camp. I almost covered the distance from the centre to the ridge when the darkness shattered along the lip of the bowl.

STAR MAGIC MECHANICS

Star magic's mechanics are not dissimilar to those of the other arcane schools. Magicians learn, cast spells and use feats to enhance their spells. There are, however, certain mechanical differences from other schools. Higher-level spells have prerequisite knowledge, all spells can be cast at either a minimum level or as a higher-level spell and spells are stronger or weaker based upon the time of the year.

This chapter details the similarities and differences between star magic and the other schools of magic. It also provides a sample list of possible Stars and Constellations for magicians to use in any game. The last few sections discuss the methodology behind researching Stars and Constellations.

Games Masters and players alike should take the time to read over the mechanics and Star/Constellation descriptions. As spells, they work a bit differently than the standard arcane spells; most Stars have considerably less powerful direct effects than most first level spells and most Constellations have varied effects when over channelled and must be carefully adjudicated.

Language of Star Magic

In order to express the feel of star magic, a few new terms will need introduction. Some of these terms replace existing in-game terms and are freely interchangeable. A few address concepts unique to star magic and lie at the core of star magic's approach to magic.

Stars and Constellations are analogous to the spells used by the other arcane styles. Learning them uses ordinary spell slots for bards or sorcerers. They are recorded in the same manner as more traditional spells and obey the same rules of design, damage output and effects that govern all forms of arcane magic.

Casting a Star or Constellation is referred to as channelling. A wizard prepares a channel ('spell') of the appropriate level. A bard or sorcerer can spontaneously channel ('cast a spell') any Star or Constellation he knows.

Both Stars and Constellations record a 'minimum channel level' in their descriptions. This minimum level determines the minimum level of spell slot that the Star or Constellation needs in order to be cast. Channelling the Star or Constellation with a more powerful (higher level) channel increases the effect's potency, this is referred to by magicians as 'over channelling'.

Unlike ordinary spells, Stars (but not Constellations) vary in their potency over the course of the year. When the Star stands ascendant in the sky, it gains a bonus to its potency when channelled, those on the horizon (either above or below) possess neither bonuses nor penalties; descendent Stars cannot be seen at all and therefore have penalties to their effectiveness.

MECHANICS OF STAR MAGIC

Star magic uses the same base mechanics as other forms of arcane magic. However, a few of those mechanics undergo some alterations in their final form in order to accommodate star magic's unique structure. This section discusses those changes in detail and also covers the interaction between star magic and several of the more flexible aspects of the arcane magic system.

Minimum Casting Level

The minimum casting level of all Stars is 1st, there are no 0th level stars. A Constellation's spell level varies between 3rd and 9th, depending on the number of Stars involved. This level represents the 'minimum channel level' of the spell. It is also the minimum level of the known spell slot that a bard or sorcerer must expend to gain knowledge of the magic.

A Constellation's minimum channel level comes from the number of stars that it encompasses:

- 2 Stars – minimum channel level 3rd
- 3 Stars – minimum channel level 5th
- 4 Stars – minimum channel level 7th
- 5 Stars – minimum channel level 8th

Learning star Magic

Magicians learn Stars and Constellations like any other spell, following the rules outlined in *Core Rulebook I* in regards to study time, availability of knowledge and access to spells. Bards and sorcerers



STAR MAGIC MECHANICS

can only learn a limited number of spells as defined by their level. Wizards may learn any number of spells, assuming they have access to them.

Bards and sorcerers must use a known spell slot with a level equal to, or greater than, the minimum channel level of a Star or Constellation if they wish to learn it. This means that a sorcerer could, for example, learn a star (a 1st level spell) with a 3rd level slot. Typically, bards and sorcerers use spell slots in the 'even' levels (2nd, 4th, 6th and 8th if appropriate) to learn Stars and Constellations of the earlier level. For example, a sorcerer is likely to use a 2nd level slot to learn a Star (a 1st level spell) but not a 4th level slot unless he needed a particular star for some reason.

A wizard may record Constellations in his spell book that he cannot channel. This enables him to gather knowledge for later study and use.

A bard or sorcerer must be able to channel a Constellation or he cannot add it to his list of spells known. This means that, in order to learn a Constellation, the bard or sorcerer must know all of the prerequisite Stars as well. A magician cannot learn a useless spell.

Channelling Stars and Constellations

In most respects, channelling Stars and Constellations resembles casting an ordinary spell. Channelling is a standard action that provokes an attack of opportunity, wizards must prepare their channels before casting, and bards and sorcerers may choose from among their existing spells/Stars/Constellations and cast what they wish, when they wish it.

Magicians may cast an over-channelled Star without affecting the casting time. Wizards prepare the 'over-channelled' effect at the level they would like prior to casting. Bards and sorcerers may select the level of the over-channelled effect when they cast the spell, assuming they have an available spell for the day to use.

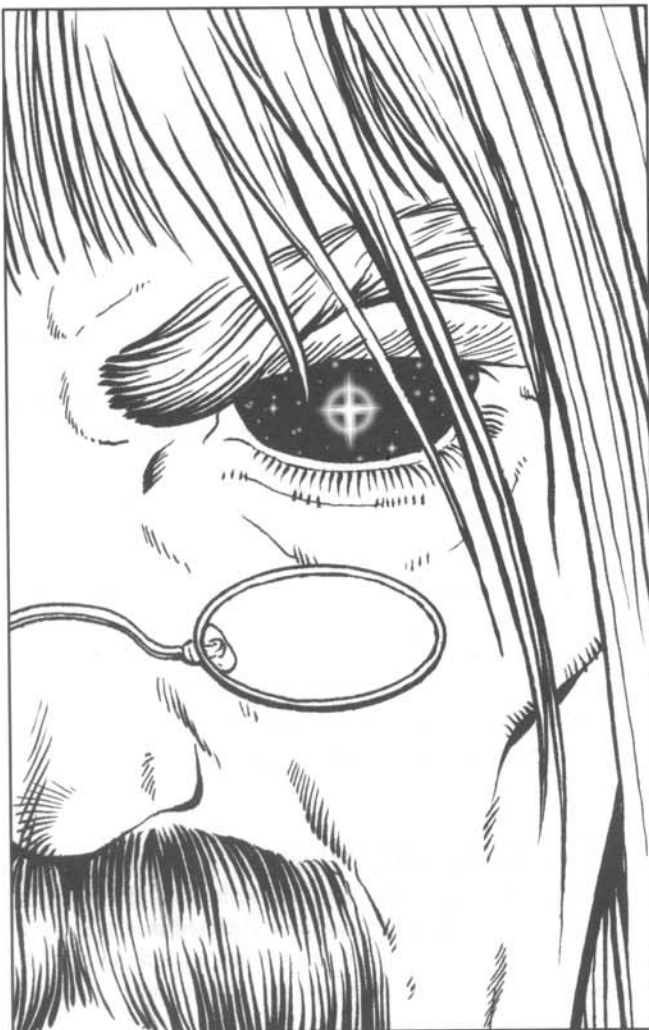
In order to channel a Constellation, the magician must know all the Stars that it is comprised of. Knowing the Star means either having the Star in the magician's spell book (for a wizard) or among the magician's known spells (for a bard or sorcerer). If, for whatever reason, the magician does not have access to the knowledge of even one Star in a Constellation he cannot channel it.

A wizard does not need to prepare channels for the Stars that make up a Constellation to cast it. He does, however, have to have the Stars that make up the Constellation in his spell book. This means, if the spell book with the Star in it is inaccessible, he cannot prepare the channel for the Constellation.

A bard or sorcerer must have all of the Stars that make up a Constellation among his list of known spells. If he loses knowledge of a Star (either temporarily or permanently) the Constellations that rely on that Star cannot be used until he restores the knowledge.

Ascendant, Horizon and Descendent Stars

The Stars and Constellations revolve around the world in a constant cycle. As they rise and fall, their power waxes and wanes on the planet below. The



Star Magic Glossary

Star magic uses these terms with the following meanings:

Ascendant – the Star is high in the sky. When channelling the Star, the magician has +1 added to his effective caster level.

Channel – used either to indicate the creation of a pathway for the power of the Star or the expenditure a spell slot of a given level. The act of channelling is analogous to casting a spell in other schools of arcane magic. Channel and cast may be used interchangeably. Channelling a Star or Constellation is a standard action that provokes an attack of opportunity.

Constellations – a group of Stars that, when channelled together by the same person, have a specific effect. Constellations are analogous to 3rd, 5th, 7th and 9th level spells. Constellations are always composed of at least two Stars (3rd level spells) and at most five stars (9th level spells).

Descendent – the Star is below the horizon and therefore requires additional effort to channel. When a magician channels a descendent Star his effective level is reduced by -1, to a minimum level of 1.

Horizon – the star is just above or just below the horizon and therefore has neither bonuses nor penalties when channelled.

Over Channel – the act of channelling a Star or Constellation with a higher-level channel than is required. For example, it is possible to channel a Star (minimum casting level: 1st) with a 7th level spell slot. This increases the power of the Star or Constellation as detailed in the description of the magic in use. It does not effect the casting time of the spell.

Minimum Channel Level – the minimum level of the spell slot the magician must use to either learn the Star/Constellation or to cast it.

Star – the individual building blocks of magic. A Star is analogous to a single first level spell in other arcane schools. Each Star has a specific effect when channelled and can be grouped with other Stars into Constellations.

mechanics of ascent and descent mimic this effect.

For one season every year, a Star ascends into the sky. Its position in the heavens gives it greater influence over the world below, throughout this season, the caster may add +1 level to his effective caster level.

During the bulk of the year, Stars dwell just above or below the horizon, or so close that it makes little difference. Magicians channel Stars on the horizon without either bonuses or penalties.

For one season every year, a Star becomes so distant that it cannot be effective in the world. These Stars are descendent in their influence. All attempts to channel descendent Stars suffer a -1 penalty to the caster's effective level (the minimum effective level of any caster is 1st).

A Star's ascendant, descendent and horizon seasons can be found in the Star's description. Additionally a section of this book deals with this concept in more detail. (See Using the Calendar.)

Constellations are never ascendant, descendent, or on the horizon. Unlike Stars, they possess enough power to negate whatever minimal effects their position in the sky might have upon them. Thus, while a Constellation might not be physically visible, magicians may channel it just as easily as they can when they see it in the sky.

Components of Star Magic

Stars and Constellations require verbal and somatic components in order to create the channel. No Star or Constellation requires material components.

A magician must be able to chant and/or move his hands in order to channel a Star or Constellation.





Magicians prevented from doing so are unable to channel Stars or Constellations, though feats such as Still Spell (see *Core Rule Book I*) work as well for channelling as they do for traditional arcane spellcasting.

Items known as focus items (lenses) exist that provide bonuses to channelling specific Stars and Constellations. Lenses do not count as material components.

Resisting Star Magic

Where appropriate, Stars and Constellations list the saving throw and its effects. The DC of a Star or Constellation matches that of a spell of a level appropriate to the channel used. Thus, a Star cast with a 4th level channel has a DC equal to that of a 4th level spell.

Damage from star magic has its damage type noted in the spell and spell description, this damage is subject to resistance as per any other damage of the appropriate type.

Spell resistance affects star magic normally. A magician with the Spell Penetration feat may add his

bonus to penetrate spell resistance when channelling as if he were casting an arcane spell.

Standard Feats and the Stars

The D20 system includes a number of feats that alter the parameters of spells by increasing their effective casting level, all of which work normally on Stars and Constellations.

A Star or Constellation under the effect of one of these feats is not 'over channelled'. No benefits are gained beyond those granted by the feat. It is possible to 'over channel' a Star or Constellation affected by a feat. Treat the minimum casting level of the magic as though it is equal to the base casting level plus the feat's requirements, every raise in level beyond the minimum established by the feat has the usual effect.

The metamagic feat Heighten Spell cannot be applied to Stars or Constellations. Its effect is to increase the DC of the spell by increasing the casting level; an effect already built into star magic.

The Spell Focus feat can select star magic as a potential school of magic.

A wizard may select Stars or Constellations with the Spell Mastery feat.

Known Stars and Constellations List

1st Level Stars

Compassion. Determines the emotional, physical and spiritual state of touched creatures.

Concealment. Provides a +2 bonus per channel level to Hide and Move Silently skill checks.

Confusion. Inflicts a -1 penalty per channel level to all of target's skill checks.

Darkness. Creates cover conditions in a small radius.

Death. Inflicts 3 hit points of damage per channel level for a short duration.

Decay. Inflicts damage to all objects.

Destruction. Unleashes an emanation of light that does 1d4 damage per level of the caster, damage limited by channel level.

Fire. Creates a temporary portable heat source.

Freedom. Grants a second save against mind influencing effects.

Frost. Reduces target's movement rate by 5 ft. per channel level, minimum 5 ft.

Hate. Causes contention and anger in a small radius.

Hope. Provides a +1 morale bonus per channel level to will and fortitude saves vs. some effects.

Justice. Attempts to force an honest answer to a specific yes/no question.

Life. Resist fatigue for one day.

Light. Damages necromancers and undead as well as providing long duration stationary light.

Oaths. Grants a temporary bonus to rolls when attempting a specific task.

Peril. Reduces all affected creatures' Armour Class by 2 points per channel level.

Protection. Increases all affected creatures Armour Class by 2 points per channel level.

Revelation. Provides a +3 bonus per channel level to Search and Spot checks in a limited radius.

Shadow. Prevents targets from threatening critical hits.

Silence. Provides a +4 bonus per channel level to Move Silently skill checks, but caster cannot speak.

Thunder. All affected targets in area lose one action per channel level.

Water. Creates a pure water source for the duration of the spell.

Wind. Provides a +3 bonus to Jump and Tumble checks per channel level, as well as a +5 ft. bonus to base movement rate for the duration of the effect.

3rd Level Constellations (2 Stars)

The Cloud (*Shadow, Thunder*). Creates a temporary thunderhead that dims light and rumbles.

The Dove (*Oaths, Wind*). Conjures a messenger bird.

The Fan (*Life, Hope*). Increases a target's ability to produce gold in a profession.

The Reed (*Frost, Water*). Creates a globe of cold air around the caster.

The Scroll (*Justice, Confusion*). Grants a temporary memory bonus to the caster, allowing him to take 10 on Knowledge skill checks.

The Tortoise (*Freedom, Revelation*). Offers a brief vision of the future.

The Twins (*Compassion, Oaths*). Allows the magician to learn information about the condition of a single target.

5th Level Constellations (3 Stars)

The Bridge of Birds (*Freedom, Thunder, Wind*). Creates a temporary windstorm that protects the caster and moves him towards safety.

The Dragon's Maw (*Destruction, Fire, Hate*). Inflicts 1d6 damage per caster level (max 15d6) to an area.

The Eye (*Confusion, Light, Revelation*). Allows instant access to detect spell information.

The Hammer (*Life, Oath, Water*). Reduces the time required to make objects.



The Jewel of the Sky (*Frost, Light, Peril*). Fills the area with pure light that removes concealment and reveals the location of invisible creatures.

The Spinning Wheel (*Concealment, Protection, Shadow*). Creates protective garments that last for a brief time then vanish.

The Sword (*Destruction, Hope, Wind*). Creates a +2 keen brilliant longsword for temporary use.

7th Level Constellations (4 Stars)

The Compass (*Concealment, Freedom, Oaths, Revelation*). Allows the caster to find a single target, no matter where it goes.

The Drum (*Decay, Life, Silence, Thunder*). Disrupts insubstantial creatures, stunning them and inflicting 1d8 damage per caster level.

The Great Bear (*Fire, Light, Water, Wind*). Conjures an undulating wave of light and fire that hypnotises and confuses all within it.

The Hound (*Concealment, Freedom, Hate, Revelation*). Creates an ethereal animal extension of the caster's senses.

The Lovers (*Compassion, Hope, Life, Oaths*). Creates a bond between two people.

The Steed (*Death, Frost, Justice, Shadow*). Creates flying steeds for a party, assuming they will ride them.



9th Level Constellations (5 Stars)

The Crown (*Compassion, Death, Hate, Hope, Justice, Peril*). Grants the caster the ability to enter into a contest of wills with any target to dominate it.

The Gate (*Decay, Freedom, Frost, Peril, Shadow*).

Unleashes a wave of antimagical force into an area.

The Great Darkness (*Darkness, Death, Decay, Destruction, Shadow*). Generates a zone of darkness that does both cold and magic damage.

The Scale (*Life, Frost, Justice, Silence, Water*).

Subject suffers 1d4 negative levels, friendly subject gains 1d4 positive levels.

The Hunter (*Compassion, Concealment, Death, Oaths, Silence*). Conjures forth one of the great weapons, a bow and quiver made of pure starlight.

The Trumpet (*Destruction, Fire, Hate, Oaths, Peril, Thunder*). Opens a pathway straight to the abyss and calls forth 1d6 hezrou to kill your foes.

KNOWN STAR DESCRIPTIONS

The Stars in this section follow the spell description format laid out in *Core Rulebook I*. The only exceptions are the 'minimum channel level' and aspect descriptions. Minimum channel level describes the lowest level of spell the Star can be cast



as. Aspect indicates when the Star is ascendant, descendent and on the horizon.

When referring to a specific Star, magicians will often say 'The Star of'. For example, rather than say 'I channel Compassion', magicians say 'I channel the Star of Compassion'.

Compassion

Minimum Channel Level: 1st

Aspect: Ascendant: summer; Descendent: winter; Horizon: spring/autumn

Casting Time: 1 action

Range: Touch

Target: One target per round

Duration: 1 round per caster level

Saving Throw: Will negates

Spell Resistance: Yes

Scholars debate endlessly about good and evil, order and chaos. The gods, however, do not debate; they fixed in the sky guides to their intent. The *star of compassion* stands as one of those guides; it shines down upon the world, a clear reminder that there are forces just as great as the hate and suffering that seem to grip the lives of mortal men.

When channelled, the *star of compassion* fills the magician with its light. While so imbued, the magician can touch any non-outsider sentient target (a target with Intelligence greater than 3) and learn something about its emotions, condition and nature. The amount of information revealed varies based on the level of the channel established:

- 1st – General emotional state (e.g. happy, sad, angry)
- 2nd – General health (e.g. healthy, sick, wounded)
- 3rd – General spiritual state (e.g. alignment, associations with divine forces)
- 4th – Reason for emotional state (e.g. upset about family life, scared of criminals)
- 5th – Reasons for health state (e.g. has cancer, has a long-term festering wound)
- 6th – Reasons for spiritual state (e.g. angered a god by destroying his temple)
- 7th – Solutions to emotional states (e.g. clear understanding of the events that lead up to a particular domestic fight)
- 8th – Solutions to health states (e.g. clear directions for curing the cancer or other problem)
- 9th – Solutions to spiritual states (e.g. clear directions for placating a god and his minions)

Touching an unwilling target is a touch attack.

Concealment**Minimum Channel Level:** 1st**Aspect:** Ascendant: winter; Descendent: summer;
Horizon: spring/autumn**Casting Time:** 1 action**Range:** Touch**Target:** One person or object per caster level**Duration:** 5-minutes/caster level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

Not all of the secrets of the universe lie open to mortal minds. The *star of concealment* guards the path to many secrets, including its own location. Only those who know exactly what to look for can see it in the winter sky. Magi master it hoping to uncover the mysteries it guards.

When a magician channels the light of the *star of concealment* he gains a +2 circumstance bonus per channel level to Hide and Move Silently skill checks for the duration of the effect. The effect extends to one person or object per caster level that is in contact with the magician when he creates the channel. This includes targets touching individuals (but not objects) the magician touches. This means (for example) a party can hold hands and have the magician channel the Star, assuming that the magician can contact at least one other person in the party.

Magi typically use this Star to protect themselves or their companions in times of danger. With it, even an unskilled person possesses a reasonable chance of escaping detection by normal foes.

Confusion**Minimum Channel Level:** 1st**Aspect:** Ascendant: autumn; Descendent: spring;
Horizon: summer/winter**Casting Time:** 1 action**Range:** Touch**Target:** One object or creature**Duration:** 1 hour/caster level**Saving Throw:** Will negates**Spell Resistance:** Yes

Those who say the truth will set the world free have not spent enough time studying the lessons of the *star of confusion*. When the gods wove the world from primal chaos they set confusion into the heavens to vex the wise and amuse the foolish. It distracts and delights, creates anger and defuses strife.

When a magi channels the *star of confusion*, he can select one target (either animate or inanimate). If he touches the target, it is infused with the light of the *star of confusion*. Until the light fades, animate targets possess a -1 penalty per channel level on all skill checks and cannot communicate effectively with others. The meaning of inanimate objects (statues, books, signs, etc.) is obscured. Anyone attempting to understand the object must make a save vs. the DC of the star or be unable to decipher it.

The *star of confusion* is a mind-affecting spell.

Magi use the *star of confusion* to hide their secrets or to vex their foes. A well-timed *confusion* cast on a target can render him useless. When the effect binds to a group leader or co-ordinator, the effect can swing the outcome of an otherwise difficult fight.

Darkness**Minimum Channel Level:** 1st**Aspect:** Ascendant: winter; Descendent:
summer; Horizon: spring/autumn**Casting Time:** 1 action**Range:** Medium (100ft. + 10ft./caster level)**Area:** 10ft. radius + 5ft./caster level**Duration:** 1 hour/caster level**Saving Throw:** None**Spell Resistance:** No

In the winter sky there is a patch of darkness so absolute no light can pass through it. Some say there is a rift there, a tear in the fabric of the world that will one day spread to consume everything. Others laugh calling such





darkvision within its area of effect by 20%. The effects of this star are dispelled by a *daylight* spell or *star of light*.

Magi use the *star of darkness* both offensively and defensively. Offensively, the Star provides cover for combatants who have low-light vision without providing a similar advantage for those without it. Defensively, it provides a means of covering escapes or avoiding detection when the magician wishes to avoid confrontations.

Death

Minimum Channel Level: 1st

Aspect: Ascendant: autumn; Descendent: spring; Horizon: summer/winter

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Target: One creature

Duration: 2 rounds + 1 round per caster level

Saving Throw: Fortitude negates

Spell Resistance: Yes

As the world prepares for slumber, the *star of death* rises high into the sky. Its baleful light stains the ripe fields during harvest. It maddens kings and brings down peasant houses. Magi who channel it flirt with disaster.

thoughts foolishness. Whatever its cause, that darkness has power that a magi can channel. Those that learn how stand a chance of discovering the truth that others only discuss.

Channelling the *star of darkness* creates a ball of inky darkness. The magician directs this ball to any specific stationary point within range. When the ball arrives, it drinks in the light, dimming the area of the spell effect by 30% per channel level. This provides everyone within the area with concealment equal to the effect. Until the reduction equals or exceeds 100%, creatures with low-light vision may ignore this concealment. Darkvision and various blind-fighting abilities also negate it.

After 100% effectiveness creatures with low-light vision find themselves completely blind. Additionally creatures with darkvision have their maximum vision range reduced by an amount equal to the excess. For example, when channelled as a 4th level spell the *star of darkness* provides 100% concealment and reduces

When a magician channels the *star of death* he selects one target within range. In the instant the light hits the target, it must make a Fortitude save. If it succeeds it feels a moment of dread but nothing else happens. If it fails then it immediately starts taking damage equal to 3x the channel level per round until the Star moves on to another target.

Channelling the powers of the *star of death* carries great risks. Although not strictly forbidden, most magi regard it as dangerous knowledge. Furthermore, its use seems to attract the attention of the gods of death as though they could sense a magician tampering with their domain.

Decay

Minimum Channel Level: 1st

Aspect: Ascendant: winter; Descendent: summer; Horizon: spring/autumn

Casting Time: 1 action

Range: Medium (100ft.+10ft./caster level)

Target: One object per caster level

Area: 40ft. radius

Duration: 1 round/caster level

Saving Throw: Will negates

Spell Resistance: No

In the months of winter, the *star of decay* ascends into the sky. It glares down on the world, seeping into mountains and castles like ice. Whatever its light touches begins to the long, slow process of fading into death. Nothing can escape it. Those magi who channel it attempt to understand its place in the world. They seek guidance from a source most would consider unclean.

The light of the *star of decay* causes everything in the world to slowly fall apart. By creating a channel and focusing that light, a magician causes objects to decay at a vastly accelerated rate. Every round the targets take damage equal to the channel level used for the star. Objects held or in use by beings receive a saving throw. Freestanding objects or those that are not in contact with a living being begin to decay immediately.

Magi use the *star of decay* to remove layers of ancient debris from their path. They also use its light to open doors, remove locks and sweep aside anything else that might impede their search for knowledge.

Destruction

Minimum Channel Level: 1st

Aspect: Ascendant: winter; Descendent: summer; Horizon: spring/autumn

Casting Time: 1 action

Target: All hostile targets in the area of effect

Area: 10ft. radius emanation

Duration: Instant

Saving Throw: Will negates

Spell Resistance: Yes



Legends say that nothing good comes during the winter. The influence of the *star of destruction* may well be what the legends speak of. It glares down from the vault of heaven during the winter months spreading discord and woe.

Channelling the power of the *star of destruction* causes a wave of bright light to radiate outward from the caster. Every hostile target within the area of effect takes 1d4 force damage per level of the caster, for a maximum of 5d4 damage. Each level of the channel beyond the first adds +2d4 to the maximum amount of damage the *star of destruction* inflicts, with a maximum of 24d4 when channelled as a 9th level spell.

Magi use the *star of destruction* as a last ditch personal defence. Its close range and general lack of other utility make it a strong choice for magicians focused on battle. Magicians who explore the secrets of the universe find it less useful.



Fire

Minimum Channel Level: 1st

Aspect: Ascendant: summer; Descendent: winter;

Horizon: spring/autumn

Casting Time: 1 action

Range: Touch

Target: One object

Area: 15ft. radius

Duration: 12 hours

Saving Throw: None

Spell Resistance: No

During the hottest months of summer, the *star of fire* beats down upon the world. When the world would cool without the sun's touch this star strokes the heat from hidden places. It dries out the land. Under its light wildfires prepare for the spark that will set them ablaze.

Channelling the light of the *star of fire* contains a part of this heat. The magician must touch a single inanimate object after creating the channel. For twelve hours thereafter, the object radiates enough heat to provide warmth equal to a campfire although it can be touched without causing burns and sheds no light. Additionally, for every channel level above 1st everyone within the area of effect gains 3 points of resistance to cold damage.

The *star of fire* has many mundane applications. Magi often use it in place of a campfire, or to provide assistance to those who may not have enough wood to last though a cold night.

Freedom

Minimum Channel Level: 1st

Aspect: Ascendant: autumn; Descendent: spring;

Horizon: summer/winter

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Target: One target

Duration: Instant

Saving Throw: None

Spell Resistance: No

The *star of freedom* shines during the harvest season. Its light provides guidance for those weary from toil. It promises that come the end of labour people will, for a time enjoy peace and prosperity.

The light of the *star of freedom* grants relief from mind-affecting effects. A magician may select one target close to him to receive the light. That target immediately gains a new saving throw against whatever mind-affecting spells or effects control his actions. Every level of the channel above 1st grants the target +2 on his save.

The *star of freedom* often finds use in judicial proceedings and negotiations. Its light is not a surety that the participants act in good faith but it does provide some measure of security against enchantments.

Frost

Minimum Channel Level: 1st

Aspect: Ascendant: winter; Descendent: summer;

Horizon: spring/autumn

Casting Time: 1 action

Range: Medium (100ft.+10ft./caster level)

Target: One target/level

Area: 20ft. radius

Duration: 1 round/ caster level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The light of the *star of frost* steals heat from the world. Whatever it touches becomes cold, cold enough to freeze the water from the air around it. In winter, its light becomes strong enough to steal the heat from a living body, or to strip the heat from hearth flames. The more superstitious souls of the world blame it for deaths that come in winter.

Channelling the light of the *star of frost* drains the heat from the target. Although this does no damage, it does reduce the target's movement rate by 5ft. per level of the channel. This movement reduction cannot take a target below 5ft. movement per round.

Magi use the *star of frost* as a defensive measure against faster opponents, or as a powerful offensive spell to hold their targets in place while their friends outmanoeuvre them.

Hate

Minimum Channel Level: 1st

Aspect: Ascendant: autumn; Descendent: spring;

Horizon: summer/winter

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Area: 10ft. radius

Duration: 10 minutes/caster level

Saving Throw: Will negates

Spell Resistance: Yes

When tempers flare during the months of autumn they obey the dictates of the *star of hate*. Brooding among the more peaceful stars of the season, the *star of hate* drives men to deeds best left unnamed. Under its ever-watchful eye, brother turns on brother and nations flare into war.

Creating a channel for the light of the *star of hate* risks disaster. When the magician unleashes the Star, everyone close to the channel must make a Will save. If they succeed, they feel a momentary wash of bitter rage but are otherwise unaffected. Those that fail find within themselves a murderous rage. Non-Player Characters have their reactions reduced to hostile and this effect cannot be modified by normal skills during the duration of the spell. They direct their rage at the nearest possible legitimate target. Every level of the channel above 1st causes the affected targets to gain a +1 on all damage rolls against the targets of their ire.

The *star of hate* is a mind-affecting spell.

There are few legitimate uses for the *star of hate*. Its light breeds pure hatred in the hearts of mortals; the results cannot help but serve chaos.

Hope

Minimum Channel Level: 1st

Aspect: Ascendant: spring; Descendent: autumn;

Horizon: summer/winter

Casting Time: 1 action

Range: Close (25ft. +5ft. /2 caster levels)

Area: 10ft. radius

Duration: 1 hour/caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When the world quickens with life, the *star of hope* shines down from its perch in the spring sky. Its benevolent power stirs the hearts of men to poetry. Where its light shines, peace reigns and people find themselves uplifted to a higher state of being.

Channelling the *star of hope* grants a feeling of peace to all exposed to its light. Creatures within the area of effect gain +1 morale bonus per channel level to all Will and Fortitude saves against fear, doubt or anger for the duration of the effect. Furthermore the targets are calmed by one level, moving NPC reactions one step towards friendly for every 2 channel levels beyond 1st (+1 for 3rd, +2 for 5th, +3 for 7th, +4 for 9th).

The *star of hope* is a mind-affecting spell.

Magi use the *star of hope* to protect their comrades or defuse dangerous situations. The soothing properties of the Star's light also help control the behavior of otherwise hostile animals, greatly adding any explorer.



Justice

Minimum Channel Level: 1st
Aspect: Ascendant: winter; Descendent: summer;
 Horizon: spring/autumn
Casting Time: 1 action
Range: Touch
Target: One target
Duration: Until expended or one hour passes
Saving Throw: Will negates
Spell Resistance: Yes

Perhaps the only positive known influence during the winter season is that of the merciless *star of justice*. Its relentless revelation of the truth lays bare men's souls. Although uncomfortable, it provides a much-needed balance to the other, more baleful influences that plague the coldest parts of the year.

The light of the *star of justice* forces individuals to speak the truth. For every level of the channel used the target must speak the whole truth, as he knows it in answer to a single yes or no question. For each question, the target receives a separate Will save. There is no indication to the magician whether the target succeeds or fails to resist giving the truth to any given question.

The *star of justice* is a mind-affecting spell.

Utilizing the *star of justice* a magus can uncover the truth where others could not. Unfortunately, the uncertainty of the information gained from those under the Star's influence prevents it from being an acceptable method of questioning in the most law-abiding countries.

Life

Minimum Channel Level: 1st
Aspect: Ascendant: spring; Descendent: autumn;
 Horizon: summer/winter
Casting Time: 1 action
Area: 10ft. radius
Target: One target/caster level
Duration: 1 day/channel level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As the *star of life* rides higher and higher into the sky, the world bursts forth in verdant glory. Plants stretch up to the sky. Rivers grow full of fish. Mortals rejoice in the renewal of the world.

Magicians who channel the *star of life* tap into that renewing power. For a number of days equal to the channel level of Star, the targets of the spell do not need to sleep. Furthermore, they do not become fatigued from labour but are not immune to fatigue or exhaustion from magical and poison effects. At the end of the spell, the targets become exhausted. They must take complete rest for a number of days equal to twice the duration of the star to recover.

Magi use the *star of life* to extend the time they can research, work, or travel.

Light

Minimum Channel Level: 1st
Aspect: Ascendant: summer; Descendent: winter;
 Horizon: spring/autumn
Casting Time: 1 action
Range: Medium (100ft.+ 10ft. per caster level)
Area: 20ft. radius
Duration: Instant (1 day/ caster level)
Saving Throw: Reflex half
Spell Resistance: Yes

During the brightest days of the year, the *star of light* stands high in the sky. Dominating the night, thieves call it the 'Eye of Heaven' and claim it interferes with their deeds. Necromancers hide in their dark holes while it glares down at them, fearing to come into its view.

When a magician channels the *star of light* he designates a point reasonably close to him. Light bursts forth from that point, doing 1d8 of damage per channel level to any undead or magician with a necromantic spell prepared (or any bards or sorcerers who know necromantic spells). Additionally, the area floods with bright, white light and remains filled for a number of days equal to the caster's level. The light does no additional damage to any undead or necromancer within the area of effect after its initial burst.

The light produced by the *star of light* fills the entire area of the spell. It casts no shadows and has no discernible source. It also cannot be covered up or turned off before the end of the spells duration.

Magi use the *star of light* to provide illumination in their laboratories. In a pinch it also has defensive applications.

Oaths

Minimum Channel Level: 1st

Aspect: Ascendant: spring; Descendent: autumn;

Horizon: summer/winter

Casting Time: 1 action

Range: Touch

Target: One target

Duration: Until complete or 2 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

During the wild abundance of spring, the *star of oaths* stands lonely vigil in the sky the sole defender of sanity and reason among abundance and plenty. Its principle tries to hold the chaos in check while the world spins madly about.

Magicians channel the light of the *star of oaths* to help people translate deeds into words. The magician chooses one target when he casts this spell. The target may swear to do one, specific deed. When performing that deed, the target receives a +1 morale bonus per channel level to rolls related to performing the deed. The deed must be of limited duration (can take no more than two hours to complete) but does not have to be undertaken immediately.

Examples of acceptable deeds include: opening a door, killing a specific person, finishing a sword and finishing a climb to the top of a mountain.

Unacceptable deeds include: travelling to a city far away, slaughtering all orcs, or plotting the downfall of an empire.

Peril

Minimum Channel Level: 1st

Aspect: Ascendant: spring; Descendent: autumn;

Horizon: summer/winter

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Area: 15ft. radius burst

Duration: 1 round/caster level

Saving Throw: Will negates

Spell Resistance: Yes

In the wild growth of spring there lies a hint of danger. High above the world, the *star of peril* sends down its light, nursing that hint into real danger. For every birth it tries to bring a death, for every new root it brings rot.



Channelling the *star of peril* requires a bold heart and iron nerve. Everyone (friend or foe) within the area of effect when the light is unleashed receives a -2 penalty per channel level to his or her Armour Class. This penalty can reduce a target's armour class to 0, but not below.

Incorrect placement or timing of this channel can lead to the death of an entire group. Therefore magi take extreme care when using the *star of peril* lest they bring disaster upon themselves or others.

Protection

Minimum Channel Level: 1st

Aspect: Ascendant: summer; Descendent: winter;

Horizon: spring/autumn

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Area: 10ft. radius burst

Duration: 5 rounds + 1 round/caster level

Saving Throw: No

Spell Resistance: No

During the months of summer, the *star of protection* ascends to the highest point in the sky. From its lofty position it shines down upon the world, guarding people during the time of ripening and maturity. It acts as a shield against the worst the world has to offer. Some less enlightened beings even pray to it as





though it were a god, not a principal force of the universe.

Channelling the *star of protection*'s light grants its shielding grace to everyone within the area of effect. Each person in the area receives a +2 bonus to his or her Armour Class per channel level.

Magi use the *star of protection* to tip the balance in difficult combats, or to protect themselves if they are unexpectedly attacked.

Revelation

Minimum Channel Level: 1st

Aspect: Ascendant: summer; Descendent: winter; Horizon: spring/autumn

Casting Time: 1 action

Area: 5ft. radius/caster level emanation

Duration: 3 rounds/caster level

Saving Throw: None

Spell Resistance: No

The origin of mortals' knowledge of the *star of revelations* lies hidden in ancient history. Some say it

was the first Star discovered; others that it was a gift from the gods who taught magic to the first magi. Whatever the case, it is often the first Star taught to apprentice magicians. The knowledge of *revelation* makes the apprentices' future studies easier. Without it, they would struggle through even the most basic lessons.

When channelled, the *star of revelation* bathes everything around the magician in pure colourless light. This light highlights objects without obscuring colours, textures, or form. It also brings forth details that would otherwise remain unseen. This effect grants the magician +3 to Search and Spot skill checks per channel level.

Magi use this Star often in their studies. It allows them to discover details others would miss. The most common applications revolve around laboratory studies examining samples under its clear light.

Shadow

Minimum Channel Level: 1st

Aspect: Ascendant: autumn; Descendent: spring; Horizon: summer/winter

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Area: 20ft. radius

Duration: Concentration

Saving Throw: None

Spell Resistance: No

During the cooling months of autumn, the *star of shadows* slips silently though the sky. It influences the lengthening shadows that herald the oncoming of winter. Those who love the darkness look for its arrival with great anticipation, for it means that their time will return soon.

Channelling the *star of shadows* strengthens the shadows in the immediate area causing them to grow and leap. With concentration a magician can bend these leaping shadows to his will. These shadows interfere with sight and an opponent's ability to aim. For every channel level uses for the star he can select one target within the area of effect. That target cannot threaten critical hit for as long as the magician concentrates.

Silence

Minimum Channel Level: 1st

Aspect: Ascendant: winter; Descendent: summer; Horizon: spring/autumn

Casting Time: 1 action
Range: Personal
Duration: 1 hour/caster level (D)
Saving Throw: None
Spell Resistance: No

The *star of silence* broods on the horizon even when it ascends to power. It shrouds itself with darkness, revealing only a faint light to those trained to see it. It muffles the sound of the snow as it whispers across rooftops and gags the sobs of those who lost loved ones to the bitter frost.

Channelling the *star of silence* draws a shroud of quiet around the magician. For every channel level, the magician gains a +4 circumstance bonus to all Move Silently skill checks. However, he cannot cast spells with verbal components (including channelling other stars) or speak to others while the light of this Star lies upon him. The magician may cut the channel at any time as a free action.

Typically magi use the *star of silence* either to avoid foes or to avoid disturbing sound sensitive experiments. While under its influence, the magus becomes reserved, even grim, no matter what his typical demeanor.

Thunder

Minimum Channel Level: 1st
Aspect: Ascendant: spring; Descendent: autumn;
 Horizon: summer/winter
Casting Time: 1 action
Range: Long (400ft.+40ft./caster level)
Area: 10ft radius
Duration: Instant
Saving Throw: Fortitude negates
Spell Resistance: Yes

When thunderstorms roll in during the spring the *star of thunder* feeds them its light. Under its influence, the storms grow in fury until they become spectacular displays of nature's power.

Channelling the *star of thunder* requires a deft hand. When unleashed, the light remains for a single instant, then explodes with sound and fury. Everyone caught within the area of effect must make a Fortitude save or be unable to take action for a number of rounds equal to the channel level used. These targets

are not stunned but cannot take actions until the duration has elapsed. All targets (friend or foe) are affected equally. If the target sustains damage of any kind, the effect immediately ends.

The *star of thunder* is a strictly offensive magic, used by magi who find themselves in more trouble than they know how to deal with. It gives them a few moments in which to escape if necessary.

Water

Minimum Channel Level: 1st
Aspect: Ascendant: spring; Descendent: autumn;
 Horizon: summer/winter
Casting Time: 1 action
Range: Touch
Target: One object or spot
Duration: 1 hour/caster level
Saving Throw: None
Spell Resistance: No

The *star of water* rises high in the sky when the world seems to be flooded with rains. Its effects are particularly pronounced during its peak months in mid-spring. The water it brings fuels the growth of plants and animals and gives sustenance to the land.

Magicians who channel the *star of water* tap into this vast pool. For one hour per level of the caster the object of place they touched wells forth water at a rate of 1 gallon a minute until the container, or area is full. This water is quite pure. Additionally, for every channel level the water grants a +1 bonus to any who attempt a Heal skill check on those who drink it.



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This Star finds use most often during the dry summer months or on long voyages. It provides a steady source of water for desert travellers as well.

Wind

Minimum Channel Level: 1st

Aspect: Ascendant: summer; Descendent: winter;
Horizon: spring/autumn

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Target: Magician + One creature/caster level

Area: 15ft. radius

Duration: 1 round/caster level

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

The *star of wind* shows itself as a modest blue star, quite faint to the unaided eye. Its influence seems weak even during the time of its ascendance. In truth, the Star possesses enormous potency but with such subtlety that only the most careful of observers can note it.

When a magician channels the *star of wind*, the light strengthens the winds around him. He and a number of companions equal to his level gain a +3 bonus to their Jump and Tumble skills per channel level, as well as +5 ft to their movement rate (this movement bonus does not increase with channel level). Additionally, they may ignore all height restrictions placed on their jump attempts.

The *star of wind* primarily serves as a short duration movement spell, allowing the magician to access places that would otherwise be inaccessible.

KNOWN CONSTELLATION DESCRIPTIONS

The Constellations in this section follow the spell description format laid out in *Core Rulebook I*. The only exceptions are the 'minimum channel level' and prerequisite Stars. Minimum channel level describes the lowest level of spell that the Constellation can be cast as. The prerequisite Stars line indicates which Stars the magician needs to know in order to use the Constellation.

The Bridge of Birds

Minimum Channel Level: 5th

Prerequisite Stars: *Compassion, freedom, wind*

Casting Time: 1 action

Range: Personal

Target: You

Area: 20ft. radius emanation

Duration: 1 round per caster level

Saving Throw: Fortitude negates (knock back only)

Spell Resistance: Yes

Long ago a god fell in love with a mortal maid. The other gods grew jealous and, in secret, arranged things so the two could never meet. Yet the High Lord took pity on the god and his lover and decreed that on one day a year the winds of the world would form a bridge into heaven so that the two could be together for a short time. As sign of his will, the High Lord put this Constellation in sky.

Magicians who channel *the bridge of birds* tap into that divine act of compassion for their own use and safety. The light of *the bridge* stirs the winds of the world, surrounding them with a windstorm that prevents any ranged attack from striking those within its confines. Additionally, those engaged in hostile acts (friend or foe) must make a Fortitude save or be thrown from the radius of the spell. Also, the bridge of birds lifts the caster into the air towards a single point of his choosing, travelling at 20 ft. per round plus an additional 20 ft. per round for every channel level over 5th used for the effect.

Tapping into *the bridge of birds* for selfish reasons can attract unwanted attention. According to legends the bridge is still in use; to disturb it during the day of the god's passage might be dangerous.

The Cloud

Minimum Channel Level: 3rd

Prerequisite Stars: *Shadow, thunder*

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Area: 500ft. radius

Duration: 5 rounds/caster level

Saving Throw: Reflex half

Spell Resistance: No

When they made the world, the gods scoured it clean with thunderstorms before they set to their final labours. Unfortunately, those storms refused to simply disappear when the gods finished with them. So the gods wrapped chains around them and shuttered them in the sky. The Constellation of *the cloud* keeps them safely chained, forever beyond the reach of mortals and gods alike.

By channelling *the cloud* the magician creates a temporary hole in the prison of those primal storms.

The sky darkens instantly. Thick black clouds billow and throw thunder and lightning at each other. The clouds vanish quickly without spitting rain or doing any lasting harm.

For every channel level above 3rd the magician uses he opens the prison holding the thunder a bit more. Every channel level above 3rd creates a 10% chance per round that lightning strikes 1d6 randomly selected targets within the area of effect. Each target takes 5d6 damage +1d6 of damage per channel level over 3rd. This effect is not subject to spell resistance.

The Compass

Minimum Channel Level: 7th

Prerequisite Stars: *Concealment, freedom, oaths, and revelation*

Casting Time: 1 action

Range: Personal

Target: One target

Duration: 1 day/caster level

Saving Throw: None

Spell Resistance: No

In all of the vastness of the world and the countless dimensions of power exist a seemingly infinite number of things. In this vastness, a single person or object could lose himself forever. Yet there lies within the heavens a Constellation that keeps track of the location of each object, each person and each thing. *The compass* knows the location of all things.

Magicians who channel *the compass* gain an unwavering insight into where they must go to find a single person, place, or item of their choosing. This insight pierces dimensional barriers and contests normally with spells such as *nondetection*. A target in a zone without arcane magic (antimagic field, dimension without arcane magic, etc.) is beyond the compass' reach.

Although *the compass* points the way it does not provide the magician with the means of reaching his destination. The magician's awareness of his desired target lasts for one day per his caster level.

For every channel level beyond 7th used for *the compass*, the magician gains +3 on all contested rolls to breach protections that might defend the target from the compass' detection.



The Crown

Minimum Channel Level: 9th

Prerequisite Stars: *Compassion, death, hate, hope, justice, peril*

Casting Time: 1 action

Range: 60 ft.

Target: One target per round

Duration: 2 rounds/caster level

Saving Throw: Will negates

Spell Resistance: Yes

In all of human history, the power of dominion stands as the most coveted. Mortals lust for the easy command of others. They seek it out either not understanding or not caring what such power can do to their souls.

Magicians who channel the Constellation of *the crown* touch briefly upon the pure power of dominion. For the duration of the channel, the magician may take a standard action to engage any target he can see within range in a contest of wills.



vanish, leaving the object on the ground.

For every channel level over 3rd that the magician uses the dove's carrying capacity doubles. So a 4th level channel dove can carry two pounds, a 5th level channel dove can carry four pounds, a 6th level channel dove can carry eight pounds, a 7th level channel dove can carry sixteen pounds, a 8th level channel dove can carry thirty two pounds and a 9th level channel dove can carry sixty four pounds.

The Dragon's Maw
Minimum Channel Level: 5th
Prerequisite Stars: *Destruction, fire, hate*

Casting Time: 1 action
Range: Close (25ft.+5ft./2 caster levels)
Area: 15 ft. radius
Duration: Instant
Saving Throw: Reflex half
Spell Resistance: Yes

The dragon's maw rides high in the summer sky, gaping above civilised and barbaric lands as a warning to the world that there are powers beyond understanding. The first magus to invoke it was taken aback by the destructive force he had unleashed. He hid the knowledge for almost a thousand years before passing it on to his most trusted student.

Unfortunately, that student had fewer scruples about such things than his master; within a decade the knowledge of how to invoke *the dragon's maw* had spread into the community of magi.

When invoked, *the dragon's maw* unleashes a maelstrom of multicoloured flames in a sphere centred on the point indicated by the magician. Anyone or anything caught in the flames takes 1d6 per level of the caster in magic damage, up to a maximum of 15d6 damage.

Unlike ordinary area of effect spells, *the dragon's maw* damages everything within its area, regardless of walls, blocked passages, or other barriers. It is as if the flames appeared everywhere at once, rather than emanating from a single point. Objects within the

The magician and the target both roll a D20 + Will save modifier. If the target fails, he must obey the unspoken commands of the magician without question for the duration of the channel. Any command that would result in the target's immediate death prompts a second contest of wills.

The magician must first penetrate a target's spell resistance to initiate the contest of wills.

The Dove
Minimum Channel Level: 3rd
Prerequisite Stars: *Oaths, wind*
Casting Time: 1 action
Range: Close (25ft.+ 5ft./2 caster levels)
Effect: One summoned dove
Duration: 1 day per level
Saving Throw: None
Spell Resistance: No

Channelling the light of *the dove* causes a small bird to appear in the caster's outstretched hand. The dove has no combat abilities. It cannot be hurt, stopped, or slowed by normal or most magical means. A dispel magic or other magic negating effect can dispel the dove normally.

The dove will take any item under one pound in weight and deliver it to any one location of the magician's choosing. The dove travels at a speed of four hundred miles a day; if the dove cannot reach its destination within the duration of the spell it will

area of effect must make saves normally, or take damage from the flames.

When invoked with a 5th level channel it lasts but an instant, flickering into existence then vanishing. When invoked with a 7th level channel it lasts for 3 rounds, consuming everything within the area of effect. When invoked with a 9th level channel it lasts for 9 rounds and has the potential to unmake nearly anything that it caught within it.

The Drum

Minimum Channel Level: 7th

Prerequisite Stars: *Decay, life, silence, thunder*

Casting Time: 1 action

Range: Long (400 ft. + 40ft./caster level)

Area: 40ft. radius emanation

Duration: Instant

Saving Throw: Fortitude half

Spell Resistance: Yes

When invoked, the power of *the drum* sends a pulsing sound wave into the air. This pulse rattles the bones of substantial beings, shaking them to their core but doing no damage. Incorporeal beings take 1d8 of damage per caster level for a maximum of 20d8 of damage. Additionally, affected creatures are stunned for 1d4 rounds. Incorporeal creatures caught within the area of effect may make a Fortitude save to take half damage and to reduce the duration of the stun effect to one round.

When channelled through an 8th level channel *the drum's* stun effect lasts for 2d4 rounds. When channelled through a 9th level channel *the drum's* stun effect lasts for 2d8 rounds and *the drum* stuns corporeal beings who fail their saving throw for 1d8 rounds.

The Eye

Minimum Channel Level: 5th

Prerequisite Stars: *Confusion, light, revelation*

Casting Time: 1 action

Range: Personal

Duration: 10 minutes/caster level

Saving Throw: None

Spell Resistance: No

The Constellation of *the eye* peers down at the world piercing all illusions, deceptions and distrust. Where it looks, the truth must be revealed. Nothing can stop it, or prevent it from its appointed duty of discovering the truth.

Magicians who channel *the eye* gain the ability to instantly access the information available after three rounds of study using any *detect* spell under 5th level they cast during *the eye's* duration. This effect also allows them to use the *detect* spell as a free action as well as providing information.

For every channel level over 5th used for *the eye*, the magician gains a +3 insight bonus to any rolls required by the *detect* spell or by the Games Master, including rolls to resist being stunned by very strong auras.

The Fan

Minimum Channel Level: 3rd

Prerequisite Stars: *Life, hope*

Casting Time: 1 action

Range: Close (25ft.+5ft./2 caster levels)

Target: 1 target

Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Long a sign of influence and power, the Constellation of *the fan* provides practical benefits to those who learn to channel its light. Many academic or



adventuring magicians find such mundane uses of magic dull but their value cannot be denied.

When a magician channels *the fan* using a 3rd level channel, it allows its target to earn one gold per point of his Profession check result. For every channel level above 3rd used, the target earns an additional 5 sp per point of the Profession check result. Thus a target under the effect of *the fan* channelled as at 7th level would earn 3 gold (1 gold + 20 sp) per point of the check result.

This effect lasts until the next Profession skill check.

The Gate

Minimum Channel Level: 9th

Prerequisite Stars: *Decay, freedom, frost, peril, shadow*

Casting Time: 1 action

Range: Long (400ft.+40ft./caster level)

Area: 60ft radius

Duration: 1 round/caster level

Saving Throw: None

Spell Resistance: No

One of the gods' last fundamental creations was a pool of power that could counter arcane magic. They locked this pool behind a great gate so they could call upon it should mortals ever challenge their power. By channelling the light of *the gate* the magician opens up that gate a little bit allowing a wave of negative force to spill out.

This effect works like a *greater dispel magic* on all targets in the area of effect. Additionally, any spells cast into or within the area of effect for the duration of the spell are subject to an immediate counterspell as if the caster had attempted to counterspell with a *greater dispel magic*.

The Great Bear

Minimum Channel Level: 7th

Prerequisite Stars: *Fire, light, water, wind*

Casting Time: 1 action

Range: Long (400ft.+40ft./caster level)

Area: 40ft. radius

Duration: Concentration + 1 round/caster level

Saving Throw: Will negates

Spell Resistance: Yes

The great bear rages across the sky, harrying the skylights along their endless journey. His vast claws rend the flickering wisps as they flee. Yet, without his

intervention, they would cover the night sky with their brilliance drowning out the light of the stars.

Magicians who channel *the great bear* draw the flickering substance of the lights down to earth. All creatures caught within the light must make a Will save or become hypnotised (as the *hypnotism* spell) until the magician releases the lights. This spell only affects creatures with fewer HD than you have levels.

When the magician uses a 8th level channel for *the great bear* all creatures caught within the area of effect must make a second Will save when they break the hypnotism to avoid being confused for 1d4 rounds. When a 9th level channel is used, the effect lasts for 3 rounds per caster level rather than for 1 after the magician stops concentrating.

The Great Darkness

Minimum Channel Level: 9th

Prerequisite Stars: *Darkness, death, decay, destruction, shadow*

Casting Time: 1 action

Range: Long (400ft.+40ft./caster level)

Area: 30ft. radius emanation

Duration: Instant

Saving Throw: Reflex half

Spell Resistance: Yes

At the heart of the cosmos squats a vast and dark hunger, a thing that hungers to destroy. Ringed about by the strongest and harshest Stars this darkness screams against the walls of its cage. Should it ever escape, the very fabric of the world would unravel. If the gods survived they could start the world afresh for nothing would remain.

When channelled, *the great darkness* instantly creates an area of enveloping darkness and frozen cold. All unattended objects within the area of effect are instantly destroyed. All creatures within the area of effect take 10d6 of cold damage and 10d6 of magical damage. A successful save reduces both sets of damage to 5d6.

Channelling *the great darkness* requires the utmost care and concentration. If the magician fails to make a Concentration skill check with a DC equal to the DC to resist the spell he takes 5d6 damage from the wisps of unmaking that escape his channel.

The Hammer

Minimum Channel Level: 5th

Prerequisite Stars: *Life, oath, water*

Casting Time: 1 action

Range: Touch

Target: One target

Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When a magician channels the light of *the hammer* he grants the target the ability to work for long hours without rest or loss of concentration. This enables the target to greatly increase its crafting output, creating in days what would otherwise take weeks or months.

A 5th level channel allows the target to multiply his Craft check result by 2 before multiplying it by the DC of the item. Every channel level beyond 5th improves this multiplier by 1. Therefore, a craftsman under the effect of an 8th level channel would multiply his Craft check result by 5 before multiplying by the DC to determine how much progress he made on a particular object that week.

The Hound

Minimum Channel Level: 7th

Prerequisite Stars: *Concealment, freedom, hate, revelation*

Casting Time: 1 action

Range: 1 mile/caster level

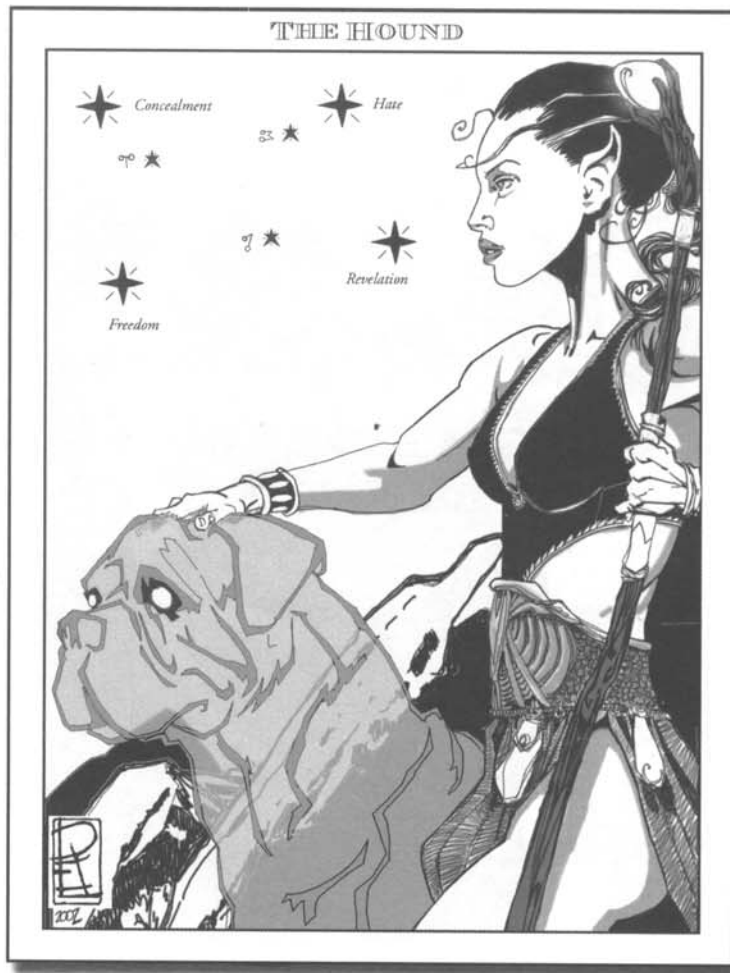
Duration: Concentration

Saving Throw: None

Spell Resistance: No

When channelled, the light of *the hound* creates an incorporeal light-blue hound-like creature that stands waist high to a tall man. This hound cannot do damage or be harmed by physical attacks, but vanishes if assaulted or struck by any magic spell.

The hound links its senses to those of the magician for the duration of the spell. It has +15 to all Spot, Listen, Search and Wilderness Lore skill checks as well as the Scent and Track feats. It will go wherever the caster wills it, moves at 100 ft. per round and can pass through walls less than 1 ft. thick. It has darkvision up to 100 ft.



The spell ends if the caster loses concentration for any reason.

The Hunter

Minimum Channel Level: 9th

Prerequisite Stars: *Compassion, concealment, death, oaths, silence*

Casting Time: 1 action

Range: Personal

Target: You

Duration: 5 rounds/caster level

Saving Throw: None

Spell Resistance: No

The first mortals became paragons, living embodiments of the virtues and skills needed to prosper. When they died, the gods set their spirits in the heavens to act as guides to future generations. *The hunter* represents one such primal spirit.

By channelling *the hunter*, the magician creates a +5 distance longbow and a quiver of 40 +3 brilliant





energy arrows. He also grants himself proficiency with the longbow if he does not already have it. These weapons last for the duration of the spell. If the magician tries to share either the bow or the arrows with another person they vanish instantly.

The Jewel of the Sky

Minimum Channel Level: 5th
Prerequisite Stars: *Frost, light, peril*
Casting Time: 1 action
Range: Long (400ft.+40ft./caster level)
Area: 100ft. radius emanation
Duration: 10 minutes/caster level
Saving Throw: None
Spell Resistance: No

At its heart *the jewel of the sky* holds pure white light. This light shields the world from the worst effects of the powers of destruction.

When channelled, the light of *the jewel* fills an area 100 ft. in radius. Any invisible creature within the

light is not fully revealed but can be seen as a faint disturbance in the air. This allows everyone within the area of effect to know exactly where the invisible creature is although it still gets its concealment bonus and chance to be missed.

For every channel level over 5th that the magician uses to channel *the jewel of the sky* all friendly characters within the area of effect may reduce their concealment chance to miss by 10%.

The Lovers

Minimum Channel Level: 7th
Prerequisite Stars: *Compassion, hope, life, oaths*
Casting Time: 1 action
Range: Touch
Target: 2 consenting individuals
Duration: Permanent
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The Constellation of *the lovers* represents the primal force that binds people together. All of the songs and words used to express this concept down through the ages cannot hope to truly convey its majesty, terror and joy. Magicians who channel it often are deeply moved, even profoundly changed by the experience.

When a magician channels *the lovers* he touches two people and allows the light to flow through him. The light mingles with the targets' souls binding them closely together. Forever after, either target may determine the hit points, general condition and general direction (proximity and direction, not location) of the other as a free action.

Additionally, when they are within 40ft. of each other they may, as a standard action, transfer hit points at a 2 to 1 ratio between them. For example, one may transfer 40 hit points to the other person. The person initiating the transfer takes 40 hit points of damage, while the target of the transfer receives 20 hit points. This transfer cannot take the target over their maximum hit point total.

Finally, if the two are within 20ft. of each other, they may select the highest saving throw bonus between them for a given saving throw and both use that value.

If one of the partners in the effect dies for any reason, the surviving partner automatically loses 1d4 levels and must make a Will save with a DC equal to the DC of the spell. If he fails, he falls into a coma and dies within 1d4 days unless someone uses a *miracle*, *wish* or similar effect to save him.

The Reed

Minimum Channel Level: 3rd
Prerequisite Stars: *Frost, water*
Casting Time: 1 standard action
Range: Personal
Area: 20ft. radius emanation
Duration: 2 rounds/level
Saving Throw: Fortitude half
Spell Resistance: Yes

When men first walked the earth the gods gave them three instruments: *the reed*, the lyre and *the drum*. Each of these primal instruments found their way into the stars, preserved for all eternity by the divine will.

Channelling the light of *the reed* causes frost to gather around the magician. The trilling notes of *the reed* still the motion of everything around the magician and wisps of steam rise up from the ground. All creatures in the area of effect take 2d6 cold damage or 1d6 if they make their Fortitude save for each round spent in the area of effect. Additionally, all creatures that fail their save may only take partial actions for a number of rounds equal to *the reed's* channel level.

The Scale

Minimum Channel Level: 9th
Prerequisite Stars: *Life, frost, justice, silence, water*
Casting Time: 1 action
Range: Medium (100ft.+10ft/caster level)
Target: Two targets in range
Duration: Instant (1 hour/caster level)
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

The scale of the world tips first one way, then another. Justice and mercy, destruction and ruin, all come in time. The reversals and alterations seem almost random at times, carefully planned at others.



By channelling the light of *the scale*, the magician gains a brief moment in which to swing the balance of energy in the universe. He can push down the life force of one, inflicting 1d4 negative levels on it and transfer that energy to friendly target.

Twenty-four hours after gaining any negative levels, the subject must make a Fortitude saving throw (using the spell DC in this case) for each negative level. A successful save negates the negative level. A failed save causes the negative level to disappear but the subject's character levels permanently disappears.

If the subject has as many negative levels as HD, he dies. Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks and effective level (for determining the power, duration, DC and other details of spells or special abilities). Additionally, a spellcaster loses one level or spell slot from his highest available level. Negative levels stack.

STAR MAGIC MECHANICS

The recipient of the positive energy transfer gains 1 HD and a +1 competence bonus on all attack rolls, saving throws, skill checks, ability checks and effective level (for determining the power, duration, DC and other details of spells or special abilities) for every negative level inflicted on the target. These bonuses last for one hour per level of the caster.

The Scroll

Minimum Channel Level: 3rd level

Prerequisite Stars: *Confusion, justice*

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 day

Saving Throw: None

Spell Resistance: No

Legends claim every event, every thought, every word ever made by man finds its way up into the heavens for The Scroll to record. When the world ends, The Scroll will unfurl, giving the gods of judgment a perfect record of the world and its doings.

Magicians who channel *the scroll* can unfurl their memories the way the gods may one day unfurl The Scroll. They can search though what they know as if searching though a perfectly inscribed scroll. This allows them to take 10 on any Knowledge skill check for the duration of the spell.

For every channel level beyond 3rd used for *the scroll* the magician gains a +2 on all Knowledge and SpellCraft skill checks that he undertakes while under the influence of this Constellation.

The Spinning Wheel

Minimum Channel Level: 5th

Prerequisite Stars: *Concealment, protection, shadow*

Casting Time: 1 action

Range: Touch

Target: One target

Duration: 1 hour/caster level

Saving Throw: None

Spell Resistance: No



The light of *the spinning wheel* mingles threads of power from the *stars of concealment, protection and shadow* into a finely woven dark cloth. This cloth takes the form of a masterwork noble's outfit with details and components as the magician chooses.

The outfit grants a +4 deflection bonus to Armour Class as well as a +5 circumstance bonus to Hide and Move Silently checks. Additionally, the suit is lightly fortified, granting a 25% chance to instantly negate any critical hit or sneak attack bonus.

For every channel level over 5th used for *the spinning wheel* the armour grants an additional +1 deflection bonus to AC, +2 circumstance bonus to Hide and Move Silently checks and gains +10% to its chance of negating a critical strike or sneak attack.

The Steed

Minimum Channel Level: 7th

Prerequisite Stars: *Death, frost, justice, shadow*

Casting Time: 1 action

Range: Close (25ft.+5ft/2 caster levels)

Effect: 1 summoned horse/ 2 caster level

Duration: 1 ride

Saving Throw: None

Spell Resistance: No

Once a horse so perfect that his beauty caused the heavens to weep walked the land. The gods took him from the world so his perfection would not fail with the passing of the years. They placed him among the stars as symbol of everything a steed should be.

By channelling the light of *the steed*, the magician briefly conjures up steeds nearly as perfect as that first horse. He can call up a number of steeds equal to his level, each equal to a celestial heavy warhorse with 10 HD. Each horse appears fully equipped and will bear one rider on a single journey.

The steeds travel at amazing speed, covering a mile every minute. The entire group of steeds will only go to a single destination selected by the magician when the group sets out.



For every channel level above 7th used by the magician, the steeds will remain for one hour past the initial ride. If all party members are of good alignment, the steeds will fight by their sides if needed or provide support in other ways.

The Sword

Minimum Channel Level: 5th

Prerequisite Stars: *Destruction, hope, wind*

Casting Time: 1 action

Range: Personal

Effect: Creates a +2 keen shining longsword

Duration: 5 rounds/caster level

Saving Throw: None

Spell Resistance: No

Learning to channel the Constellation of *the sword* allows the magician to reach into the heavens and pluck forth a weapon of great power. This blade serves the magician well, although it must be returned to the celestial armoury before any great time has passed.

STAR MAGIC MECHANICS

The star sword is a +2 *keen, shining* longsword that remains in the caster's hands for 5 rounds per caster level. If the magician is not proficient with a longsword he gains longsword martial weapon proficiency for the duration of the spell. The sword disappears if it leaves the caster's hands for more than a single round.

For every channel level above 5th used to channel *the sword* the magician gains +1 to his base attack bonus for the duration of the spell when wielding the Star sword.

The Trumpet

Minimum Channel Level: 9th

Prerequisite Stars: *Destruction, fire, hate, oaths, peril, thunder*

Casting Time: 1 action

Range: Medium (100ft.+10ft./caster level)

Area: 25ft. radius

Duration: See below

Saving Throw: None (see below)

Spell Resistance: No

By channelling the light of *the trumpet*, the magician causes a note to ring out throughout the planes. That note signals the final battle between good and evil may be about to begin. Within 1 round, 1d6 hezrou will appear in answer to the call, seeking out battle and death. They will attack the targets the magician directs, killing as many as they can before disappearing. If these creatures are summoned before a battle begins, they assault the magician, his companions and anyone else in the immediate area until defeated.

When the battle ends, the magician and each surviving summoned hezrou enter into a contest of wills. The magician rolls a d20 plus his Will save bonus vs the hezrou's d20 plus Will save bonus. If the magician has a higher result than the hezrou it departs. If the magician has a lower result than the

Marday, 30th day of summer <continued>

Over the top of the ridge came a wave of horsemen, waving curved swords and screaming like maniacs. I recognised the light that filled the bowl. It came from the *jewel of the sky*, though how it came to be there I hadn't a clue at the time. The sudden radiance nearly blinded me. Shielding my eyes with my forearm, I turned to look back at the camp.

In the clean light of *the jewel*, the ruins stood out in sharp relief. The pits riddled the bottom of the bowl. The bases of towers and crumbling buildings lined the curving walls. Cast like wheat chaff among them were blocks that marked where once great houses stood.

Herenth. These creatures dragged me to Herenth without my knowledge! Worse, they were despoiling the site in some misbegotten quest for whatever such things seek.

Down in the bowl the screaming nomads impacted into the camp. The insects were fighting back, their crystal spears flashing in the steady light. Red blood flowed down onto the sands.

I saw a flash of white skin down in melee. My breath quickened when I realised that dear Tanith fought among the nomads. She stood back to back with Paneb, swinging the decanter like a sword. The boy had sensibly braced himself against the force of the spray.

Then she fell. I could see each water drop as the decanter's spray arched over Paneb's head. I saw her head hit the edge of a stone block. In that moment the insects started to surge in.

With a word I tore open the fabric of the world and stepped through to her side. With another I reached into the heavens in order to make *trumpet* sound. Its ringing note blasted through the bowl, the Stars and straight into hell itself. Five demons answered its call appearing by my side in a rush of hot wind. I pointed at the insects.

'Kill them all.'

The demons roared their approval and fell to work.

hezrou, it goes on a killing spree, slaughtering everything in its path until it is finally slain.

The Tortoise

Minimum Channel Level: 3rd

Prerequisite Stars: *Freedom, revelation*

Casting Time: 1 action

Range: Personal

Effect: Grants a brief vision of the future

Duration: Instant

Saving Throw: None

Spell Resistance: No

The Constellation of *the tortoise* represents the ability of man to divine his own future. By channelling its light, the magician can gain a brief insight into what will happen to him in the next few days. This vision is confused, fragmented and usually highly symbolic.

For every channel level beyond 3rd that the magician uses, he witnesses an additional vision. Each vision represents a different possible future.

The Twins

Minimum Channel Level: 3rd

Prerequisite Stars: *Compassion, oaths*

Casting Time: 1 standard action

Range: 1 mile/caster level

Target: One target

Duration: Instant

Saving Throw: Will negates

Spell Resistance: Yes

Immediately upon channelling the light of *the twins*, the magician gains a clear insight into the direction, distance and condition of a specific person he has met. This information includes whether the person is alive or dead, injured, sick, well and/or their emotional state.

If the target wishes to resist, he may make a Will save to negate the attempt to probe his condition.

DISCOVERING STARS AND CONSTELLATIONS

During the course of play, players and Games Masters will discover new stars and Constellations. The rules for spell creation in *Core Rule Book II* apply to all such new magic. Additionally, both stars and Constellations follow rules unique to star magic.



Stars are uniformly 1st level arcane spells. They therefore may not do more than 5 dice of damage against any one creature and must fall in line with other 1st level spells in terms of power. Furthermore, each Star must describe in detail the effect of over-channelling. Typically, Area, Duration and potentially Range vary by caster level while the overall effectiveness (bonuses, damage, etc) vary based on the channel level.

Constellations have a base level of 3rd, 5th, 7th, or 9th depending on the number of Stars involved with their creation. Generally, they fall in line with the other spells of their level in terms of power, usefulness and effects. Area, Duration, Range and generally Effect all scale upward with caster level for Constellations. Over-channelling adds additional effects or changes the manifestation in some way. Some Constellations can only accept channels at specific levels (i.e. 4th, 7th and 9th but not 5th). The proposed description must contain all proposed channelling limitations.

If the Games Master wishes, he can convert the entire existing spell lists into star magic by adding prerequisite stars to all 3rd, 5th, 7th and 9th level spells.

FEATS

The power of the Stars flows freely though the world, their grace touching many people. As such, magicians are not the only ones who can benefit from star magic. The Stars touch many otherwise ordinary people as well as those enlightened to their power.

The feats described in this section provide a framework for expressing that contact, some are birth signs or other general feats useable by any class that meets their requirements. Others refer to the 'secret stars' of magi lore, stars so powerful they cannot be channelled directly but only used to influence other Stars. They can be used as metamagic feats, providing the magician with unique avenues to manipulate star magic.

Astrologer (General)

You possess a unique insight into the movements of the stars. With enough time and the proper materials you can predict auspicious days or recommend beneficial courses of action.

Prerequisite: Knowledge (astrology)

Benefit: You may make a Knowledge (astrology) skill check with a DC of 20 at the beginning of the day. If you succeed you may roll a d10 to determine the alignment of the stars during the next day. A result of 1 to 3 indicates an inauspicious day, 4 to 7 a normal day, and 8 to 10 an auspicious day. On

inauspicious days, the Games Master may require you to re-roll one successfully skill check. On auspicious days, you may re-roll one unsuccessful skill check.

You can also make a Knowledge (astrology) skill check with a DC of 30 to determine when and where a child should be born to possess a specific birth sign. You can undertake this skill check at any time before or during the pregnancy.

Favoured by the Stars (General)

You were born under the influence of many stars, and therefore their grace lies upon you.

Benefit: You gain a +2 enhancement bonus to all saves (Fortitude, Reflex, or Will) when you are the target of a Star or Constellation. This bonus does not protect you from untargeted effects or from effects that target an area you happen to be in.

Special: You may only take this feat as a 1st level character.

Natural Lens (Metamagic)

For whatever reason the light of the Stars flows freely through you. Pain, confusion, or even near death cannot sever your connection to the Stars.

Benefit: When you fail a Concentration skill check to channel a Star or Constellation you may expend one available spell of any level as a free action to make a second Concentration skill check at the same DC. If you succeed at this second check, you cast the spell normally. If you fail, you lose both spells and suffer an additional 1d6 of damage from the strain.

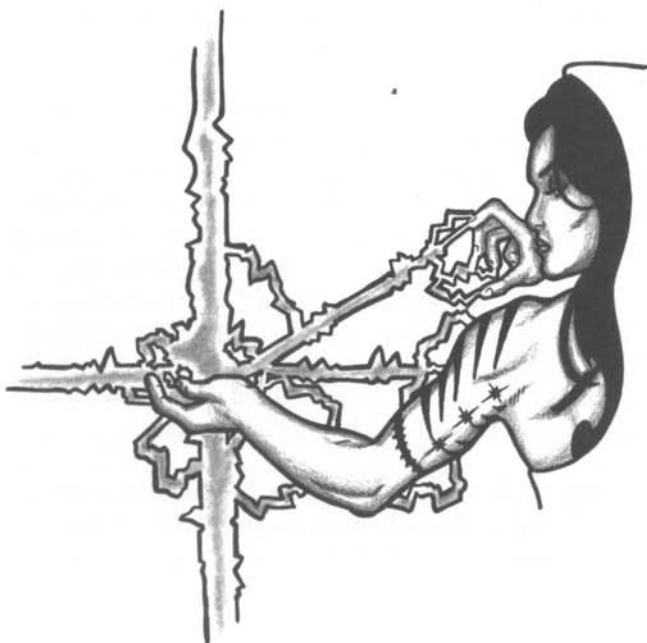
Normal: When you fail a Concentration skill check the spell fails.

Special: You may only take this feat as a 1st level character.

Sign of the Crown (General)

Your birth was strongly influenced by the crown the sign of rule and domination. It gifted you with immense presence, along with a tendency to believe that you are right in all things.

Benefit: Once per day, you may make a Diplomacy skill check as a free action to overwhelm a target with your presence. If the target fails to make a Will save with a DC equal to your skill check result, you gain +10 on your next Diplomacy, Intimidate, or Bluff roll against them.



Special: You may only take this feat as a 1st level character.

Sign of the Dragon's Maw (General)

When you were born, the dragon's maw stood high in the sky. Its powers of destruction infused your very blood.

Benefit: Before you make an attack roll you may choose to unleash the fury of the dragon's maw. You gain +2 to your attack roll and suffer -2 to your AC as if you had made a charge attack. As with a charge, you may only make one attack when invoking the dragon's maw. You cannot use this feat and charge in the same round.

Special: You may only take this feat as a 1st level character.

Sign of the Eye (General)

The Constellation of the eye peered down upon your birth, granting you unusual perceptive abilities. You see things others cannot.

Benefit: You do not have to guess the location of an invisible opponent although you still have the standard 50% chance to miss him due to total concealment.

Normal: You must guess where a totally concealed opponent is and have a 50% chance to miss him even if you guess correctly.

Special: You may only take this feat as a 1st level character.

Sign of the Fan (General)

The fan's influence on your birth caused all those around your mother to wonder at her good fortune. Its magic infuses your every action helping you to turn a profit when others would simply fail.

Benefit: You earn an amount of gold per week of dedicated work equal to your Profession check result.

Normal: You earn an amount of gold per week of dedicated work equal to one half your Profession check result.

Special: You may only take this feat as a 1st level character.

Sign of the Hunter (General)

The greatest hunter of history stood by your side when you were born and gave you his blessing. As



he looks down upon you from the sky you know that his hands guide yours when you draw bow or take to the hunt.

Benefit: +1 damage when using two weapons from the following list: halfspear, javelin, longspear, shortbow, shortbow (composite), longbow and longbow (composite). For ranged weapons, this damage bonus only applies if the target is within 30 ft.

Special: You may only take this feat as a 1st level character.

Sign of the Scroll (General)

The wisdom of the world flowed into your bones as the light of the Constellation of the Scroll bathed your newborn body. You have an intuitive knowledge of almost every academic subject matter.

Benefit: You may make unskilled Knowledge checks in any field and have a chance of knowing even esoteric information.

Normal: Untrained Knowledge checks reveal only common knowledge.

Special: You may only take this feat as a 1st level character.

Sign of the Steed (General)

The great steed of the gods themselves came to your cradle to bless you with a gift of sure-footed travel; for you the road ahead will always be easy.



FEATS

Benefit: Your Terrain and Overland Movement Modifier (*Core Rulebook 1*) cannot be less than $x1/2$ even on the roughest terrain.

Normal: In particularly difficult terrain, movement is reduced to $x1/4$ normal speed.

Special: You may only take this feat as a 1st level character.

Sign of the Sword (General)

At your birth, the power of the sword blessed you three times, leaving marks upon your shoulders and head for all to see. Those birthmarks can be either a blessing or a curse depending on how you choose to look at it.

Prerequisite: Proficient with martial weapons, base attack bonus +1 or higher.

Benefit: You gain a +1 bonus to all attack rolls with swords. You have a -1 penalty to all attack rolls with weapons other than swords.

Special: You may only take this feat as a 1st level character. You have three scar-like birthmarks: one on each shoulder as well as one on the top of your head.

Sign of the Trumpet (General)

When the trumpet rings forth the final doom of man, its notes will resound in your blood, for you are part of its song. Doom follows your footsteps and plagues those who hound you.

Benefit: Once per day you may invoke doom as a standard action. Every hostile creature within 30 ft. of you must make a Will save against a DC equal to $10 + \text{your Charisma Modifier} + 1/2 \text{ your character level}$. If they fail, they suffer -1 morale penalty to their attack and damage rolls for a number of rounds equal to your Charisma modifier. This is a mind-affecting supernatural ability.

Special: You may only take this feat as a 1st level character.

Star of Change (Metamagic)

The secrets of the star of change elude many magi. Those who can master it, can use its power to transform one channel into another, though doing so carries terrible risks.



Prerequisite: Spell Mastery

Benefits: You may attempt to spontaneously cast any Star or Constellation you previously selected with the Spell Mastery feat by converting a previously prepared arcane spell of the level you wish to channel the star or Constellation at. When you do so, you must make a Concentration skill check against a DC equal to 10 + 3 times the spell level or the spell fails and you take 1d6 of damage per spell level.

Special: Lawful magicians may not learn the secrets of the star of change.

Star of Power (Metamagic)

Many magi search for the secrets of the star of power. In their mad scramble for power they never stop to consider the cost.

Benefit: All dice rolled for a Star or Constellation increase by one step. Thus d4s become d6s, d6s become d8s, d8s become d10s, and d10s become d12s. D12s do not increase to d20s, but do gain a +1 per dice bonus. A Star or Constellation under the influence of the star of power uses up a spell slot two levels higher than the spell's actual level.

Star of Reality (Item Creation)

Anchored in the heavens, the star of reality is the foundation upon which the gods built the world. Knowledge of its secrets grants the magician the ability to fundamentally alter the weave of the

world, creating magical items that channel the power of the Stars themselves.

Benefit: The magician may make lenses that increase the wielder's effective caster level when he channels a specific Star or Constellation. Lenses have a base price equal to 250 gold x the minimum channel level of the Star/Constellation x the level bonus granted. Additionally, they cost 1/25th the base price in XP and half of their base price in gold pieces to make.

Star of Time (Metamagic)

Those magi who possess them, closely guard the secrets of the star of time. When it is applied, it stretches a single moment into a seeming eternity, giving the magician time enough to apply all of his knowledge to a specific channel.

Prerequisite: Ability to spontaneously cast 3rd level arcane spells.

Benefit: The magician may apply one metamagic feat (in addition to the star of time) to a Star or Constellation and still channel the effect as a standard action. A third metamagic feat extends the channelling to a full round action.

Normal: Enhancing any spell with a metamagic feat increases the casting time to at least a full round action.

Sorday, 31st day of summer

Tanith stirred a bit earlier today. Her breathing steadied out in the early morning hours. Now nothing remains but waiting to see if she will awaken.

The battle last night ended when *the trumpet* sounded. The insects fled the field, leaving me alone with a hundred lunatics. The nomads cheered as though they accomplished some great victory.

Paneb cradled Tanith's head in his lap. His tears flowed down his cheeks almost as thickly as mine. His black eyes held such pain as he looked up at me. He said something in his own language, something I didn't understand.

I gestured to him, to her, then to a spot not far away. The boy looked confused until the house erupted from the ground. I don't usually use that much magic, but Tanith needed a comfortable bed and a cool place to rest.

When he picked her up I saw the scars on his shoulders, scars that matched the one on his head. That explained how he survived the fight with those creatures at his age. Those born under *the sword* always seem to come out ahead in such things.

After she comes fully awake, I will let him in to see her. Until then, he can stay camped on the doorstep.



PRESTIGE CLASSES

Those daring and wilful enough to dedicate themselves to the school of star magic reap great rewards. This dedication comes with time, study and an absolute focus on star magic. With perseverance the magician can eventually reach the elite circles of his craft. Most count the power gained on their long journey incidental to the prestige, knowledge and respect of their peers.

These four prestige classes represent four different paths a magician might take in his quest to master star magic. Astrologers master the arcane dance of the Stars to foretell the future. The guardians face the greatest powers to deny them entry to the world. A magus understands the final secrets of star magic, secrets he learns though long, hard study. The nomad shaman is heir to a magical tradition stretching back to before the beginning of recorded history. All count among the masters of magic.

ASTROLOGER

High up in towers that almost seem to touch the sky, the astrologer watches the stars; his long study secluding him from other men. His neighbours might only see him once a year, or even less. Like a thief, he sleeps during the day so he remains awake when the real action begins. Those who do not understand him think the world could crumble around him and he would not notice.

Nothing could be further from the truth. An astrologer dedicates his life to seeing and understanding the first causes of events, studying the stars not to get away from the mundane world but to get closer to it. In the heavens he sees all that was, all that is and all that might be. He holds the keys to the past and therefore to the future as well.

With eyes unclouded by the mortal realm, an astrologer sees first causes. He sees the hate that lies at the heart of a murder, or the fear at the heart of a war. That knowledge gives him the power to predict the future. Or alter it if he so chooses.

Hit Dice: d4

Felday, 32nd day of summer

I awoke early this morning to a knock on my door. Quite a courteous knock it was too, a light rapping rather than the heavy-handed bashing I expect from these ruffians. In truth, I hadn't realised that I had fallen asleep at all.

I stumbled over to the door, unbarred it and swung it wide. Sahure stood there, a smile on his face the likes of which I have never seen. His dark eyes locked with mine. Then he shook his head.

'Not good for her or for you to stay locked in this hut,' he said.

'Eh?' Not the most articulate reply but all I could think of at the time.

'You both need to be out, in the shade, seeing this.'

'Seeing what?'

'See, too focused. Keep your eyes open, yes?'

'What?'

He looked past me at the bed where Tanith lay. 'She still not wake up?'

'No.' I turned back to my vigil.

He nodded. 'There is light that will help her. Light strong enough to call her back.'

My head snapped around. Had he said what I thought?

Sahure laughed at my slack jawed expression. 'What? You think the Stars only speak to you?'

Requirements

To qualify to become an astrologer, a character must fulfil all of the following criteria.

Knowledge (astrology): 8 ranks

Feats: Astrologer, Skill Focus (astrology)

Spellcasting: Ability to channel at least two fifth level Constellations.

Special: An astrologer must build an observatory from which to watch the heavens. This structure costs at least 50,000 gp.

Class Skills

The astrologer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

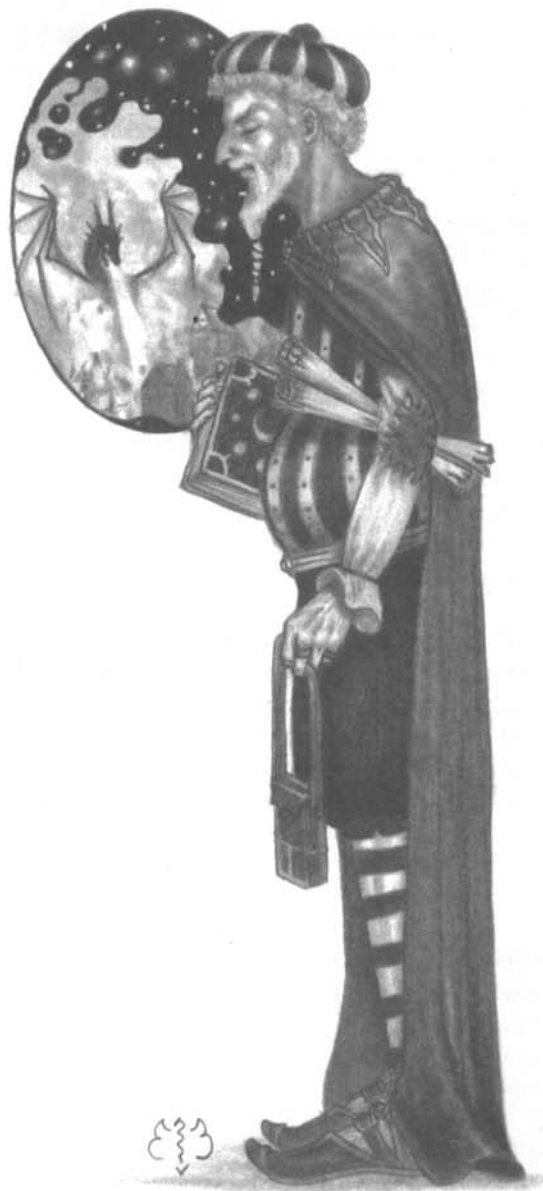
Skill points at each level: 2 + Int modifier

Class Features

All of the following are class features of the astrologer prestige class.

Weapon and Armour Proficiency: An astrologer is proficient with the club, dagger, heavy crossbow, light crossbow and quarterstaff. An astrologer is not proficient with any type of armour or with shields. Armour of any type interferes with an astrologer's movements, which can cause his spells to fail (if those spells have somatic components). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: An astrologer casts spells as an arcane spell caster of his base class (bard, sorcerer, or wizard) and has full access to his standard spell list. Astrologer levels are added to his base class level for level-based effects.



The Astrologer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Star vision, Prediction	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3	Astrological lore	+1 level of existing class
4	+2	+1	+1	+4	Truths unknown	+1 level of existing class
5	+2	+1	+1	+4	Unclouded vision	+1 level of existing class

Spells per Day: The astrologer continues his magical training despite his extensive focus on astrology. Thus, when a new astrologer 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 he became an astrologer. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This essentially means that he adds his levels of astrologer to the level of one of his arcane spell casting classes. For example, if Manus a 9th level wizard gains a level of astrologer, he casts spells as a 10th level wizard. If he next gains a level as a wizard, making him a 10th level wizard/1st level astrologer, he casts spells as if he had risen to 11th level as a wizard.

If the character had more than one arcane spellcasting class before he became an astrologer, the player must decide which class to assign each level of astrologer for the purpose of determining arcane spells per day.

Star Vision: At first level, an astrologer's vision adapts to the night conditions he lives in. He gains low-light vision. He can see twice as well as a normal human under starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish colour and detail under these conditions. Races that already possess low-light vision can see three times as well as a normal human.

Prediction: An astrologer always has a general idea of what is going to happen, as well as a very clear picture of when things turn dangerous. Therefore the magician is never surprised and may act normally during a surprise round of an encounter.

Astrological Lore: An astrologer knows things about the world based on the movements of the stars. At 3rd level, he gains the ability to know specific facts about individual people, places or actions similar to a bard's bardic knowledge ability. The astrologer adds his astrologer levels and Intelligence modifier to the knowledge check. See *Core Rule Book I* for more information on the bardic knowledge ability. Bards who gain this ability may add their astrologer level to their Bardic Knowledge check as well as their bard level. They also gain a +2 synergy bonus to their Knowledge check.

Truths Unknown: At 4th level, an astrologer can determine a person's motivation simply by studying

the influence of various Stars. He gains +2 to all Sense Motive checks and can detect what a person truly wants by expending a zero-level spell slot and taking ten minutes to cast a chart. This ability reveals motivations, intentions and needs, not the means by which the individual is seeking them. For example, it could tell the astrologer that the spy he is seeking is working to repay a debt of honour, but not where the spy is at any given moment.

Unclouded Vision: At 5th level, an astrologer's eyes are no longer clouded by the mundane world. By taking a full round action and making a Scry skill check with a DC of 25 the magician can invoke True Sight as the spell for five rounds. The magician may do this successfully up to five times per day. A failed attempt does not count against his chance per day but does take up a full round.

GUARDIAN OF THE SECRET PATH

Out beyond the stars lies darkness. Beyond that darkness one can find places unimaginable, places both foul and fair. For their own reasons, the denizens of these places seek to come to the world. Some come to assist mortals. Others come to enslave them.

All find their way barred by the guardians of the secret path. This order of magicians stands at the gates of the world and allows none to pass. Good and evil do not matter to them. What matters is that mortals are free to pursue their own destiny as written in the stars, free of the influence of powers that have their own agendas.

The established powers of the world would destroy the guardians if they could. Priesthoods of the light, governments supported by divine right, dark cults: all see the guardians as a threat. So the guardians work in secret, passing their lore to those who love freedom over oppression, honour over duty. To be a guardian is to be alone.

Hit Dice: d6

Requirements

To qualify to become a guardian of the secret path, a character must fulfil all of the following criteria.

Alignment: Must possess at least one neutral component.

The Guardian of the Secret Path

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+2	+2	Detect outsider	
2	+1	+2	+2	+2	Flare	+1 level of existing class
3	+2	+3	+3	+3	Infuse with starlight	
4	+3	+3	+3	+3		+1 level of existing class
5	+3	+4	+4	+4	Detect teleport	
6	+4	+4	+4	+4		+1 level of existing class
7	+5	+5	+5	+5	Detect gate	
8	+6	+5	+5	+5		+1 level of existing class
9	+6	+6	+6	+6	Shield of light	
10	+7	+6	+6	+6	Ward of the stars	+1 level of existing class

Base Attack Bonus: +4

Knowledge (arcana): 6 ranks

Knowledge (planes): 6 ranks

Weapon Proficiency: One martial weapon

Spellcasting: Must be able to cast arcane spells and must know at least 2 Stars

Special: Must meet and impress a current guardian of the secret path.

Class Skills

The guardian of the secret path's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Listen (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int) and Spot (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

All of the following are class features of the guardian of the secret path prestige class.

Weapon and Armour Proficiency: A guardian of the secret path is proficient with the club, dagger, heavy crossbow, light crossbow and quarterstaff. A guardian of the secret path is proficient with light armour and small shields. Armour of any type interferes with the guardian's movements, which can cause his spells to fail (if those spells have somatic components). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A guardian casts spells as an arcane spellcaster of his base class (bard, sorcerer, or wizard)

and has full access to his standard spell list. One half (rounded down) of the character's guardian levels are added to his base class level for level based effects.

Spells per Day: The guardian continues his magical training in addition to his martial and spiritual studies. Thus, when every even numbered guardian level is gained, the character gains new spells per day as if he had also gained a level in an arcane spell casting class he belonged to before he became a guardian. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This bonus level does add to spell effectiveness. This essentially means he



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adds one half (rounded down) of his guardian levels to the level of one of his arcane spellcasting classes. For example if Jessica a 6th level bard gains two levels of guardian she casts spells as a 7th level bard. If she next gains a level as a bard, making her a 7th level bard/2nd level guardian she casts spells as if she had risen to 8th level as a bard.

If a character had more than one arcane spellcasting class before he became a guardian, the player must decide which class to assign each even-numbered level of guardian for the purpose of determining arcane spells per day.

Detect Outsider: At will, the guardian can detect an outsider as a spell-like ability. This ability follows the rules for detect spells outlined *Core Rulebook I*. He may use this ability an unlimited number of times per day.

Flare: At 2nd level the guardian gains the ability to flare raw starlight at his opponents. Once per round as a free action, the guardian may expend a zero level spell slot to do 1d6 damage to a single outsider within 30ft. There is no saving throw against this damage but the guardian must overcome the target's spell resistance normally, using only his guardian levels. This is a spell like ability.

Infuse with Starlight: At 3rd level, the guardian gains the ability to infuse his weapons with starlight. Once per round as a free action, the guardian may expend a spell of any level to infuse a weapon in his hands with arcane energy. This weapon gains a bonus to attack and damage rolls equal to the level of the spell expended (maximum bonus +5). The bonus lasts for a number of minutes equal to the character's guardian of the secret path level. This spell-like ability does work on ranged weapons as well as melee ones. It does not affect weapons that already have an enchantment of some sort on them.

Detect Teleport: At 5th level, the guardian gains the supernatural ability to detect any *teleport* spell cast within one mile of him. This happens automatically. By making a Scry skill check with a DC equal to 10 + the caster level of the *teleporting* individual, the guardian can determine where the person *teleported* to. This ability detects all forms of instant travel including the various *teleport* spells and the *word of recall*.

Detect Gate: At 7th level, the guardian gains the supernatural ability to detect any planar travel (either to or from the world) that occurs within one

mile of his location. This happens automatically. By making a Scry skill check with a DC equal to 10 + the caster level of the travelling individual, the guardian can determine where the individual was headed to (in the case of someone leaving the plane) or coming from (in the case of someone coming to the plane). This ability also detects planar gateways of all sorts.

Shield of Light: At 9th level, the guardian gains the spell-like ability to surround himself with a shield of starlight. Invoking this shield is a free action. When invoked, the shield expends one available spell of the magician's choice. For every level of the spell expended, the shield grants +4 spell resistance, +2 armour class and +4 hit points. The shield lasts for a number of rounds equal to the guardian's level in this prestige class.

Ward of the Stars: At 10th level, the guardian gains the spell-like ability to dispel or counterspell gates and teleport attempts. He may do this as a free action, expending a spell of at least 3rd level in the process. The guardian must make a dispel check to cancel the opposing magic. For every level of the spell expended for this ability over 3rd, he gains +2 on his dispel check.

MAGUS

A magus is the heir to a long tradition of magical power. His long apprenticeship in the ways of star magic has finally drawn to an end. He stands among the powers of the world, facing other archmages on equal terms.

A magus holds the secrets of star magic. Where others wonder at their mysteries, the magus sees patterns. Where others become lost, he forges ahead. Powers others can only dream of mastering are his to command.

This power comes at a great cost in terms of time and training. A magus deliberately ignores large sections of arcane lore. His specialisation in star magic takes every moment of his attention; anything less and he would not be able to survive his training

Hit Dice: d4

Requirements

To qualify to become a magus the player character must fulfil all of the following criteria:

The Magus

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Superior spell focus (Star) +2	+1 level of existing class
2	+1	+0	+0	+3	Focused spell penetration +2	+1 level of existing class
3	+1	+1	+1	+3	Superior spell focus +4, Bonus Feat	+1 level of existing class
4	+2	+1	+1	+4	Focused spell penetration +4	+1 level of existing class
5	+2	+1	+1	+4	Superior spell focus +6	+1 level of existing class

Feats: Spell Mastery

Spellcasting: Must be able to cast 6th level arcane spells. Must have Spell Mastery of at least three Stars. Must have knowledge of at least ten Constellations.

Special: The character must be a specialist in the star magic school. He must pass a deadly test administered by another magus.

Class Skills

The magus' class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier

Class Features

All of the following are class features of the magus prestige class.

Weapon and Armour Proficiency: A magus is proficient with the club, dagger, heavy crossbow, light crossbow and quarterstaff. A magus is not proficient with any type of armour or with shields. Armour of any type interferes with a magus' movements, which can cause his spells to fail (if those spells have somatic components). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A magus casts spells as an arcane spell caster of his base class (bard, sorcerer, or wizard) and has full access to his standard spell list. Magus levels are added to his base class level for level based effects.

Spells per Day: A magus is a highly specialised magician. Thus when a new magus level is gained

the character gains new spells per day as if he had also gained a level in an arcane spell casting class he belonged to before he became a magus. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This bonus level does add to spell effectiveness. This essentially means that he adds his levels of magus to the level of one of his arcane spell casting classes. For example if Brand a 11th - level wizard gains a level of magus he casts spells as a 12th - level wizard. If he next gains a level as a wizard, making him a 12th level wizard/1st level magus he casts spells as if she had risen to 13th level as a wizard.

If a character had more than one arcane spellcasting class before he became a magus the player must



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decide which class to assign each level of magus for the purpose of determining arcane spells per day.

Superior Spell Focus: When a magus channels the Stars he does so with unusual authority. Add +2 to the DC for all saving throws against Stars and Constellations the magus channels. This increases to +4 at 3rd level and +6 at fifth level. This ability does stack with the Spell Focus feat.

Focused Spell Penetration: At 2nd level, the magus learns to channel the Stars with even more potency, stripping though spell resistance as if it were not there. He gains a +2 bonus to caster level checks (1d20+ caster level) to beat a creature's spell resistance when using star magic. At 4th level, this bonus increases to +4.

Bonus Feat: At 3rd level, the magus may select one bonus feat from the following list: Star of change, Star of power, Star of reality, or Star of time.

NOMAD SHAMAN

Most magicians claim the secrets of arcane magic can only be found in the great cities of the world. They point to the sprawling metropolis as the concentration place for all knowledge. According to them, all worthwhile knowledge will one day find its way into its rightful place on the shelves of a library.

Nomad shamans listen to such hyperbole with a knowing smile. Long before the magi erected their great observatories, their ancestors watched the stars. Their knowledge stretches back into the dim mists of time, so far back that no one is even sure where the knowledge started.

The lessons of their people form a sacred trust. Masters pass it on to their apprentices in the hope the apprentices will guide their people in the future. Betraying that trust can draw the wrath of some of the wisest and most powerful magicians in the world down on the apprentice's head.

Hit Dice: d6

Requirements

To qualify for the nomad shaman prestige class, the player character must meet the following criteria.

Knowledge (history): 7 ranks

Ride: 5 ranks

Feats: Mounted Combat, Astrologer

Spellcasting: Must be able to cast at least one *cure* spell. Must know at least four Stars.

Special: The character must serve an apprenticeship with a nomad shaman for at least one year. He must also swear to assist his nomad tribe in times of trouble.

Class Skills

The nomad shaman's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Spellcraft (Int), Spot (Wis) and Wilderness Lore (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 4 + Int bonus

Class Features

All of the following are class features of the nomad shaman prestige class.

Weapon and Armour Proficiency: A nomad shaman is proficient with composite shortbow, club, dagger, light crossbow, scimitar, shortbow and quarterstaff. A nomad shaman is proficient with light armour and small shields. Armour of any type interferes with the shaman's movements, which can cause his spells to fail (if those spells have somatic components). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A nomad shaman casts spells as an arcane spellcaster of his base class (bard, sorcerer, or wizard) and has full access to his standard spell list. Nomad shaman levels are added to his base class level for level-based effects.

Spells per Day: The shaman continues his magical training in addition to his martial and spiritual studies. Thus, for every shaman level gained, the player character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he became a shaman. He does not gain any other benefits that a caster of that class would have gained (improved saves, bonus feats, etc.) This bonus level does add to spell effectiveness. This essentially means he adds his shaman level to the level of one of his arcane

spellcasting classes. For example, if Amar, a 9th level bard gains two levels of nomad shaman he casts spells as an 11th level bard. If he next gains a level as a bard, making him a 10th level bard/2nd level shaman he casts spells as if he had risen to 12th level as a bard.

If a character had more than one arcane spellcasting class before becoming a nomad shaman, the player must decide which class to assign each level of nomad shaman for the purpose of determining arcane spells per day.

Spirit Sight: At 1st level, the nomad shaman learns to see by the light of the Stars, even during the day. He can see *invisible* as the spell at will.

Spirit Walker: At 3rd level, the nomad shaman learns to cast his vision from his body. Harnessing the power of the *star of revelation*, he can use the *clairvoyance* spell a number of times per day equal to his nomad shaman level as a full round action.

Illuminated Familiar: At 5th level, the nomad shaman imbues his familiar with the light of the Stars. His familiar gains +2 hit points per HD and can cast a number of zero-level spells equal to the character's nomad shaman level. It knows a number of spells equal to its intelligence modifier to a minimum of one.

Words of Wisdom: At 7th level, the nomad shaman is a living repository of the wisdom of his people. He may take 10 on any Knowledge (history) or Spellcraft skill check.

Craft of the Ancients: At 9th level, the nomad shaman learns the secrets of communicating with the ancients who dwell among the stars. By spending a



spell of any level and taking a full round action he can grant himself skill rank 7 in any skill that he does not already possess. This skill rank lasts for one round.

Master of Destiny: At 10th level, the nomad shaman can chart his own destiny in the stars. He knows who he will be, how he will live and when he will die. He is therefore immune to fear effects, cannot be charmed and cannot be surprised.

The Nomad Shaman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Spirit sight	+1 level existing class
2	+1	+3	+0	+0		+1 level existing class
3	+2	+3	+1	+1	Spirit walker	+1 level existing class
4	+3	+4	+1	+1		+1 level existing class
5	+3	+4	+1	+1	Illuminated familiar	+1 level existing class
6	+4	+5	+2	+2		+1 level existing class
7	+5	+5	+2	+2	Words of wisdom	+1 level existing class
8	+6	+6	+2	+2		+1 level existing class
9	+6	+6	+3	+3	Craft of the ancients	+1 level existing class
10	+7	+7	+3	+3	Master of destiny	+1 level existing class



ILLUMINATED ITEMS

Like other forms of magic, star magic possesses the capacity to create magical items. For the most part these items follow the standard rules. There are a few exceptions based on the unique parameters associated with star magic; these are described in detail.

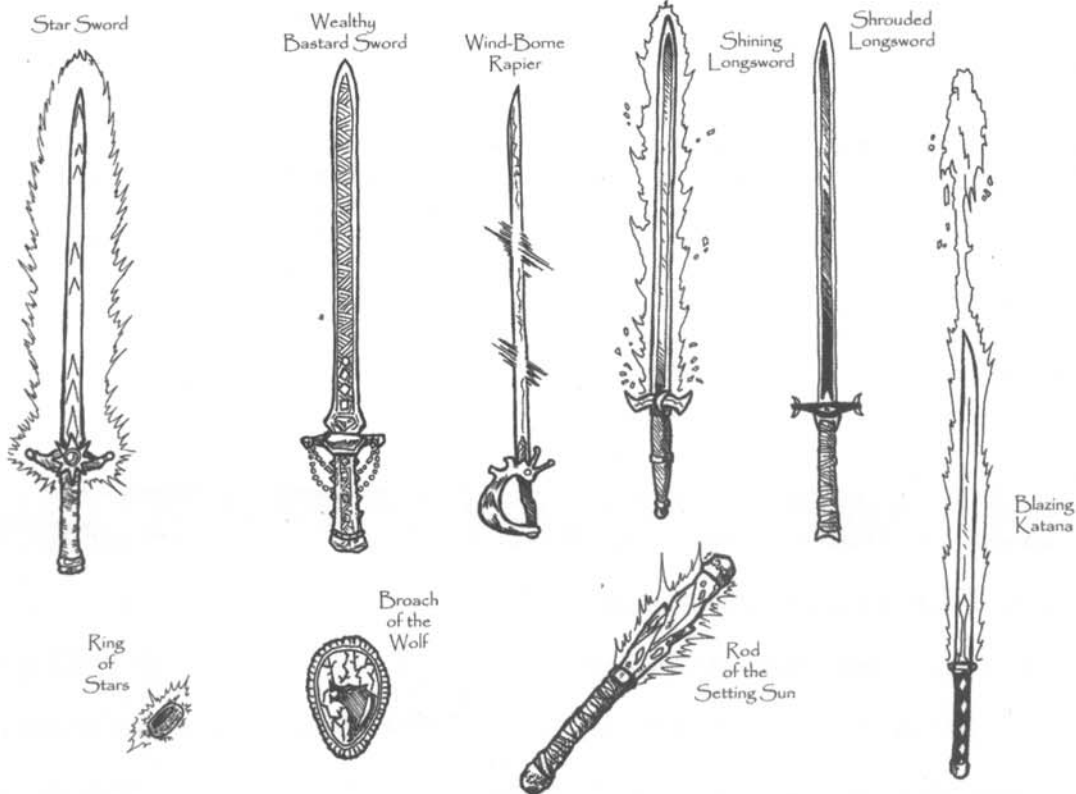
Additionally, star magic allows for the creation of a new type of magical item. Called *lenses* these items strengthen a specific Star or Constellation when the magician channels it. Although there are rumours of Lenses that focus the light of many Stars, none now know the secrets of their creation.

STANDARD ITEM CREATION FEATS

Star magic obeys the basic rules for item creation detailed in *Core Rule Book I* and *Core Rule Book II*. There are some minor additions to account for specific star magic concepts. This does not alter the fundamental structure of the system. In most cases the magic item will require only a small amount of additional information above and beyond what is ordinarily needed.

Potions can store Stars or two Star Constellations. Star magic potions record both the caster level and the channel level of the Star. Potions may store effects with a maximum of a 3rd level channel. Most star magic potions glow faintly, radiating a small amount of the light stored within them.

Wands may contain Stars and two star Constellations. Star magic wands record both the caster level and the channel level of the effect. Wands may store effects with a maximum of a 4th



level channel. Most wands that channel Stars possess at least some crystal on their surface and radiate a faint light.

Staves may store multiple Stars and Constellations of any level. Star magic staves record both the caster level and the channel level of the effect. No prohibitions exist against mixing star magic and other arcane spells in the same staff. Many staves that channel Stars possess crystal or gem ornamentation.

Various one-shot magical items created using the Create Wondrous Item or similar feats describe the effects of their magic in greater detail and therefore do not have to record the channel level of the spell if the Games Master so chooses. Such items typically take the form of gems or crystals that channel a Star once then vanish.

Rods, rings, weapons, and armour all possess fully detailed effects. They require no additional information to carry star magic effects.

WEAPON SPECIAL ABILITIES

The properties of star magic allow for several unique properties for weapons. These properties enhance either the weapon's damage output or its basic functionality.

Blazing: When drawn from its scabbard a *blazing* sword sends up a flare of light that can be seen for miles around. Everyone other than the wielder within a 20 ft. radius must make a Reflex save against DC 18 or be blinded for 1d4 rounds.
Caster Level: 9th; *Prerequisite:* Craft Magic Arms and Armour, *star of light*; *Market Price:* +2 bonus

Shining: A *shining* blade emits vast volumes of light when drawn. It lights an area 100 ft. in radius emanating from the blade itself. Any creature with dark vision within 10 ft. of the blade suffers a -1 on all attack rolls against the wielder.
Caster Level: 7th; *Prerequisite:* Craft Magic Arms and Armour, *star of light*; *Market Price:* +1 bonus

Shrouded: *Shrouded* blades gather shadows to them the way other blades harvest blood. In low light conditions (but not in total darkness) these shadows grant the weapon an additional +2 bonus to damage. In total darkness, it suffers a -1 penalty to damage as

there are no shadows to gather.

Caster Level: 7th; *Prerequisite:* Craft Magic Arms and Armour, *star of shadow*; *Market Price:* +1 bonus

Wealthy: A *wealthy* weapon holds within it the keys to success in all financial endeavours. The wielder earns gold equal to the twice the result of his Profession or Craft skill checks. Such weapons often become family heirlooms, passed down the generations to ensure the family fortune.
Caster Level: 11th; *Prerequisite:* Craft Magic Arms and Armour, *the fan*, *the jewel of the sky*; *Market Price:* +2 Bonus *

Wind-borne: *Wind-borne* weapons take on a wispy and insubstantial appearance. Their appearance has nothing to do with their properties though; they are still capable of doing full damage against opponents. Furthermore, any opponent of Large size or less struck by the *Wind-borne* blade must make a Strength check against a DC equal to the damage done or be knocked prone.
Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armour, *the bridge of birds*; *Market Price:* +2 bonus

ARMOUR SPECIAL ABILITIES

Magic armour primarily provides greater protection to its wearer. However, some suits of armour possess additional abilities caused by infusing the light of stars directly into them.

Dazzling: The armour gives brilliant flashes off its ornamentation when exposed to direct light. In any lighted conditions, it gives an additional +2 circumstance bonus to Armour Class against sighted opponents. Blind opponents or those who use other senses to target the wearer may ignore the effect. The effect does not take place in low-light or darkness conditions.
Caster Level: 5th; *Prerequisite:* Craft Magical Arms and Armour, *star of light*; *Market Price:* +1 bonus

Enduring: Those who wear this armour possess enormous fortitude. Its magic sustains them, allowing them to stay awake for up to a week if necessary. They can become fatigued but not exhausted through any magical or mundane effects.
Caster Level: 13th; *Prerequisites:* Craft Magical Arms and Armour; *star of life*, *The Drum*; *Market Price:* +1 bonus





Dazzling Plate

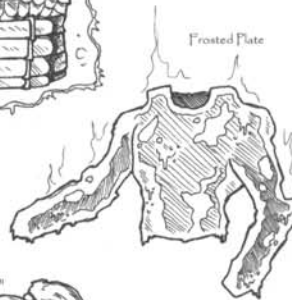
Enduring Scale Mail



Journeying Studded Leather



Revealing Helm



Frosted Plate

LENSES

One of the great secrets of star magic is the creation of lenses, magical objects that enhance a magician's power.

Each lens grants the caster a bonus to his effective level when channelling a specific Star or Constellation. The lens must be held in the caster's hand to be effective. A caster can only have one lens ready for use at a time. Readyng a lens is a move equivalent action that does not provoke an attack of opportunity.

Creating a lens has a special prerequisite: the creator's caster level must be at least four times the caster level bonus of the lens. Thus a 7th level caster could create a +1 caster level lens but not a +2 caster level lens.

When the magician creates the lens, he imbues it with the power of one Star or Constellation that he is able to channel. The lens will only aid magicians who attempt to channel that Star or Constellation.

No lens can assist with more than one magical effect. There are rumours of artefacts that can assist with more than one but these are beyond the knowledge and skill of current magi.

The base price of a lens is 250 gold multiplied by the minimum channel level of the Star or Constellation it effects multiplied by the bonus to caster level that it grants. The magician must spend at least one-half the base cost in gold and 1/25th the base cost in XP to create the item.

Crafting a lens takes one day per 1,000 gp of the base price.

Item Creation Feat Required: Star of Reality

Focusing Places

Occasionally, one can find ancient ruins that seem to have effects similar to those of a lens. Standing stones or ruined domes typically mark these places. Furthermore, they radiate a faint aura of magic to anyone using a *detect magic* spell.

Each focus place has specific days each year that it functions. Most are useful only on a single day. Some are useful for an entire season.

Frosted: Frost covers this armour in layers. Although cold to the touch, it does not harm its wielder. Anyone else who touches it, though (using a touch attack or an unarmed strike), takes 1d6 cold damage.

Caster Level: 5th; *Prerequisites:* Craft Magical Arms and Armour, *star of frost*; *Market Price:* +1 bonus

Journeying: *Armour of journeying* weighs little (50% of normal) and does not hinder movement (no skill check penalties). Additionally, the wearer always has a travel speed modifier of x1 no matter what the condition of the terrain.

Caster Level: 13th; *Prerequisites:* Craft Magical Arms and Armour, *the steed*; *Market Price:* +2 bonus.

Revealing: The armour acts as a permanent channel for the colourless light of the *star of revelation*. Its wearer gains +6 to all Search and Spot checks made against targets within a 15 ft. radius centred on the armour.

Caster Level: 3rd; *Prerequisites:* Craft Magical Arms and Armour, *star of revelation*; *Market Price:* +1 bonus

If the focus place acts as a lens for a Star, the days it is active must coincide with the season the Star is ascendant. If it focuses a Constellation, its active days may be at any time of the year.

Each focus place possesses a rating between one and five. This rating indicates the bonus it gives to the magician's caster level when he channels the Star or Constellation the place focuses.

The secrets of how to create these focus places were lost long ago. Those who pretend to know how to make them are charlatans attempting to steal good money from gullible magi.

SPECIFIC ITEMS

In addition to supporting the standard item creation feats star magic can create items other schools of arcane magic cannot produce. These are listed by item type.

Weapons

Star Sword: This +2 *keen shining* longsword blazes with the power of the Stars. Its elaborately forged hilt and distinctive jewelled pommel provide the wielder with an additional +2 bonus when making the opposed roll to resist disarm attempts. Additionally, a *lesser star sword* refuses to part from its legitimate wielder. If stolen, the blade will reappear in the wielder's possession within one day. The wielder may give the blade of his own free will to any person of his choosing. That person then becomes the blade's wielder.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armour, *the sword, the star of light, keen edge;* *Market Price:* 33,000 gp; *Cost to Enchant:* 15,500 gp + 1320 XP.

Rings

Ring of Stars: This clear crystal ring seems to contain within it dozens of small moving motes of light. Its wearer gains dark vision out to a range of 120 ft.

Caster level: 5th; *Prerequisites:* Forge Ring, *star of revelation, star of darkness, dark vision;* *Market price:* 4,000 gp. *Cost to Enchant:* 2,000 gp + 160 XP.

Rods

Rod of the Setting Sun: This light grey rod with silver end caps is festooned with clear crystals. In low light or darkness conditions, it gives off a faint glow, enough to transform normal darkness into low-light. This residual light is not enough to overcome the effects of magical darkness of any sort.

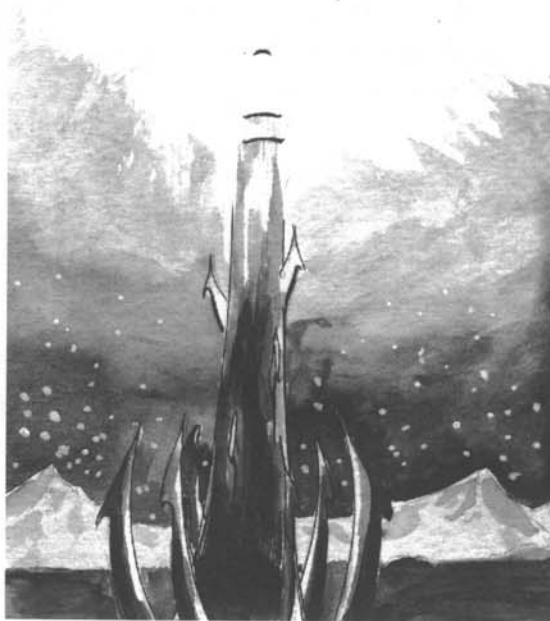
The *rod of the setting sun* grants its holder low-light vision at a range of 120 ft. Additionally, it grants the wielder the ability to ignore the penalties associated with concealment, up to and including that provided by *invisibility*.

Caster Level: 9th; *Prerequisites:* Craft Rod, *the hound;* *Market Price:* 15,000 gp. *Cost to Enchant:* 7,500 gp. + 600 XP.

Wondrous Items

Broach of the Wolf: These silver broaches show a wolf entangled in thistles. Its wearer gains unusual sensory abilities, gaining a +10 circumstance bonus to all Wilderness Lore skill checks to track as well as a +5 bonus to Spot and Listen skill checks. The wearer suffers from a -2 penalty on any saves against sonic attacks or attacks that use vision as their primary component.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *the eye;* *Market Price:* 8,000 gp. *Cost to Enchant:* 4,000 gp + 160 XP.



Felday, 32nd day of summer <continued>

Sahure, Paneb, and I worked our way down the sand covered stairway. Behind us, two nomads carried Tanith in a litter. The stairway itself extended down into the darkness, leaving the heat of the surface far behind.

Sahure raised a hand as we approached a door. The ball of white light resting in his palm illuminated the ancient inscriptions that laced their way around the frame. Unlike those in my prison, these still clearly showed the fine details incised by their makers. Beautiful swirling lines connecting exquisitely rendered many-pointed stars. Looking back, I could see that the pattern extended up the ceiling of the stairway, back to the surface.

The door itself was a solid block of stone, fully ten feet tall and five feet across. It stood like a wall. Sahure looked back at me.

'Alisander, do you know a spell to open this?'

I shook my head. 'No, but I know something that might help.' With my magic, I reached up though the stone and the sky, until I found the *star of revelation*. Its pure power flowed through me, filling my bones with gentle warmth. The light mingled with the lesser light of Sahure's magic, bringing everything around us into sharp relief. Every mote of dust stirred by our passage stood out clearly in the air. So did the single star that was carved more shallowly than the rest.

'There.' With the end of my staff, I pushed the star back into the wall. With a groan, the giant block shifted aside.

Sahure thrust his desert-dry hand though the door. By our mingled lights we could see beyond a round chamber, thirty feet in diameter or more. The domed ceiling continued the pattern from the stairs, but winking diamonds as large as a man's thumb filled the junctions of the stars.

'A lens?' the words escaped my lips before I could repress them.

The old man nodded. 'An ancient one, for a Constellation born at the making of the world.' He gestured for the litter bearers to lay Tanith at the centre of the room. When she lay where he wished, Sahure raised his hands and whispered something I could not hear. The dome flickered, then shone with an unmistakable light. How a man in his position, a nomad and menial had learned so much of the magic of the Stars was a mystery I will probe later.

After a moment Tanith, opened her eyes. Her smile took my breath away.

USING THE CALENDAR

Stars rise and fall as the seasons pass. For most, this constant cycle simply marks the passing of time. For a magician who channels stars it marks a waxing and waning of his powers.

Each magician who uses Stars keeps a wary eye on the calendar. The following chart provides some assistance in this, showing the status of the Stars by

season. To use it, select the season, then look across into the appropriate column to determine if a Star is ascendant or descendent. If a Star is not listed during a season it dwells on the horizon and has neither bonuses nor penalties.

Note for Timeless Games

Some Games Masters prefer not to keep a calendar, or to keep track of seasons. In these worlds, all Stars are set to the horizon unless the Games Master rules otherwise.

Season	Ascendant (+1 effective caster level bonus)	Descendent (-1 effective caster level bonus)
Spring	<p>Hope Life Freedom Oaths Peril Thunder Water</p>	<p>Confusion Death Hate Shadow</p>
Summer	<p>Compassion Fire Light Protection Revelation Wind</p>	<p>Concealment Darkness Decay Destruction Frost Justice Silence</p>
Autumn	<p>Confusion Death Freedom Hate Shadow</p>	<p>Hope Life Oaths Peril Thunder Water</p>
Winter	<p>Concealment Darkness Decay Destruction Frost Justice Silence</p>	<p>Compassion Fire Light Protection Revelation Wind Concealment</p>



HELP FOR GAMES MASTERS

Star magic represents a unique opportunity for Games Masters to customise their game world. However, it also represents an unprecedented opportunity to create headaches. This section hopes to minimise the latter while allowing Games Masters to utilise the former.

STAR MAGIC IN ADVENTURES

Star magic and its various effects make excellent adventure hooks for Games Masters. The following adventure hooks provide the Games Master with a few simple ideas for how to blend Stars and Constellations into his game.

Begin at the Beginning

A young, but extremely talented, magician comes to the players requesting their help. A powerful magus has promised to take him as an apprentice if he can master an unusual spell. The problem is that the magician cannot figure out how the spell works; it seems to require knowledge he doesn't have. He will pay anything to the adventurers if they can work the problem out for him.

Unfortunately the boy does not have any background in star magic at all.

Forgotten Lore

One of the party's wizards (one already slightly familiar with star magic) discovers a spell book containing within it Constellations that he could cast. However, the wizard lacks one Star from each Constellation, so the book is worthless to him. If he can learn the Stars that he needs, though, he can greatly increase his power.

Into the Sky

A very old nomad shaman asks one of the players to take his ashes to a specific place in the desert. If the party can arrive by a particular day, the shaman's spirit will journey up to the stars to join his ancestors. If they do not, his spirit will dwell eternally in this world, plaguing the characters for their failure.

Looking for an Edge

A thief approaches one of the characters. She (or he if the character is female) is willing to do just about anything to get access to the so-called '*star of shadows*'. She has a big heist coming up and needs an extra edge to pull it off.

Star Chasers

An older couple comes to one of the characters with the Astrologer feat. They will happily pay any amount of money if the character can insure that *the fan* will bless their child on his birth.



Until the End

A young couple comes to the magus, fleeing their families and the law (which holds that the boy abducted the girl for unlawful purposes). They claim their romance is written in the heavens. What is worse, the magus knows (with a quick Knowledge (astrology) skill check) they are right. Their child is destined to do great and noble things assuming the couple ever gets enough time and peace to raise him properly. The party will need to care for and protect the couple until they can be established in a safe location.

PLACES WHERE MAGI GATHER

Magi (magicians who focus on star magic) tend to gather together to share knowledge. They advance in their understanding of the Stars most quickly when there are other magicians around to share information with. It also helps to have other people with similar interests about to discuss new discoveries and experiments with.

The typical places one can find magi include universities, ancient gathering places, observatories, monasteries and far-out locales in the wilderness. Each of these places attracts a different kind of magician, with different mindsets and goals.

Universities gather together the 'brightest' minds of their age to teach the young and generate a new generation of scholars. The magicians who join them tend to be intellectually brilliant. Their social skills, however, may leave something to be desired. Additionally, universities typically suffer from an overabundance of politics and an under abundance of resources.

Ancient gathering places are time-honoured spots where tribal people gather to share lore, stories and resources. The magicians who journey to these places represent the current holders of long-standing traditions. Unlike university scholars, they look to the past for wisdom, not to their own researches or to the future. They tend to be somewhat hidebound but perfectly capable of innovation if events warrant it.

Observatories function as independent gathering places for innovative magicians looking for freedom

from the stifling politics of the universities. They typically have a single rich patron, who funds them either for the practical application of their knowledge or as a way to demonstrate his social standing and wealth. The magi that inhabit these places tend to think of themselves as 'radicals' and 'free-thinkers' unlike the (according to them) stodgy magicians of the universities.

A very few radical magi choose the path of the hermit. Far away from the distractions of other people, they inhabit solitary abodes seeking out the mysteries of the stars, the truth behind ancient superstition and gathering powers that other sensible people would avoid. Although their reasons for seeking out seclusion differ, each has a slight misanthropic streak that causes them to distrust and dislike others.

Obviously, nothing stops magi from gathering anywhere in the world. Solitary magi can show up nearly anywhere, performing roles similar to those of other arcane magicians. These magicians blend into the background of arcane activity, differentiated only by the effects they generate.



Kershday, 59th day of summer

I suppose that drunken debauchery is the norm among nomads to celebrate a wedding. The warriors started drinking just before the rituals and, as darkness falls they seem to have no intention of stopping.

The ceremony itself was actually quite beautiful. Tanith and Paneb stood among the ruins of this ancient city. They swore to live together, to die together and to bring forth life together.

For the first time in years she looked happy. The tower will seem empty without her but the memory of her smile will fill that void.

After the children left, headed off together on matching white horses into the dawn, I sat down on one of the great old stones. This one looked like it was once part of the great towers that ringed the bowl. Faint marks still lay on its surface, marks that I know I could translate if I looked at them long enough. But, for once, they did not interest me.

As night came, Sahure sat down next to me. He pressed a skin filled with foul-smelling liquid into my hands. It tasted as bad as it smelled. So I took a few more drinks, just to wash the flavour from my mouth.

'They gone now, your student and my son'

I passed him the skin. 'Yes they are.'

He took a swallow and passed it back to me. Then he looked up at the vault of the sky.

'Look.'

Tilting my head back I saw the vast arch of heaven. The infinite stars shone above me. In their dance lay all of the secrets of the universe save for one.

'Do you think she'll remember to write?'

'Ha.'

DESIGNER'S NOTES

What to say about star magic?

I am not sure. Star magic started in my games about a decade ago, as an ancient and forgotten style of elven magic. Every time since then, when I run a game, one of my old players will hold up a hand and ask if I've converted it to the new system yet. The folks new to my games look at them as though they have lost their minds.

Why do my players like it so much? I'm not really sure. In part, I think that it is the flavour of the system. Even when made generic (like for this book) it has a unique feel. Something about channelling Stars and combining them into Constellations just sounds right. It sounds, well, magical.

Converting the system to d20 took a good deal more effort than I thought it would. Converting the free form magic of channelling Stars into a rigid spell/effect system was rough. I selected effects for each Star that my players came up with over the years, then tried to balance that with the over-channelling rules. Whether or not I succeeded only time will tell.

The Constellations were somewhat easier, although I had to almost triple the number of them. For most games, I typically only use a handful of Constellations, representing the fundamental forces that make up that particular world. Since this is a generic source book expanding that vision seemed prudent. However, Games Masters might want to consider limiting the number of Constellations available in a specific world.

One of the original star magic concepts did not translate well into d20 at all. In the original, spell point based system, there were 'pools' of starlight. Some pools were natural occurrences, usually in places of great natural beauty. Magicians could also

pool light into flasks of water, or into crystals for later use. I could not figure out a way to carry over the concept into d20 without completely breaking the balance of the classes.

The other idea that did not carry over cleanly was the channelling concept. In a spell point system, each magician must build up his light over a number of rounds before he has enough to cast a spell. One player used the analogy of a hose and a bucket. The channel could only carry so much light (like a hose) and the magician could hold a limited amount of light before exploding or having enough for his spell (kind of like a bucket).

Originally the magus class was a separate base class but early on in the proposal process, Mongoose Publishing asked to change it to a prestige class and open star magic to all arcane magicians. I was more than happy to oblige; the more magicians who can use star magic, the better it is for the system as a whole. It also gave me some fits doing balancing though. Wizards and sorcerers do not have healing spells on their lists. Bards do. Some of the original star magic effects are straight up healing spells (i.e. the star of life).

Baring those changes, I think that it came out rather well. This school of arcane magic remains recognisably star magic.

Maybe the core concept possesses more strength than I think.

Good luck with it. I hope that you enjoy it as much as my friends and I have over the years.

Shannon Kalvar



RULES SUMMARY

Known Stars and Constellations List

1st Level Stars

- Compassion.** Determines the emotional, physical and spiritual state of touched creatures.
- Concealment.** Provides a +2 bonus per channel level to Hide and Move Silently skill checks.
- Confusion.** Inflicts a -1 penalty per channel level to all of target's skill checks.
- Darkness.** Creates cover conditions in a small radius.
- Death.** Inflicts 3 hit points of damage per channel level for a short duration.
- Decay.** Inflicts damage to all objects.
- Destruction.** Unleashes an emanation of light that does 1d4 damage per level of the caster, damage limited by channel level.
- Fire.** Creates a temporary portable heat source.
- Freedom.** Grants a second save against mind influencing effects.
- Frost.** Reduces target's movement rate by 5 ft. per channel level, minimum 5 ft.
- Hate.** Causes contention and anger in a small radius.
- Hope.** Provides a +1 morale bonus per channel level to will and fortitude saves vs. some effects.
- Justice.** Attempts to force an honest answer to a specific yes/no question.
- Life.** Resist fatigue for one day.
- Light.** Damages necromancers and undead as well as providing long duration stationary light.
- Oaths.** Grants a temporary bonus to rolls when attempting a specific task.
- Peril.** Reduces all effected creatures' Armour Class by 2 points per channel level.
- Protection.** Increases all effected creatures Armour Class by 2 points per channel level.
- Revelation.** Provides a +3 bonus per channel level to Search and Spot checks in a limited radius.
- Shadow.** Prevents targets from threatening critical hits.
- Silence.** Provides a +4 bonus per channel level to Move Silently skill checks, but caster cannot speak.

- Thunder.** All affected targets in area lose one action per channel level.
- Water.** Creates a pure water source for the duration of the spell.
- Wind.** Provides a +3 bonus to Jump and Tumble checks per channel level, as well as a +5 ft. bonus to base movement rate for the duration of the effect.

3rd Level Constellations (2 Stars)

- The Cloud** (*Shadow, Thunder*). Creates a temporary thunderhead that dims light and rumbles.
- The Dove** (*Oaths, Wind*). Conjures a messenger bird.
- The Fan** (*Life, Hope*). Increases a target's ability to produce gold in a profession.
- The Reed** (*Frost, Water*). Creates a globe of cold air around the caster.
- The Scroll** (*Justice, Confusion*). Grants a temporary memory bonus to the caster, allowing him to take 10 on Knowledge skill checks.
- The Tortoise** (*Freedom, Revelation*). Offers a brief vision of the future.
- The Twins** (*Compassion, Oaths*). Allows the magician to learn information about the condition of a single target.

5th Level Constellations (3 Stars)

- The Bridge of Birds** (*Freedom, Thunder, Wind*). Creates a temporary windstorm that protects the caster and moves him towards safety.
- The Dragon's Maw** (*Destruction, Fire, Hate*). Inflicts 1d6 damage per caster level (max 15d6) to an area.
- The Eye** (*Confusion, Light, Revelation*). Allows instant access to detect spell information.
- The Hammer** (*Life, Oath, Water*). Reduces the time required to make objects.
- The Jewel of the Sky** (*Frost, Light, Peril*). Fills the area with pure light that removes concealment and reveals the location of invisible creatures.
- The Spinning Wheel** (*Concealment, Protection, Shadow*). Creates protective garments that last for a brief time then vanish.
- The Sword** (*Destruction, Hope, Wind*). Creates a +2 keen brilliant longsword for temporary use.

7th Level Constellations (4 Stars)

The Compass (*Concealment, Freedom, Oaths, Revelation*). Allows the caster to find a single target, no matter where it goes.

The Drum (*Decay, Life, Silence, Thunder*). Disrupts insubstantial creatures, stunning them and inflicting 1d8 damage per caster level.

The Great Bear (*Fire, Light, Water, Wind*). Conjures an undulating wave of light and fire that hypnotises and confuses all within it.

The Hound (*Concealment, Freedom, Hate, Revelation*). Creates an ethereal animal extension of the caster's senses.

The Lovers (*Compassion, Hope, Life, Oaths*). Creates a bond between two people.

The Steed (*Death, Frost, Justice, Shadow*). Creates flying steeds for a party, assuming they will ride them.

9th Level Constellations (5 Stars)

The Crown (*Compassion, Death, Hate, Hope, Justice, Peril*). Grants the caster the ability to enter into a contest of wills with any target to dominate it.

The Gate (*Decay, Freedom, Frost, Peril, Shadow*). Unleashes a wave of antimagical force into an area.

The Great Darkness (*Darkness, Death, Decay, Destruction, Shadow*). Generates a zone of darkness that does both cold and magic damage.

The Scale (*Life, Frost, Justice, Silence, Water*). Subject suffers 1d4 negative levels, friendly subject gains 1d4 positive levels.

The Hunter (*Compassion, Concealment, Death, Oaths, Silence*). Conjures forth one of the great weapons, a bow and quiver made of pure starlight.

The Trumpet (*Destruction, Fire, Hate, Oaths, Peril, Thunder*). Opens a pathway straight to the abyss and calls forth 1d6 hezrou to kill your foes.

Rules Summary

For the casual reader here is a summation of the rules for using star magic with each of the base arcane spell casting classes:

Bards

- † Can spontaneously cast any Star or Constellation among their known spells.
- † Can learn Stars as either 1st or 2nd level spells.
- † Can learn Constellations as either 3rd or 5th level spells as appropriate to the Constellation.
- † Can cast a Star or Constellation at its minimum level or higher. Casting a Star or Constellation at a higher level does extend the casting time.
- † Cannot learn the higher-level (7th and 9th) Constellations, as they have no spell knowledge at those levels.

Sorcerers

- † Can spontaneously cast any Star or Constellation among their known spells.
- † Can learn Stars as either 1st or 2nd level spells assuming they have available spell slots.
- † Can learn Constellations as 3rd, 5th, 7th, or 9th level spells as appropriate to the Constellation assuming they have available spell slots.
- † Can cast a Star or Constellation at its minimum level or higher. Casting a Star or Constellation at a higher level does not extend the casting time.
- † Can learn the highest levels of Constellations.

Wizards

- † Can prepare Stars and Constellations as ordinary spells.
- † Can prepare a Star or a Constellation as a spell equal to its minimum level or at a higher level.
- † Can learn any number of Stars as 1st level spells.
- † Can learn any number of Constellations as 3rd, 5th, 7th, or 9th level spells as appropriate to the Constellation.
- † Can learn the highest level of Constellations.
- † May select star magic as a specialisation school. This selection prevents the wizard from learning spells from the necromancy school and one other school of the wizard's choice.
- † Cannot use star magic if they have chosen to specialise in any other school.



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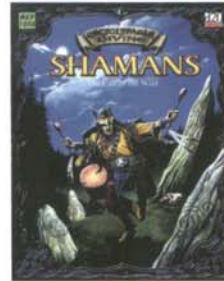
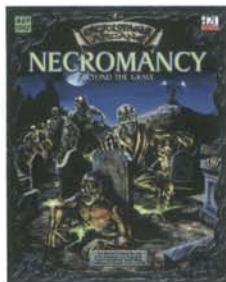
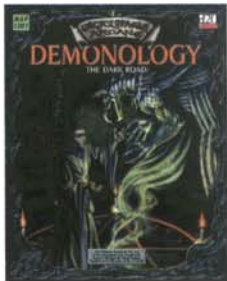
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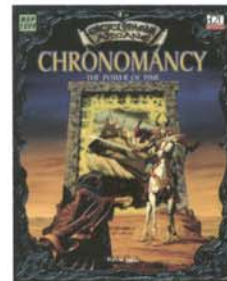
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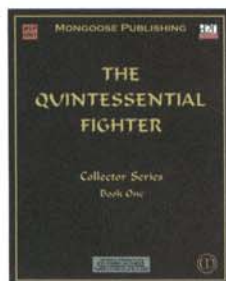
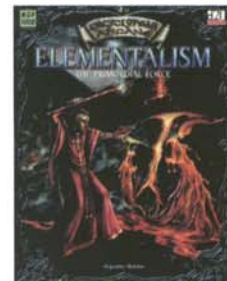
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