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THE QUINTESSENTIAL WIZARD II

Advanced Tactics

Book Four

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THE

QUINTESSENTIAL

WIZARD II

Advanced Tactics

Wizards: Unique magicians with the patience, discipline and mental prowess necessary to twist the fundamental forces of the universe to do their bidding. Wizards must work hard for their power—unlike other spellcasters who receive their magic as intuition or inspiration, a wizard studies, toils and labours to find the correct formulae for his spells, experimenting and researching without rest. The path of a wizard is incredibly flexible, allowing him to choose his own style of magic; he can become a master craftsman that can construct any magical item, specialise in a school of magic to increase his power in a certain area, or seek to qualify for one hundred and one prestige classes that deal with arcane lore. The wizard is the unparalleled master of magic, capable of wrenching the secrets of the universe from the firmament.

With the help of this sourcebook, any character choosing the wizard class will find many alternatives and options, expanding his range of abilities. With career paths, wizards can customise their advancement and gain special benefits from their chosen branch of training. Legendary classes offer a subset and expansion of their magical prowess that may take them to epic levels and beyond. Multiclassing offers a wizard a complement to his abilities, while spell research and offers a complete system for wizard characters to create their own personalised spells. Also included is a complete system for creating and running magic schools, abodes of learning and research as well as established multitudes on all things arcane.

Inside You Will Find:

- | | |
|----------------------------|--------------------------------|
| Career Paths | Spell Creation Rules |
| Multiclassing Variants | Stellar Influence and Geomancy |
| Legendary Prestige Classes | Superior Tools |
| Magical Schools | Tricks of the Trade |

Requires the use of the *Dungeons & Dragons®*
Player's Handbook, published by Wizards
of the Coast, Inc.®
This product utilizes updated material
from the v.3.5 revision

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THE QUINTESSENTIAL WIZARD II: ADVANCED TACTICS

Alejandro Melchor

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INTRODUCTION

Magic is a strange and powerful force, obeying uncertain rules and obscure guidelines and as such is the realm of wizards, people with the patience, discipline and mental prowess necessary to twist the fundamental forces of the universe to do their bidding. Wizards must work hard for all their powers; unlike other spellcasters who receive their magic as intuition or inspiration, a wizard studies, toils and labours to find the correct formulae for the effects they want to achieve, experimenting and researching without rest so that they may pin down the exact requirements of their desired spell.

The path of a wizard is incredibly flexible, for while they lack the raw power of the sorcerer, their keen intellect can comprehend a much wider range of magic and their discipline is rewarded with additional abilities and options. A wizard is free to choose his own style of magic; he can become a master craftsman who can construct any magical item, specialise in a school of magic to increase his power in a certain area, or seek to qualify for one hundred and one prestige classes that deal with arcane acumen. A novice must realise that, to become a master, it is not necessary to reach the highest levels of magical practice, but instead learn to apply even the simplest spell with maximum effect. With spell choice being a wizard's greatest weapon, apprentices and masters alike must show a great degree of foresight, as their collection of magic may be unlimited, but their daily spellcasting ability is constrained. Despite such limitations, the wizard remains the unparalleled master of magic, capable of wrenching the secrets of the universe from the firmament.

THE ADVANCED TACTICS SERIES

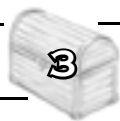
The Advanced Tactics series takes an in depth look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL WIZARD II: ADVANCED TACTICS

With the help of this sourcebook, any character choosing the wizard class will find many alternatives and options expanding his range of abilities. With Career Paths, wizards can customise their advancement and gain special benefits from their chosen branch of training. Legendary Classes offer a subset and expansion of their magical prowess that may take them to epic levels and beyond. Multiclassing offers a wizard a complement to his abilities, while Superior Tools offer a range of new implements to enhance his performance. Tricks of the Trade expands the range of methods a wizard can employ with his magic, while Spell Research offers a complete system for wizard characters to create their own personalised spells.

The training of a wizard can start at a very early age and prodigies wield powers that older masters only dream of – but at a cost. Enlightened societies may offer these children, as well as other, less promising students, a chance to hone their abilities in magic schools, abodes of learning and research as well as established authorities on all things arcane.

Wizard characters are complicated to play, for they require comprehensive knowledge of every spell within their spellbooks and a knack for knowing which spell is right for every situation. Power does not come for free, although wizards can definitely make it seem very affordable. *The Quintessential Wizard II: Advanced Tactics* provides all the necessary tools for the wizard to become a legend.



'Unadar usually lets me do this on my own.' grumbled Selene, as she mixed the foul-smelling ingredients.

'Which is, in my humble opinion, why he is dead.' Ordan spat back from his desk. The old wizard was watching the apprentice with hawk's eyes, ready to berate her at the slightest hint of a mistake. *'He was too loose in his teachings and in his practice.'*

'He was a great teacher and a great wizard!' The teenager glared at her new master. Her old tutor, Unadar, had died in an explosion in the school's laboratories. All that had remained were charred robes sticking to a smouldering skeleton. Selene had cried all night after hearing the news, for Unadar had been more than a master and mentor to her – he'd acted as a father figure and friend.

'Watch what you're doing, you daft girl!' Ordan roared, startling the girl who was about to pour too much dragoncrown extract into her mix. She dropped the ornate vase in fright and it shattered on the stone floor, spilling its contents and making her workplace smell even worse. *'Clean that up. And be grateful we did not have to rush you to the infirmary to get bloodsmoke out of your lungs.'*

Selene wanted to cry again, but she was not about to give Ordan that satisfaction. She chanted a few words, accompanying them with a few gestures and a pint of salt from the ingredient table. The stain on the floor disappeared and the container's shards nestled together, melded and reformed perfectly.

'There.' She set the recovered vase on the table with a thud.

'Now... what have I told you about using magic for the slightest whim?' Ordan growled. He gestured and the vase dropped down on the floor again, breaking one more time. *'Deal with it normally. Use the broom.'*

'What is the use of learning magic if you will not let me use it?!' she shouted back, clenching her fists in tight little balls of accumulated frustration.

'Because magic is not to be trusted!' Ordan got up and walked decisively towards her. *'You think I managed to live this long because I used magic for everything? You are too young to cast spells as if they were cuss words! Would you use them as you would shout at someone who bumped into you at the market?'*

'I am old enough! Master Unadar trusted me!' Selene drew herself up, facing the glaring old man bearing down on her.

'And Master Unadar is dead! Dead because he was not careful enough. And that is a trait I will not have in one of the most promising apprentices I have ever had!'

Selene was about to retort when the master's words sank in. She gaped a couple of times, her temper cooling down. *'You... you mean that?'*

'Of course.' Ordan glared. *'You are, indeed, good and show great potential. But that potential is still raw and untamed and you will needlessly endanger your life and that of others if you do not learn the proper uses of magic. That includes knowing when not to use it.'*

'Then... then why do you treat me like an idiot all the time?' The apprentice's shoulders sagged.

'Because everyone is an idiot, until they learn not to be.' He stood tall and handed her a broom. *'Even I have not learned enough and one never stops learning. And your lesson now is this – learn to use a broom. It might come in handy if you ever marry.'*

'Why you...' The girl glared at her master, but saw a glint of a smirk and realised his joke. She snatched the broom from her master's hand without further word and set to the task of cleaning her mess.



CAREER PATHS

Wizards are complicated characters. The simple word that *Core Rulebook I* uses to describe their core ability – ‘spells’ – entails so many options and levels of power as to be the one and only feature of the class. Each spell is its own ruleset most of the time, and a Player must, if not necessarily memorise everything, at least have a general idea of what each spell does and what page its description is on in the book. With every new level, the Player is confronted with the choice of which two spells to add to his wizard’s spellbook, and every morning the spellcaster is faced with yet another choice of which spells to prepare for that day, sometimes knowing full well the situations he will encounter, but most often trusting his intuition to tell him what kind of magic he will find useful in any given day. To grow stronger, many wizards choose the way of specialisation. This is not necessarily in a school of magic, but can also be in certain kinds of effects; with specialisation, a wizard narrows his range of options, but makes sure that he will have the perfect tool for any particular set of tasks.

Career paths are a core idea for the *Quintessential II* series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a Player to plan his character’s advancement following a given concept. While a career path focusses on the mechanics of advancement by providing a small benefit and disadvantage to the character’s abilities, it also serves as a roleplaying aid to guide the character’s progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Any one career path may be applied to a character when he gains a new level. The listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the Player and the Games Master should be aware of the selected career path and take steps to ensure the character is played accordingly. It must be stressed that career paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A WIZARD’S CAREER PATH

A character can tread onto a rogue’s career path at any time he gains a new level. The character *must* possess at least one level of wizard in order to follow a wizard’s career path. In each path’s description, the advancement options section describes a number of skills, feats or

other choices that serve both as a route map and a list of prerequisites for that path. The character must possess the following requirements:

- ✦ One skill at the requisite rank from that path’s advancement options.
- ✦ One feat from that path’s advancement options.
- ✦ The minimum ability requirement (if any) for that path.
- ✦ At least two spells of the requisite school or group are present in their spellbook.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- ✦ Select a new feat from the career path’s advancement options (only available if his level advancement grants a feat).
- ✦ Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase). Not an option for paths of prowess.
- ✦ Increase a skill from that path’s advancement options. If the character is taking a wizard level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this among two different path skills if he wishes.
- ✦ Select two new spells of a certain school or group (only available if his level advancement adds new spells to the wizard’s spellbook).

For example, a 5th level wizard with Con 14, Climb 5 ranks, Jump 6 ranks and the Athletic feat decides he wants to follow the blood mage career path. As he meets all of that path’s requirements, he may start following the path when he next increases his level. When he reaches 6th level as a wizard, he must either spend one skill point on Jump, Balance or Tumble, or select his new feat from the blood mage’s options (meeting all the normal prerequisites for that feat). He is now a 6th level wizard who follows the blood mage path and receives the relevant benefits and disadvantages. If he chose to advance as a barbarian instead, making him a wizard 5/barbarian 1, he must either spend his one new feat from the blood mage’s options (meeting all the normal



prerequisites for that feat), or spend 2 skill points on Jump, Balance or Tumble. In neither case can he opt to increase the path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The career path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the career path but also suffers a disadvantage. Some career paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a career path, and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new career path (possibly not even a rogue path). Switching paths is entirely feasible. This mostly involves time – at least 6 months minus the character's Intelligence modifier in months (minimum 1 month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the pre-requisites for the new career path.

If the character gains a level and does not comply with at least one of the career path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple career paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned.

PATHS OF WIZARDLY TALENT

The paths of talent refer to a character's inherent attributes and how they affect his performance. A character relying on Strength uses different tactics than one who relies on Wisdom.

The Blood Mage

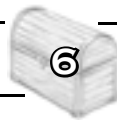
Magic and life energy are intrinsically linked at levels few can imagine. Blood mages do not imagine such connections; they live them. Their grisly moniker comes from the practice of draining their own lifeblood to power their unique talents. Blood mages also are amongst the few wizards who go out into the wild to look for their own ingredients, unafraid of disease or exhaustion.

Adventuring: Blood mages do not see adventuring as an end, but as a means to reach their objectives. They have no particular preference, but they are often found travelling through the wild keeping up with the rangers and druids, stopping only when they think they spot a rare herb for their magic. In a group of spellcasters, they always put themselves in harm's way as they are slightly better equipped to withstand it than their fellows.

Roleplaying: Blood mages are rugged and unafraid of physical exertion, and often tease their more fragile brethren when they become winded after a day's walk. Although the stereotypical blood mage is grim and taciturn, it is not always the norm, for many are very active and live for the thrills and excitement of outdoor living.

Advancement Options: A character follows the blood mage career path by choosing the following advancement options: Minimum Constitution 13; Concentration 5





ranks, Craft (any) 5 ranks, Survival 5 ranks; Athletic, Augment Summoning, Combat Casting, Craft Magic Arms and Armour, Die Hard, Diligent, Endurance, Eschew Materials, Extend Spell, Great Fortitude, Self-Sufficient, Skill Focus (Concentration or Survival), Toughness, Widen Spell, any feat with a Constitution prerequisite; Abjuration spells.

Benefits: A blood mage can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Energy Resistance:* The blood mage has attuned his blood to a particular element. Choose one of the following energy types: acid, cold, electrical, fire or sonic. The character gains Energy Resistance 3 + Constitution bonus against the chosen energy type. This benefit corresponds to the Bloodied disadvantage.
- ✦ *Arcane Protection:* The magic coursing through the character's veins is capable of keeping him alive. Whenever he is reduced to -1 or less hit points, he can stabilise automatically if he has at least one prepared spell uncast. This benefit corresponds to the Moribund disadvantage.
- ✦ *Arcane Nutrition:* The character does not need food to sustain him; his magic is enough. The character can sacrifice a prepared spell to 'feed' himself for the day. A sacrificed spell nurtures the character for one day per spell level (it takes two 0 level spells to offer one day of nutrition), during which he needs no food or water. This benefit corresponds to the Stunted Magic disadvantage.

Disadvantages: A blood mage suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Bloodied:* The character's blood literally boils when subjected to an energy type it can resist, taking one point of Constitution damage when he initially applies his energy resistance to a source of damage. This damage ensures that the energy resistance remains active for one minute per caster level. Further energy attacks while the energy resistance is active do not cause more Constitution damage. Unlike normal ability damage, the character recovers 1 point of Constitution lost to activating energy resistance after 4 hours of having incurred the damage. This disadvantage corresponds to the Energy Resistance benefit.
- ✦ *Moribund:* In exchange for maintaining magical protection, the character's anatomy is slightly more vulnerable to damage. The character dies when reduced to -8 hit points instead of -10. This

disadvantage corresponds to the Arcane Protection benefit.

- ✦ *Stunted Magic:* While he is living off his magic, the character loses some of his spellcasting power. The spell slots are considered 'taken' by the nutrition, and the character cannot prepare spells using the sacrificed slot until he has eaten normally for a full day. For example, a 3rd level wizard can prepare and cast four 0 level spells, two 1st level spells and one 2nd level spell. If he sacrifices one of his 1st level spells, he does not need mundane food and drink for a day, but he also cannot prepare or cast one 1st level spell until he eats normally. This disadvantage corresponds to the Arcane Nutrition benefit.

The Charmer

Bards and sorcerers are not the only arcane spellcasters that have a way with people. The spellcasting ability of a charmer wizard does not hang on his personal magnetism, but he approaches magic as if it did. Using guile and trickery, the charmer does not depend only on his charisma, but also on learning the best ways to use it. This combination of personal appeal and subtle manipulation makes the charmer a very dangerous opponent.

Adventuring: Charmers prefer to stay inside the protective arms of civilisation, although they venture out when there is a need for an ambassador, especially if the diplomatic functions concern the cause of magic. In any case, they thrive more on intrigue than combat and will prefer to pull strings from afar rather than getting down and dirty with the crafters or warriors. They tend to become the spokesperson of any party they join, although a few cannot resist the temptation of manipulating their own friends.

Roleplaying: Charmers are every bit as suave their name implies. They are the politicians in magical schools, the crafty schemers in the royal court and those who live by having others do their work. Some charmers are not quite as manipulative, mainly using their talents to mediate disputes and encourage others to have a good time.

Advancement Options: A character follows the charmer career path by choosing the following advancement options: Minimum Charisma 13; Bluff 5 ranks, Knowledge (history) 5 ranks, Spellcraft 5 ranks; Craft Wondrous Item, Diligent, Empower Spell, Investigator, Iron Will, Maximise Spell, Negotiator, Skill Focus (any Knowledge skill), Track, any feat with a Charisma prerequisite; Enchantment spells.

Benefits: A charmer can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Beguile:* The charmer has the ability to temporarily beguile a target through the use of his smooth words and arcane bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a beguile attempt, must be within 30 feet of the charmer and must be able to see, hear and understand the character (it is language-dependent). To beguile a target, the character must use a standard action and make a Charisma check (DC 15), adding his wizard caster level as a bonus. If the Charisma check succeeds, the target can resist the beguile attempt by making a Will saving throw (DC 10 + charmer's wizard caster level + charmer's Cha bonus). If the saving throw fails, the charmer becomes the target's sole focus. The target pays no attention to anyone else for one round. This captivation of the target's attention allows other characters to take actions of which the beguiled target will be completely unaware. The effect ends immediately if the target is attacked or threatened in any way. A charmer can concentrate to keep a target beguiled for additional rounds. The charmer must continue to concentrate on the target, dedicating a standard action every round to maintaining the beguiling effect. The target gets to make a new Will save each round. The effect ends when the character stops concentrating, or when the target succeeds on the save. This benefit corresponds to the Overconfident disadvantage.
- ✦ *Overconfident:* The character is so convinced of the effectiveness of his charm that he believes his beguiling always works. If a use of the Beguile benefit fails, the character continues acting as if it had not, and is flat-footed against the target until successfully attacked by it. This disadvantage corresponds to the Beguile benefit.
- ✦ *Insensitive:* The character is blind to everything except his own personality and suffers a -1 penalty on all Will saves, Diplomacy checks, Gather Information checks and Sense Motive checks. This disadvantage corresponds to the Strong Personality benefit.
- ✦ *Centre of Attention:* Attracting attention means that the character is doing everything possible to remain noticed. Because of this, he cannot cast spells, attack or make any sudden moves while he attracts attention to himself. Also, the targets will always remember the character distinctly, gaining a +4 bonus to remember the charmer or see through his disguises at a later date. This disadvantage corresponds to the Attract Attention benefit.
- ✦ *Strong Personality:* The character can mix his intellect and personality in his magic, adding his Charisma modifier to the save DC of his Enchantment spells in addition to his Intelligence modifier. This benefit corresponds to the Inensitive disadvantage.
- ✦ *Attract Attention:* As a free action performed at the same time as a Bluff, Diplomacy or Perform check, the character can make a Charisma check (DC 10) to attract the attention of the targets of those checks to himself. While this does not grant any particular bonus to the charmer, it certainly helps any allies who are trying to evade the targets in some way. The targets suffer a -2 penalty to any roll they make to oppose the charmer's allies' Disguise, Hide, Move Silently or Sleight of Hand checks. This penalty lasts for a number of rounds equal to the charmer's wizard caster level or until the charmer stops engaging in bluffing, performing or engaging in diplomacy with the targets. This benefit corresponds to the Centre of Attention disadvantage.

Disadvantages: A charmer suffers from one of the following disadvantages, depending on the benefit he chose:



The Crafter

Crafters are not named thus because they are builders of magical crafts, but because they are crafty and dexterous. A crafter wizard is quick on his feet, which saves him from many dangerous situations that wizards often find themselves in without meaning to. Avoiding danger is only half of a crafter's talent, for he is also good with ranged weapons when he does not deem a target worthy of his magical might.

Adventuring: Crafters leave their labs and libraries for much the same reasons as warriors – to test themselves. But where a warrior seeks physical challenges, the crafter wants to test his agility. He will not willingly run a gauntlet of mechanical and magical traps, but he is not afraid to take point with a rogue when it comes to exploring the unknown.

Roleplaying: Crafters seem to be always on edge and they are quick to react to anything. People who accuse them of being fidgety are mostly right, for the crafter cannot stand still for very long, always looking over the shoulders of his companions when forced to stay behind in the marching order, asking frequent questions until he is allowed to go forward.

Advancement Options: A character follows the crafter career path by choosing the following advancement options: Minimum Dexterity 13; Balance 5 ranks, Profession (any) 5 ranks, Spellcraft 5 ranks; Acrobatic, Agile, Combat Casting, Combat Expertise, Combat Reflexes, Deft Hands, Forge Ring, Improved Initiative, Lightning Reflexes, Point Blank Shot, Quick Draw, Quicken Spell, Still Spell, Weapon Finesse, any feat with a Dexterity prerequisite; Transmutation spells.

Benefits: A crafter can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Arcane Dodge:* The magic coursing through his body allows the crafter to move out of harm's way. He gains a +1 deflection bonus to Armour Class that remains in effect for as long as the character has at least one prepared spell uncast. He loses this bonus if he has no remaining prepared spells, but this deflection bonus will stack with other deflection bonuses. This benefit corresponds to the Fragile disadvantage.
- ✦ *Defensive Casting:* The character can cast spells while ducking and weaving; he does not provoke attacks of opportunity while casting a spell in a threatened area. This benefit corresponds to the Focussed disadvantage.
- ✦ *Deadly Aim:* The crafter can target spells with deadly accuracy. All ray spells have a threat range of 19–20.

This benefit corresponds to the Reduced Critical disadvantage.

Disadvantages: A crafter suffers from one of the following disadvantages, depending on the benefit he chose:

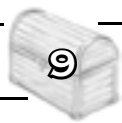
- ✦ *Fragile:* The same energy that protects the wizard also makes him more fragile. Damage from all melee weapons increases by +1 while the character enjoys a bonus to Armour Class from the Arcane Dodge benefit. This disadvantage corresponds to the Arcane Dodge benefit.
- ✦ *Focussed:* Spells cast within a threatened area have double the casting time to complete, so a standard action spell requires a full-round action, and a full-round action spell requires two rounds. In addition, the character suffers a –4 penalty on the following round's initiative. The character may choose to forego the Defensive Casting benefit and provoke an attack of opportunity while casting spells in threatened areas, in which case the spell's casting time is normal and he does not suffer a penalty to initiative. This disadvantage corresponds to the Defensive Casting benefit.
- ✦ *Reduced Critical:* While more accurate, the character's ray spells are slightly weaker. On a successful critical hit with a ray spell, the damage is multiplied by x1.5 instead of by x2. This disadvantage corresponds to the Deadly Aim benefit.

The Magus

A magus is the quintessential advisor, sought after by kings and emperors who are in need of informed counsel. Wisdom is the staple of the magus and he applies his vast stores of knowledge with a good dose of judicious deliberation. The magus trusts his intuition as much as he trusts his cold reasoning abilities, approaching magic as a quest to better himself rather than a means to achieve personal power.

Adventuring: Magi are asked to go on adventures rather than them looking to participate in them; depending on the nature of the mission, they will accept without giving their reasons. A magus wishes to understand not only on the mental level, but also on the spiritual one. His adventures reflect his personal quest for enlightenment.

Roleplaying: The magus is just as inquisitive as the scholar, but his questions go deeper than merely understanding the mechanics for any given phenomena. A magus can stand on a mountaintop and simply appreciate the landscape, taking in the sights and only later wondering why the sky is blue. Magi are generally



patient and insightful, always with some sort of advice on their lips.

Advancement Options: A character follows the magus career path by choosing the following advancement options: Minimum Wisdom 13; Concentration 5 ranks, Knowledge (the planes) 5 ranks, Sense Motive 5 ranks; Alertness, Brew Potion, Craft Staff, Diligent, Empower Spell, Investigator, Iron Will, Maximise Spell, Negotiator, Skill Focus (any Knowledge skill), Track, any feat with a Wisdom prerequisite; Divination spells.

Benefits: A magus can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Aware:* The magus is intuitively aware of his surroundings and adds his base Wisdom bonus to Initiative, but only for surprise rounds in which the magus himself is not surprised. This benefit corresponds to the Distracted disadvantage.
- ✦ *Judgement:* The character's memory and rational ability are tempered by his good judgement; once per day per point of Wisdom bonus he can re-roll any failed Intelligence based check. This benefit corresponds to the Judicious disadvantage.

- ✦ *Wise Words:* If using the aid another action to help someone else's Intelligence based skill check, the recipient gains a +4 bonus rather than a +2 bonus to their roll if the aid another action is a success. This benefit corresponds to the Proud disadvantage.

Disadvantages: A magus suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Distracted:* The character's broad attention sometimes misses the little details. When he rolls a 1 on Spot or Listen checks it is considered an automatic failure. This disadvantage corresponds to the Aware benefit.
- ✦ *Judicious:* Because he is complementing reason and intuition, all Intelligence based skill checks the character makes take at least one full-round action to complete and the Games Master may increase this for particularly high DCs. This disadvantage corresponds to the Judgement benefit.
- ✦ *Proud:* The character will not often accept advice or help himself. All attempts by allies to use the aid another action to help him on any check or roll are made at DC 12, rather than 10. This disadvantage corresponds to the Wise Words benefit.



The Scholar

The most common wizards are the scholarly type, buried in their libraries and smelling of the strange component of their magical research. Scholars create new spells and learn of everything that has ever been described between book covers or, if they feel adventurous, seek new knowledge to write their own. Scholars practice the most potent magic of all wizards, as their vast studies arm them with a deeper understanding of the spells they cast.

Adventuring: Scholars seek knowledge, and such knowledge can sometimes be found only at the lowest level of a dark dungeon, or across fetid swamplands in forgotten ruins. Scholars may not like the environment, but they endure it because of the promise of what may lay beyond. They are the advisors and strategists of many parties, as a keen mind is not only useful for using magic, but also as a tool for everyday situations.

Roleplaying: Many scholars tend to be snobbish and act superior around others without their education. They are analytical, logical and approach all situations as problems to be solved. A scholar is also inquisitive, asking questions left and right, wishing to know everything there is to know about the world around them.

Advancement Options: A character follows the scholar career path by choosing the following advancement



options: Minimum Intelligence 13; Decipher Script 5 ranks, Knowledge (arcana) 5 ranks, Search 5 ranks; Craft Rod, Craft Wand, Eschew Materials, Extend Spell, Greater Spell Focus (any), Heighten Spell, Improved Counterspell, Improved Initiative, Investigator, Magical Aptitude, Skill Focus (any Knowledge skill), Spell Focus (any), Spell Mastery, any feat with an Intelligence prerequisite; Illusion spells.

Benefits: A scholar can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Savant:* Select one of the skills listed at the end of the paragraph. The scholar may add a bonus equal to his Wisdom modifier when making checks with that skill. Craft (any single skill), Decipher Script, Knowledge (any single skill). This benefit corresponds to the Incomplete Knowledge disadvantage.
- ✦ *Spell Knowledge:* The scholar is familiar with all expressions of magic and gains a +4 competence bonus to Spellcraft checks to determine the nature of a spell being cast. This benefit corresponds to the Textbook Caster disadvantage.
- ✦ *Reservoirs of Power:* The character can cast one extra spell of each level, in addition to extra spells for a high Intelligence score or school specialisation. The character has the option not to prepare an extra spell of each level. This benefit corresponds to the Miscast disadvantage.

Disadvantages: A scholar suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Incomplete Knowledge:* The character's stores of knowledge are so vast that he is convinced that if he does not know something, it is not worth knowing in the first place. The Games Master rolls all Knowledge checks for the character – the Player will never know if the roll succeeds or not, but treats the information given by the Games Master as entirely correct (which if the check failed may well be incorrect or misleading). This disadvantage corresponds to the Savant benefit.
- ✦ *Textbook Caster:* The scholar may be adept at recognising spells, but his own spells are exceptionally formulaic and easy to recognise. All Spellcraft checks to determine the nature of his spells as they are cast have their DC reduced by 4. This disadvantage corresponds to the Spell Knowledge benefit.
- ✦ *Miscast:* The character's grasp on his expanded magical reservoir is shaky at best. Note the spell levels for which he prepared extra spells using the Reservoirs

of Power benefit; *all* spells cast of those levels suffer a miscast chance equal to 5% multiplied by the spell level (0 level spells have a base 2% chance of failure). This miscasting chance stacks with armour's arcane spell failure chance. This disadvantage corresponds to the Reservoirs of Power benefit.

The Warrior

The term 'warrior' is something of a misnomer as the wizard is not exactly devoted to the art of war, but his physical condition, superior to other wizards', earns him the nickname. Warriors are stronger than the average arcane spellcaster and, while some learn to use their attributes towards more mundane applications like melee combat, a warrior learns to channel it through and with his magic, merging his physical attributes and magical expertise into one.

Adventuring: Warriors adventure because they want to test their mettle and see what kind of foe is capable of withstanding their ferocious magical assaults. A warrior is always looking for a superior enemy to face down and defeat. He simply loves the challenge of encountering a never-ending supply of enemies, to fight in straight combat or magical duels.

Roleplaying: Warriors are direct and straightforward. While they are less cerebral than other wizards, they can be quite cunning – although their plans are simpler, they are just as effective. Warriors prefer magic with immediate effects, which not only includes destructive spells, but also those that do their job without any added complication.





Advancement Options: A character follows the warrior career path by choosing the following advancement options: Minimum Strength 13; Craft (any) 5 ranks, Jump 5 ranks, Knowledge (dungeoneering) 5 ranks; Athletic, Augment Summoning, Combat Casting, Craft Magic Arms and Armour, Exotic Weapon Proficiency, Greater Spell Penetration, Improved Counterspell, Improved Unarmed Strike, Empower Spell, Maximise Spell, Spell Penetration, Weapon Focus; any feat with a Strength prerequisite; Evocation spells.

Benefits: A warrior can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Raw Power:* A warrior can use his strength through his magic; the character adds his Strength bonus to each damage die of touch attack spells. This benefit corresponds to the Inaccurate disadvantage.
- ✦ *Raw Boost:* Magic and physical prowess are not disparate for the warrior; by sacrificing a prepared spell he gains an increase in Strength. The wizard's Strength is boosted by +4, which lasts according to the level of the sacrificed spell (as shown on the Raw Boost table). This benefit corresponds to the Drain disadvantage.

Raw Boost

Spell Level	Duration
1 st	5 rounds
2 nd	5 minutes
3 rd	10 minutes
4 th	15 minutes
5 th	20 minutes
6 th	30 minutes
7 th	40 minutes
8 th	1 hour
9 th	2 hours

- ✦ *Weaken:* With an application of magic, the warrior can soften an object he wishes to break, using his arcane might as a corrosive. By sacrificing a prepared spell, the character reduces the hardness of an object he touches by twice the sacrificed spell level (0 level spells may not be used to power this ability). This hardness reduction lasts for one minute per caster level and does not work on Damage Reduction. This benefit corresponds to the Exhausting disadvantage.

Disadvantages: A warrior suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Inaccurate:* Because he puts extra power behind his magical attacks, the warrior has less control over

them. He suffers a -2 penalty on attack rolls for touch attack spells. The character can choose whether to add his Strength bonus to the spell's damage dice or not; if he opts to cast a normal spell, he does not suffer the attack penalty. This disadvantage corresponds to the Raw Power benefit.

- ✦ *Drain:* The arcane energies augmenting the character's Strength take a toll on his body. The character suffers a -2 penalty on Constitution score while his Strength is increased. Both abilities return to normal once the duration expires. This disadvantage corresponds to the Raw Boost benefit.
- ✦ *Exhausting:* When the warrior weakens an object, he becomes fatigued, although one hour of rest removes this condition. If the character uses this ability when already fatigued, he will exhaust himself. This disadvantage corresponds to the Weaken benefit.

PATHS OF WIZARDLY PROWESS

The paths of wizardly prowess focus on what a character learns to do through training and diligent practice, rather than on innate abilities and features. A wizard specialising in crafting and creation behaves quite differently from another who prefers destructive battle-magic.

The Alchemist

Nature hides many secrets and alchemists are determined to distil them all. Alchemy is a science that only spellcasters can practice comprehensively. It carries with it knowledge of the arcane resonances of substances in order to create wondrous substances that, while not particularly magical, have effects not found naturally in their individual components. Alchemists seek some sort of perfection in their work, equalling the purity of their concoctions to the purity of unsullied knowledge.

Adventuring: Alchemists adventure in order to acquire exotic substances for their experiments, or at least to obtain the means to do so, as alchemy is not exactly a cheap trade. Other alchemists are eager to see their creations in action and will accompany adventuring parties in order to take notes or refine their substances with new ideas.

Roleplaying: Alchemists are curious and their quest for alchemical perfection colours their every action, motivating them to better themselves while at the same time urging them to create better and purer substances. They can be very demanding with themselves and with others, as perfection is never easily attained.





Advancement Options: A character follows the alchemist career path by choosing the following advancement options: Craft (alchemy) 6 ranks, Heal 6 ranks, Knowledge (arcana) 6 ranks; Alertness, Brew Potion, Deft Hands, Extend Spell, Great Fortitude, Greater Spell Focus (transmutation), Heighten Spell, Natural Spell, Nimble Fingers, Skill Focus (Craft (alchemy)), Spell Focus (transmutation); Transmutation spells.

Benefit: Making potions is the life of the alchemist; all material costs for potions and alchemical substances are one quarter of their market price instead of one half. The experience point cost of magic potions is calculated from this modified material cost.

Disadvantage: The alchemist depends on substances to perform his magic, substances which he carries in his spell component pouch. All his spells are considered to have a material component. A spell component pouch contains 50 charges for the alchemist. Every spell cast consumes one charge, regardless of level – 0 level spells consume no charges. After a spell component pouch's charges are depleted, the character must buy a new one, which costs 50 gold pieces. Alternately, the alchemist may forage for an hour in a natural environment to replenish his pouch; make a Spellcraft check and a Knowledge (nature) check (DC 15 for both) – both checks must succeed for the alchemist to forage successfully.

The Artisan

Magical artisans tend to be normal craftsmen who stumbled upon magic through the quality of their work

and aspirations of their vision. An artisan builds things incessantly, from the most innocuous jewellery and mild-powered potion to mighty constructs and legendary magical items. He wants to leave a testament of his expertise behind and his magical items usually bear his signature to identify them.

Adventuring: Adventures take artisans away from their workshop, but they will gladly join with an adventuring party willing to test their latest masterpiece. The prospect of finding new materials for his crafts is a good hook for an artisan, as is the accumulation of wealth so vital in the manufacturing process of any item. They also need to expand their horizons, as the crafting of magical items requires more than simple skill – it requires the insight and experience only born from a life on the edge.

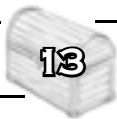
Roleplaying: An artisan tends to be patient, devoting his whole attention to a single task for extended periods of time. They appear slow to others who cannot understand that beauty and balance is only achieved through honest and constant work, not with flashes of action. A bit contemplative and aloof, artisans become rather child-like when it comes to encountering a new item or material with which to craft their own.

Advancement Options: A character follows the artisan career path by choosing the following advancement options: Intelligence increase, ranks in any Craft skill, Item Creation feats.

Advancement Options: A character follows the artisan career path by choosing the following advancement options: Craft (any) 6 ranks, Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Spellcraft 6 ranks; , any Item Creation feat (except Scribe Scroll); Transmutation spells.

Benefit: The artisan is a master craftsman and can complete his work quickly. The character makes items with any Craft skill in half the time, including those made for creating items to be enchanted. The artisan also gains a +1 bonus to all Craft checks.

Disadvantage: The character depends on his craft to perform his magic; in addition to any necessary components, the character also needs a focus, which he must craft himself. Every focus is different for each school of magic. These foci can be any object, although most artisans prefer jewellery – particularly affluent artisans enchant their foci as magical items. This is not unsurprising, since these foci must either be held or worn on a body slot in order to work for the artisan. Without a focus worn or held, the character is unable to cast spells of the appropriate school.



The Elementalists

Elementalists are those wizards who specialise in magic patterned after one of the elements; air, earth, fire or water. While fire elementalists seem the most powerful due to the amount of fire magic available, the other three kinds also have their appeal. Each element taints its user with its personality, as no one who calls upon the basic building blocks of the world can walk away untouched.

Adventuring: The motives of elementalists vary according to the element they espouse. Air elementalists seek knowledge and yearn for the freedom of the open road; earth elementalists seek to establish order and stability; fire elementalists are in it for the chances of adventure and excitement; water elementalists never miss a chance to unearth a hidden mystery.

Roleplaying: Elementalists develop different personalities, touched as they are by the element they specialise in. Air elementalists are free spirits with an inquisitive mind and insatiable curiosity; earth elementalists are solid and dependable, hard to move but unstoppable when they do; fire elementalists are restless and energetic, filled with passion and enthusiasm although undeniably fickle; water elementalists are contemplative and serene, given to deep thoughts and hidden motives.

Advancement Options: A character follows the elementalists career path by choosing the following advancement options: Knowledge (nature) 6 ranks, Knowledge (the planes) 6 ranks, Survival 6 ranks; Eschew Materials, Great Fortitude, Greater Spell Focus (any), Improved Counterspell, Iron Will, Lightning Reflexes, Skill Focus (Knowledge (nature) or Knowledge (the planes)), Spell Focus (any), Toughness, any Metamagic feat; Any spells with the elementalists preferred element in either their descriptor or name.

Benefit (all): The elementalists chooses one element (air, earth, fire or water); spells related to that element (those listed in the divine domain of the same name) are cast at +1 caster level. All elementalists automatically gain the spells listed in their relevant divine domain, adding the spells to their spellbooks as soon as they are powerful enough to cast them. Elementalists cast these spells as arcane spells rather than divine spells.

Disadvantage (all): Elementalists are vulnerable to the spells of their opposed element, suffering a -2 penalty to Armour Class and saves against attacks from creatures from the opposed element (with the opposed element in their descriptor), as well as a -2 penalty to saves against spells from the opposed element's divine domain spell list.

Opposed Elements

Element	Opposed Element
Air	Earth
Earth	Air
Fire	Water
Water	Fire

Each type of elementalists also has an additional benefit and an additional disadvantage, depending on his particular focus. These are listed below.

Air Elementalists

Additional Benefit (air): The air elementalists is a free spirit and is hard to constrain him to another's will; he can re-roll one failed Will save per day.

Additional Disadvantage (air): The elementalists is not as tough as others and suffers a -2 penalty on Fortitude saves.

Earth Elementalists

Additional Benefit (earth): The earth elementalists is solid and dependable; he can re-roll one failed Fortitude save per day.



Additional Disadvantage (earth): The elemental is slower than others and suffers a -2 penalty on Reflex saves.

Fire Elemental

Additional Benefit (fire): The fire elemental is energetic and hard to pin down; he can re-roll one failed Reflex save per day.

Additional Disadvantage (fire): The elemental is passionate and lets himself get carried away and suffers a -2 penalty on Will saves.

Water Elemental

Additional Benefit (water): The water elemental moves his will like the tides; slowly and irresistibly. He can re-roll one failed caster check per day.

Additional Disadvantage (water): The elemental flows around everything thrown at him, but always takes a little of everything with him and suffers a -1 penalty on saves against all spells and spell-like effects.

The Recluse

A recluse is a wizard that retires from the world to concentrate on his magic; there is nothing more important than magic and mastering its secrets is the ultimate goal of a recluse. Recluses are sometimes forced to abandon their retreats in order to search for clues to greater magic powers, magic items, ingredients, lost grimoires or anything that may translate into greater power or magical knowledge. For these items that would increase his power, a recluse is capable of almost anything.

Adventuring: Recluses do not like to adventure, but as mentioned above they are sometimes forced out into the world by a discovered clue in their research, an external element they eagerly wish to experiment with. They can bring to bear extremely powerful magic when they can be bothered to share the result of their studies. Bizarrely, recluses may also form exceptional bonds to other adventurers who share their passion for their specialist topic, accompanying them on even the most dangerous ventures.

Roleplaying: Recluses are more interested in increasing their own power than in anything else, including personal relations. They tend to be irascible and anti-social, trying to communicate with the least effort possible. On the other side of the coin, some recluses are happy to finally have some company and are capable of inflicting long bouts of questioning to any who lend them an ear.

Advancement Options: A character follows the recluse career path by choosing the following advancement options: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Survival 6 ranks; Brew Potion, Diligent, Eschew Materials, Great Fortitude, Greater Spell Focus (school specified in Benefit section only), Improved Counterspell, Self-Sufficient, Skill Focus (Knowledge (arcana)), Spell Focus (school specified in Benefit section only), Spell Mastery, Stealthy, Track, any Metamagic feat; Any spells of the school specified in the recluse's Benefit section.

Benefit: The recluse grows strong in one particular area of magic. Select a school, which cannot be a specialised school if the recluse is a specialist wizard; the character casts spells of that school as if he were one caster level higher.

Disadvantage: The recluse's concentration on one area of magic weakens his focus on others. Select a school, which cannot be a prohibited school if the recluse is a specialist wizard. The character casts spells of that school as if he were one caster level lower.

The Tactician

The mind of a wizard is sharp and convoluted by the demands of magic and its formulae. Honed by such intense mental exercise, some wizards apply their intellect towards more mundane matters, such as the movement and fighting methods of mundane and arcane warriors. A tactician studies combat and other sorts of violent encounter, analysing the strengths and weaknesses of friends and foes alike in order to devise the perfect strategy.

Adventuring: While they are not interested in adventuring for fortune or for excitement, tacticians travel with adventuring groups in order to study their tactics and become part of them, slowly applying the conclusions of their analyses and determining their tactical expertise through actual experience. They often take the role of party leaders when their tactics prove successful time and again, but are also happy to remain behind and offer their advice to someone with real leadership abilities.

Roleplaying: Tacticians can be cold and overly analytical, seeing every situation as a tactical proposition to which they must find the best approach. They can be irritating, as they take things apart and debate everything to death. Reason is their ultimate tool and, while they may understand emotion and its effects, they see them as just another factor in their equations.

Advancement Options: A character follows the tactician career path by choosing the following advancement options: Gather Information 6 ranks,

Knowledge (arcana) 6 ranks, Knowledge (history) 6 ranks; Alertness, Augment Summoning, Blind-Fight, Combat Casting, Craft Wondrous Item, Dodge, Enlarge Spell, Improved Counterspell, Improved Precise Shot, Leadership, Persuasive, Point Blank Shot, Precise Shot, Widen Spell; Divination spells.

Benefit: The tactician can grant arcane aid to his allies. At the beginning of an encounter, the tactician can take a full-round action and sacrifice a prepared spell to create a bonus pool equal to double the sacrificed spell's level. As a move action, the tactician can grant a competence bonus of +1 to +5 to any of his allies within 30 feet, which can be applied to a single attack or damage roll that the ally makes in the encounter. The tactician chooses whether the attack or damage roll gains the bonus, but the recipient can choose when to use it. The tactician deducts the granted bonus from the bonus pool. If there are remaining bonuses in the tactician's pool at the end of the encounter, or if a recipient has not used a particular bonus, these bonuses are lost.

Disadvantage: Because he pauses to contemplate the conditions of the battlefield, the character's initiative cannot be higher than any of his allies'. If he rolls a higher initiative, he occupies a place in the initiative order immediately behind the last of his allies. If the character does not sacrifice a spell to create a bonus pool, he rolls initiative normally.

The Warmage

Unlike tacticians, who study the subtle interactions of combatants, warmages embrace their role as engines of destruction. Magic is the best artillery, which makes a warmage into a weapon of choice in any battle, provided that he knows when and how to use his spells without causing undue collateral damage amongst his own companions.

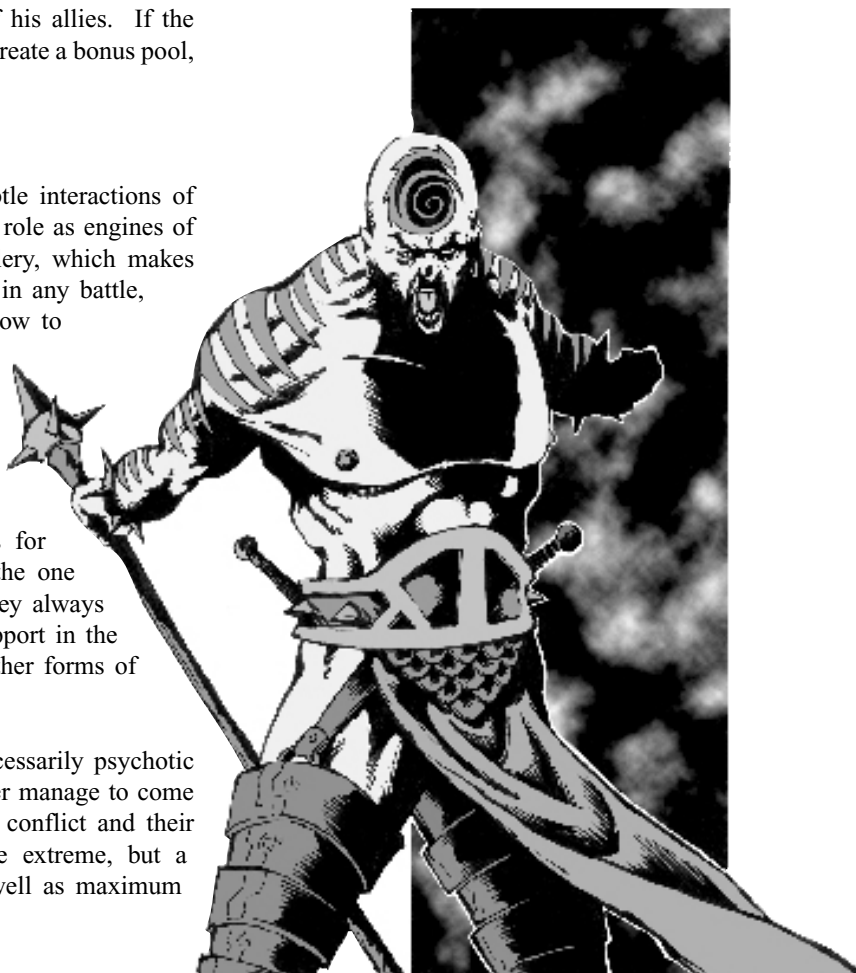
Adventuring: Warmages love to test their skills and face down difficult foes, trying different spells for different effects, struggling to find the one that causes the greatest damage. They always join groups interested in magical support in the form of direct damage rather than other forms of magic.

Roleplaying: Warmages are not necessarily psychotic vandals, even if a few of their number manage to come across that way. They do thrive on conflict and their style of magic is destructive in the extreme, but a few warmages pursue precision as well as maximum damage.

Advancement Options: A character follows the warmage career path by choosing the following advancement options: Intimidate 6 ranks, Knowledge (arcana) 6 ranks, Spellcraft 6 ranks; Athletic, Combat Casting, Combat Reflexes, Empower Spell, Eschew Materials, Improved Unarmed Strike, Heighten Spell, Maximise Spell, Quicken Spell, Skill Focus (Intimidate), Weapon Focus (any), Widen Spell; Evocation spells.

Benefit: The warmage concentrates all his energy on the damage his spells cause. All damaging spells that express their effect in a number of damage dice increase their effect by +1 die (this includes spells like *magic missile*, in which case an additional missile is created). This bonus die can exceed the maximum dice allowed for the spell, such as an 11th level warmage casting an 11d6 dice of damage *fireball* (which normally has a 10d6 maximum).

Disadvantage: The warmage's concentration on direct damage effects leaves him open to magical attack. During the round in which the warmage casts a direct damage spell, and for the following round, he suffers a -2 penalty to all saves to resist spells or spell-like effects.



Multiclassing

The wizard's power comes from the great freedom he has in selecting the spells he knows, as he can add new spells for his spellbook, even without gaining levels. Despite this liberty, wizards have many shortcomings that may not fit in to a Player's concept for his character, which is where multiclassing comes in. Nothing keeps wizards from gaining levels in another class, complementing their arcane prowess with some combat ability or by expanding on their skills. This chapter presents the best way to conduct a combination of the wizard with the rest of the classes in *Core Rulebook I*, with advice on which feats and options are best when the character gains new abilities from achieving a new level in any of his classes.

This book assumes that the character's main class is the wizard; other classes complementing their own abilities with a couple of wizard levels will be covered in their respective *Quintessential II* books. Humans, half-elves

and elves have no problems in taking levels from another class at any point in their career, but other races must keep their advancement balanced so as not to incur an experience penalty

The tables indicate a recommended advancement rate that is by no means mandatory, but might work best for that class. Given the great number of options available to meet a Player's concept of what his character is or does, they are merely guidelines, not a strict route map.

Prestige Classes

One of the advantages of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information in the Advancement and Base Bonus Progression table, listing by what amount the base bonus progresses at any given level, depending on class.

Advancement and Base Bonus Progression

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0

these classes give far greater advantages than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the rules for epic characters, although he continues to gain the abilities in the appropriate class table until he reaches 20th level in either class. Spellcasting classes continue to gain spells per day and spells known according to the normal table and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling the wizard to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X level'. Every variant rule is selected instead of an appropriate ability that would have been gained at either the appropriate wizard level, or the appropriate alternate (non-wizard) class level. A wizard may take this variant after the given level, but only if he is still able to sacrifice the necessary ability, power or skills required to gain the variant rule.
- ✦ In addition, the character must have at least one level in the alternate (non-wizard) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.

Once a variant rule has been taken, it cannot be reversed later on. The ability, power or skills sacrificed to gain the variant rule is lost forever.

DESTROYER (WIZARD/ BARBARIAN)

The destroyer is a living contradiction, marrying the wizard's educated style of arcane magic with the savage combat abilities of the barbarian. Such an unpredictable mix can blow up at any time, exploding in a frenzy of blows or arcane energy. Barbarian wizards are usually tribal shamans who practice the equivalent of a scholarly style of magic, studying the effects of arcane words and gestures on the environment in a systematic way rather than leaving it to intuition or divine inspiration; such wizards are often looked down upon by more civilised spellcasters, until the destroyer unleashes his magical might at the same time that he demonstrates amazing physical resilience.

Strengths

A destroyer gains a number of benefits from adding barbarian levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** The barbarian's d12 Hit Dice makes the character much more durable in combat, even to the extent of being able to survive short periods in the front line of combat – especially while raging.
- ✦ **Base Attack Bonus:** The barbarian has the best base attack bonus, which makes the destroyer's progression comparable to that of a cleric of the same level.
- ✦ **Saving Throws:** The barbarian has a good Fortitude save progression, complementing the wizard's good Will save.
- ✦ **Skills:** The barbarian gains a base four skill points per level, which is double that of the wizard even if they share few class skills between them – this can mean that the character can complement his training to face a wider range of threats and situations.
- ✦ **Rage:** Rage is the barbarian's signature ability and can temporarily transform the destroyer from a spellslinging artillery into a physical combatant to be reckoned with.
- ✦ **(Improved) Uncanny Dodge:** The destroyer benefits immensely from uncanny dodge and its improved version. They enable great manoeuvrability on the battlefield, as a destroyer need not worry about losing his defensive bonuses or being flanked.
- ✦ **Damage Reduction:** Only available at high character levels, when magic should already be providing protection to the character and opponents deal a lot of

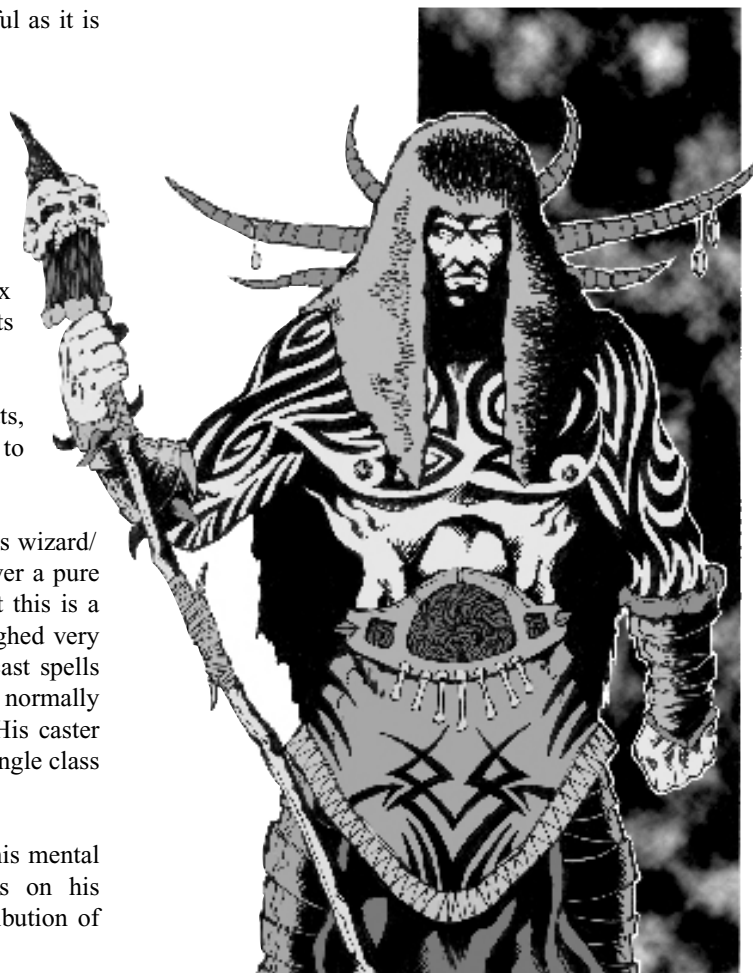


points of damage; however, it remains useful as it is free and a constant benefit.

Weaknesses

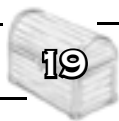
The destroyer dilutes his magical training by taking up barbarian levels, adding the following weaknesses:

- ✦ **Saving Throws:** Both classes' poor Reflex save leaves the destroyer vulnerable to effects that require quick action to avoid.
- ✦ **Feats:** The barbarian gains no bonus feats, which limits the character's options related to his particular magical style.
- ✦ **Spell Access & Caster Level:** A multiclass wizard/barbarian will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a destroyer will not be able to cast spells like *fireball* until 9th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Ability Disparity:** A wizard depends on his mental ability scores while a barbarian depends on his physical ones; this might distract the distribution of



The Destroyer (Wizard/Barbarian)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2 nd	Wiz 1	+1	+2	+0	+2	Summon familiar, Scribe Scroll
3 rd	Bbn 2	+2	+3	+0	+2	Uncanny dodge, (character feat)
4 th	Wiz 2	+3	+3	+0	+3	(ability increase)
5 th	Wiz 3	+3	+4	+1	+3	
6 th	Bbn 3	+4	+4	+2	+4	Trap sense +1, (character feat)
7 th	Bbn 4	+5	+5	+2	+4	Rage 2/day
8 th	Wiz 4	+6/+1	+5	+2	+5	(ability increase)
9 th	Wiz 5	+6/+1	+5	+2	+5	Bonus feat, (character feat)
10 th	Bbn 5	+7/+2	+5	+2	+5	Improved uncanny dodge
11 th	Wiz 6	+8/+3	+6	+3	+6	
12 th	Wiz 7	+8/+3	+6	+3	+6	(ability increase, character feat)
13 th	Bbn 6	+9/+4	+7	+4	+7	Trap sense +2
14 th	Wiz 8	+10/+5	+7	+4	+8	
15 th	Bbn 7	+11/+6/+1	+7	+4	+8	Damage reduction 1/–, (character feat)
16 th	Wiz 9	+11/+6/+1	+8	+5	+8	(ability increase)
17 th	Bbn 8	+12/+7/+2	+9	+5	+8	Rage 3/day
18 th	Wiz 10	+13/+8/+3	+9	+5	+9	Bonus feat, (character feat)
19 th	Wiz 11	+13/+8/+3	+9	+5	+9	
20 th	Bbn 9	+14/+9/+4	+9	+6	+10	Trap sense +3, (ability increase)



ability increases, depending on what ability scores the character started with.

- ✦ **Rage:** Spells cannot be cast while raging; cunning enemies will bait destroyers into becoming enraged and then strike whilst the character is bereft of his arcane advantage.

Recommended Options

As the character combines wizard and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Starting play with a barbarian level ensures that the character will achieve in a single level the amount of hit points it will take him three optimistic wizard levels to achieve.
- ✦ Rage is more useful at lower levels when the wizard can run out of spells quickly, leaving the destroyer to depend on his physical might.
- ✦ Wizards and barbarians share few class skills, but the barbarian's higher skill points and a wizard-derived high Intelligence score can give him enough starting skill points to reach equivalent levels, as long as the character is willing to invest skill points in the other class' skills at every level.

Destroyer Spells

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

- ✦ The wizard should strive to learn many 'buff' spells such as *bull's strength* and *haste*, which he would normally use on the party's combatants and he can now use on himself and not waste the effort. Casting such spells just prior to entering rage can make the destroyer a whirling death machine in combat.
- ✦ *Shield* and *mage armour* are essential if the destroyer will enter combat unarmoured.
- ✦ Still Spell is essential for the destroyer who wields a weapons or armour. As a partial alternative, Quick Draw is also a good choice. Lightning Reflexes is also a good choice, as it offsets the destroyer's low Reflex save at lower levels.

Variant Rules

- ✦ **Spirit Familiar:** Upon gaining 5th wizard level, the character can select Spirit Familiar instead of the wizard bonus feat normally gained at this level. He must dismiss an existing familiar in order to do this. A new familiar, born of the barbarian's intuitive and superstitious understanding of the world and the wizard's arcane understanding is summoned from the ethereal plane to serve the character. The spirit familiar works exactly like a regular familiar, but it is ethereal and gains a ghost's *manifestation* ability.
- ✦ **My Body Is My Lore:** Upon gaining 7th wizard level, the character can select My Body Is My Lore. This replaces the Scribe Scroll feat – the character may no longer scribe scrolls, nor may he select the Scribe Scroll feat later in his career to regain this ability. Though the character can still scribe spells into his spellbook, he may also annotate them as tattoos on various parts of his body, namely his arms, legs and other easy to reach locations. He only needs to study the strange patterns of his tattoos to study his learned spells and may inscribe new ones with a successful Spellcraft check (DC 15 + spell level). A character can have a number of spell levels inscribed on his skin equal to twice his Constitution score. However, these tattooed spells may not be changed, deleted or altered at a later date.
- ✦ **Spell Rage:** Upon gaining 10th wizard level, the character can select Spell Rage instead of the wizard bonus feat normally gained at this level. When raging, the wizard may now cast quickened spells, or spells such as *feather fall* that count towards a caster's limit of one quickened spell per round.
Special: The character must be at least a 4th level barbarian before selecting this variant.



LORE KEEPER (WIZARD/ BARD)

Lore keepers are masters of knowledge, collecting all manners of lore that range from petty rumours to ancient secrets. They are strong spellcasters, capable of learning a wide range of magic geared towards gathering knowledge and influencing minds as they unearth secrets from their hiding places. Wizard/bards are an unusual combination, as both classes are arcane spellcasters but with very different approaches to magic. This demands a balanced combination, lest either class becomes less relevant than the other. The lore keeper is often found as a librarian or as a court counsellor, as his magic grants him palpable advantages over other courtiers.

Strengths

A lore keeper gains a number of benefits from adding bard levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** Bards have a d6 dice, which is slightly better than the wizard's, but certainly not enough to encourage a lore keeper to play anything other than a supporting role in combat.
- ✦ **Base Attack Bonus:** The bard has a regular progression, which increases the wizard's own poor progression.
- ✦ **Saving Throws:** The bard has good Reflex and Will save progressions, adding one good progression and fortifying the wizard's already impressive mental resistance.
- ✦ **Skills:** Bards gain six skill points each level and have the second-best class skills list, which gives a lore keeper a lot of freedom as to which skills to advance in.
- ✦ **Bardic Knowledge:** While not a hard and fast substitute for Knowledge skills, bardic knowledge can complement a wizard's lore.
- ✦ **Bardic Music:** This ability arms the wizard with additional magical abilities.
- ✦ **Spell Access:** While the bard gains spells at a greatly reduced rate, he has access to spells that the wizard does not, such as healing spells.

Weaknesses

The lore keeper dilutes his magical training by taking up bard levels, adding the following weaknesses:

The Lore Keeper (Wizard/Bard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Brd 1	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1, (character feat)
2 nd	Wiz 1	+0	+0	+2	+4	Summon familiar, Scribe Scroll
3 rd	Brd 2	+1	+0	+3	+5	(character feat)
4 th	Wiz 2	+2	+0	+3	+6	(ability increase)
5 th	Wiz 3	+2	+1	+4	+6	
6 th	Brd 3	+3	+2	+4	+6	Inspire competence, (character feat)
7 th	Brd 4	+4	+2	+5	+7	
8 th	Wiz 4	+5	+2	+5	+8	(ability increase)
9 th	Brd 5	+5	+2	+5	+8	(character feat)
10 th	Wiz 5	+5	+2	+5	+8	Bonus feat
11 th	Brd 6	+6/+1	+3	+6	+9	<i>Suggestion</i>
12 th	Wiz 6	+7/+2	+4	+7	+10	(ability increase, character feat)
13 th	Brd 7	+8/+3	+4	+7	+10	
14 th	Wiz 7	+8/+3	+4	+7	+10	
15 th	Brd 8	+9/+4	+4	+8	+11	Inspire courage +2, (character feat)
16 th	Wiz 8	+10/+5	+4	+8	+12	(ability increase)
17 th	Brd 9	+10/+5	+5	+8	+12	Inspire greatness
18 th	Wiz 9	+10/+5	+6	+9	+12	(character feat)
19 th	Brd 10	+11/+6/+1	+6	+10	+13	
20 th	Wiz 10	+12/+7/+2	+6	+10	+14	Bonus feat, (ability increase)

Lore Keeper Spells (Bard)

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

¹ Provided the character has a high enough Charisma score to have a bonus spell of this level.

- ✦ **Wizard Spell Access & Caster Level:** A multiclass wizard/bard will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a lore keeper will not be able to cast spells like *fireball* until 10th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Bard Spell Access & Caster Level:** The lore keeper's bardic magic will never be as powerful or comprehensive as either his wizard magic or a true bard's magic.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a bard's depends on his Charisma for both spellcasting and other abilities; this might distract the distribution of ability increases, depending on what ability scores the character started with.
- ✦ **Saving Throws:** Both classes' poor Fortitude save leave the lore keeper vulnerable to poison or disease effects.
- ✦ **Vulnerability:** While the bard may cast his arcane spells through light armour, the wizard cannot. To maintain full spellcasting flexibility, the character

will have to sacrifice all armour use and make do with temporary spells such as *mage armour* or *shield*.

Recommended Options

As the character combines wizard and bard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The most important recommendation is to watch over the spell selections for each class. Each class has its own style and preferences for magic, echoed in its differing spell lists. Do not repeat spells; even given the ability to cast the same spell spontaneously as well as prepared is not worth the loss of flexibility.
- ✦ Metamagic feats are the best option to choose for both character feats and the wizard's bonus feats, for they can be applied to the spells of both classes. Remember that a bard has no use for *Silent Spell* or *Quickened Spell* due to his class restrictions. *Great Fortitude* is also a good choice, as it offsets the lore keeper's low Fortitude save at lower levels.
- ✦ If the wizard is a specialist, the character can learn prohibited spells as a bard.
- ✦ Healing spells are a vital choice for the lore keeper's bard spells; wizards have no access to these.



Lore Keeper Spells (Wizard)

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



Variant Rules

- + **True Scholar:** Upon gaining 5th wizard level, the character can select True Scholar instead of the wizard bonus feat normally gained at this level. The lore keeper may now add his wizard level and bard level to all bardic knowledge checks.
- + **Spellsong:** Upon gaining 7th wizard level, the character can select Spellsong. The character selects one of his spells, either as a wizard or a bard and permanently gives up a spell slot of the same level as the chosen spell. From that point onward, the selected spell is available as a bardic song. To use the spell as a song, the character must have a number of ranks in Perform equal to twice the spell's level +2. The spell cannot have an instantaneous duration and the original duration is replaced by the time the lore keeper remains singing, and lasts for five rounds after he stops. Other effects remain unchanged except that any intended target must be able to hear the character. The DC to resist the spellsong is equal to 10 + half the lore keeper's character's level + Cha modifier.
- + **A Mage's Versatility:** Upon gaining 10th wizard level, the character can select A Mage's Versatility instead of the wizard bonus feat normally gained at this level. The lore keeper may now cast wizard spells while wearing light armour without suffering arcane spell failure.

Special: The character must be at least a 4th level bard before selecting this variant.

MAGISTER (WIZARD/CLERIC)

The magister stands at the crossroads where two very different styles of magic meet. Arcane and divine magic are incompatible with each other because, while one draws from reason and understanding, the other flows from faith and the favour of a deity. The magister is capable of conjoining both of these approaches as he grows the ability to channel both arcane energy and divine will, becoming a versatile force of magic that, while not expressing earth-shattering spellpower, can access a wider range of magic for all sorts of purposes.

Strengths

A magister gains a number of benefits from adding cleric levels to his wizard class, the following being the most important for the role of the wizard:

- + **Hit Dice:** Clerics use a d8 Hit Die, which is far better than the wizard's but still only means a magister is a tougher support character, rather than being capable of soaking up damage as a true cleric can.

- ✦ **Base Attack Bonus:** The cleric has a regular progression, which increases the wizard's own poor progression.
- ✦ **Saving Throws:** The cleric has good Fortitude and Will save progressions, adding one good progression and fortifying the wizard's already impressive mental resistance.
- ✦ **Divine Magic:** The cleric's spell list is very different than the wizard; having access to it means the character can now use almost all magic items, not to mention the access to healing spells. As wizards gain the Scribe Scroll feat for free, the character can make scrolls with cleric spells with no trouble.
- ✦ **Domains:** The character gains two granted powers and one extra domain spell per cleric spell level.
- ✦ **Turn or Rebuke Undead:** This ability arms the wizard with the additional magical ability to control or destroy undead, which can be very useful for necromancers. It also allows magisters to refrain from selecting undead controlling or destroying spells with their arcane spells as this ability should be able to take care of most undead problems.

Weaknesses

The magister dilutes his arcane magical training by taking up cleric levels, adding the following weaknesses:

- ✦ **Wizard Spell Access & Caster Level:** A multiclass wizard/cleric will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a magister will not be able to cast spells like *fireball* until 9th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Cleric Spell Access & Caster Level:** The magister's clerical magic will never be as powerful or comprehensive as a true cleric's. The character has struck a balance between divine and arcane magic, but the loss of power affects both sides of the equation.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence, while a cleric depends on his Wisdom, plus using Charisma for turn undead checks; this might distract the distribution of ability increases, depending on what ability scores the character started with.

The Magister (Wizard/Cleric)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Wiz 1	+0	+0	+0	+2	Summon familiar, Scribe Scroll, (character feat)
2 nd	Clr 1	+0	+2	+0	+4	Turn or rebuke undead
3 rd	Wiz 2	+1	+2	+0	+5	(character feat)
4 th	Clr 2	+2	+3	+0	+6	(ability increase)
5 th	Wiz 3	+2	+4	+1	+6	
6 th	Clr 3	+3	+4	+2	+6	(character feat)
7 th	Wiz 4	+4	+4	+2	+7	
8 th	Clr 4	+5	+5	+2	+8	(ability increase)
9 th	Wiz 5	+5	+5	+2	+8	Bonus feat, (character feat)
10 th	Clr 5	+5	+5	+2	+8	
11 th	Wiz 6	+6/+1	+6	+3	+9	
12 th	Clr 6	+7/+2	+7	+4	+10	(ability increase, character feat)
13 th	Wiz 7	+7/+2	+7	+4	+10	
14 th	Clr 7	+8/+3	+7	+4	+10	
15 th	Wiz 8	+9/+4	+7	+4	+11	(character feat)
16 th	Clr 8	+10/+5	+8	+4	+12	(ability increase)
17 th	Wiz 9	+10/+5	+9	+5	+12	
18 th	Clr 9	+10/+5	+9	+6	+12	(character feat)
19 th	Wiz 10	+11/+6/+1	+9	+6	+13	Bonus feat
20 th	Clr 10	+12/+7/+2	+10	+6	+14	(ability increase)



Magister Spells (Wizard)

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

- ✦ **Saving Throws:** Both classes' poor Reflex save leave the magister vulnerable to effects that require quick action to avoid.
- ✦ **Vulnerability:** The magister will have to weigh up the pros and cons of wearing armour very carefully. As a good rule of thumb, either wear heavy armour and a shield or no armour at all.

Recommended Options

As the character combines wizard and cleric levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Combining spellcasting classes can cause some confusion, although the fact that the wizard and cleric prepare and cast spells differently eases this somewhat. Where arcane and divine spells are redundant or have similar purposes of effect, go for the arcane version, since the divine one can be sacrificed in favour of a spontaneous healing or damaging spell – it can also be cast through armour without penalty.
- ✦ Necromancy would be a handy specialisation for the wizard, as those undead he cannot control, he can try to turn or rebuke.
- ✦ The character should not take Magic or Knowledge as his cleric domains, since his wizard levels already

Magister Spells (Cleric)

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

¹ In addition to the stated number of spells per day for 1st-through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st. The '+1' in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

grant him access to the listed spells and the granted powers. That said, Knowledge is still useful if the character wants the ability to advance his Knowledge ranks with his cleric levels. If the magister wishes to retain a greater facility for using arcane magic items, then the Magic domain may be an option.

- ✦ Still Spell is of obvious use so that the wizard may cast through the heavy armour the cleric prefers. Lightning Reflexes is also a good choice, as it offsets the magister's low Reflex save at lower levels. Spell Focus (necromancy) and Greater Spell Focus (necromancy) is another good choice for evil magisters, as their spontaneous *inflict* spells and any arcane necromancy spells are all boosted.

Variant Rules

- ✦ **A Priest's Versatility:** Upon gaining 5th wizard level, the character can select A Priest's Versatility instead of the wizard bonus feat normally gained at this level. This variant rule may only be taken if at least one of the magister's cleric domains is Air, Chaos, Earth, Evil, Fire, Good, Law or Water. The granted powers for these domains also apply to the wizard's

spells, increasing his caster level for spells with the appropriate descriptor.

- ✦ **Domain Expertise:** Upon gaining 7th wizard level, the character can select Domain Expertise instead of the wizard bonus feat normally gained at this level. The character can use his arcane spell slots to prepare spells from the cleric domain that the character did not prepare domain spells with that day. The spell continues to be a divine spell, even if it is using arcane slots to be prepared and cast. This concentration on clerical and arcane matters damages the magister's breadth of knowledge, however – all Knowledge skills other than arcana, religion and the planes become cross-class for both classes.
- ✦ **Energy Turning:** Upon gaining 10th wizard level, the character can select Energy Turning instead of the wizard bonus feat normally gained at this level. He can sacrifice a prepared wizard spell when he turns undead to deal energy damage at the same time. The character selects one energy type upon choosing this option (acid, cold, electrical, fire or sonic). He deals +1d6 points of damage per level of the sacrificed spell to a single undead creature (the character's choice) that the character can affect with a turn undead check.
- Special:** The character must be at least a 4th level cleric before selecting this variant.

- ✦ **Saving Throws:** The druid has good Fortitude and Will save progressions, adding one good progression and fortifying the wizard's already impressive mental resistance.
- ✦ **Divine Magic:** The druid's spell list is very different than the wizard's; although it has some similarities in terms of spells with equivalent purpose, rather than repeated spells.
- ✦ **Druid Abilities:** As the character advances, he gains the druid's multiple abilities, although they are mostly useful for a full druid living in the wilderness. Wild shape is the most useful of these, as it saves a selfish wizard the trouble of learning *polymorph*.
- ✦ **Familiar and Animal Companion:** The 2nd level naturalist has two powerful and flexible allies, scouts or companions to serve and aid him at all times.
- ✦ **Skills:** The druid gains a base four skill points per level, which is double that of the wizard even if they share few class skills between them – this can mean that the character can complement his training to face a wider range of threats and situations.

NATURALIST (WIZARD/ DRUID)

The naturalist is interested in the workings of nature; his interest and curiosity reaching such heights that he is infused with the power of the natural world, conquered by its beauty and raw power. Naturalists see the flow of arcane magic as a natural phenomenon and have no trouble switching from using power born from their understanding of the laws of magic, to using power that comes directly from their respect and love towards nature and its creatures.

Strengths

A naturalist gains a number of benefits from adding druid levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** Druids have a d8 dice, which is better than the wizard's but will still not allow the naturalist to stand up to much physical punishment.
- ✦ **Base Attack Bonus:** The druid has a regular progression, which increases the wizard's own poor progression.



The Naturalist (Wizard/Druid)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)
2 nd	Wiz 1	+0	+2	+0	+4	Summon familiar, Scribe Scroll
3 rd	Drd 2	+1	+3	+0	+5	Woodland stride, (character feat)
4 th	Wiz 2	+2	+3	+0	+6	(ability increase)
5 th	Drd 3	+3	+3	+1	+6	Trackless step
6 th	Wiz 3	+3	+4	+2	+6	(character feat)
7 th	Drd 4	+4	+5	+2	+7	Resist nature's lure
8 th	Wiz 4	+5	+5	+2	+8	(ability increase)
9 th	Drd 5	+5	+5	+2	+8	Wild shape (1/day), (character feat)
10 th	Drd 6	+6/+1	+6	+3	+9	Wild shape (2/day)
11 th	Wiz 5	+6/+1	+6	+3	+9	Bonus feat
12 th	Drd 7	+7/+2	+6	+3	+9	Wild shape (3/day), (ability increase, character feat)
13 th	Drd 8	+8/+3	+7	+3	+10	Wild shape (Large)
14 th	Wiz 6	+9/+4	+8	+4	+11	
15 th	Wiz 7	+9/+4	+8	+4	+11	(character feat)
16 th	Wiz 8	+10/+5	+8	+4	+12	(ability increase)
17 th	Drd 9	+10/+5	+8	+5	+12	Venom immunity
18 th	Wiz 9	+10/+5	+9	+6	+12	(character feat)
19 th	Wiz 10	+11/+6/+1	+9	+6	+13	Bonus feat
20 th	Wiz 11	+11/+6/+1	+9	+6	+13	(ability increase)

Naturalist Spells (Wizard)

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

Naturalist Spells (Druid)

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

Weaknesses

The naturalist dilutes his arcane magical training by taking up druid levels, adding the following weaknesses:

- ✦ **Wizard Spell Access & Caster Level:** A multiclass wizard/druid will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a naturalist will not be able to cast spells like *fireball* until 11th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Druid Spell Access & Caster Level:** The naturalist's druidic magic will never be as powerful or comprehensive as either his wizard magic or a true druid's magic.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a druid depends on his Wisdom; this might distract the distribution of ability increases, depending on what ability scores the character started with.
- ✦ **Saving Throws:** Both classes' poor Reflex save leave the naturalist vulnerable to effects that require quick action to avoid.
- ✦ **Weapon Restrictions:** The naturalist has the most restricted weapons list of any wizard multiclass. They may only use the club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling and spear. The loss of the crossbow to the wizard's arsenal is a serious blow to the character's non-magical ranged attack capability.
- ✦ **Vulnerability:** The naturalist cannot even wear the limited natural armour of a druid without impairing his arcane spellcasting ability.

Recommended Options

As the character combines wizard and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Like clerics, druids have the freedom to select from their entire list when they are preparing spells, while wizards are limited to what they have written in their spellbooks. Select from the wizard's list first and then from the druid's so as to select spells not prepared as wizard spells but still deemed useful for the day to come. Physical 'buff' spells are the particular purview of the naturalist, as either class may prepare *bear's endurance*, *bull's strength* and *cat's grace*.

- ✦ Have a collection of 'buff' spells from both the wizard and druid lists at the ready and cast them on either the animal companion or on yourself and keep the familiar close so he benefits from the share spells ability.
- ✦ As wizards gain the Scribe Scroll feat for free, the character can make scrolls with druid spells with no trouble.
- ✦ The druid/wizard combination is possibly one of the most versatile in the game, with divine and arcane magic, two special companions, transformation abilities and item creation all falling under its wings. Do not be afraid to develop all these areas rather than just one or two – this multiclass benefits most from flexibility and adaptability, rather than exclusive concentration on a particular aspect.
- ✦ Natural Spell is an extremely useful feat, as it can apply to all spells the naturalist casts, including wizard spells. Lightning Reflexes is also a good choice, as it offsets the naturalist's low Reflex save at lower levels.

Variant Rules

- ✦ **Arcane Companion:** Upon gaining 5th wizard level, the character can select Arcane Companion instead of the wizard bonus feat normally gained at this level. He must dismiss an existing familiar and animal

Arcane Companion Bonuses

Familiar ¹	Special
Badger	Master gains a +3 bonus on Survival checks
Camel	Master gains the Endurance feat
Dire rat	Master gains a +2 bonus on Fortitude checks
Dog (and riding dog)	Master gains a +3 bonus on Listen checks
Eagle (and hawk)	Master gains a +3 bonus on Spot checks
Horse (light or heavy, also pony)	Master gains the Run feat
Wolf	Master gains a +3 bonus on Search or Survival checks when tracking
Crocodile	Master gains a +3 bonus on Hide checks
Porpoise	Master gains a +3 bonus on Listen checks
Medium shark	Master gains a +3 bonus on Swim checks
Squid	Master gains a +3 bonus on Swim checks

¹ Include the animals from the wizard's familiar list.



Arcane Companion Advancement

Master Class Level	Bonus HD	Natural Armour Adj.	Str/Dex Adj.	Int	Special
1 st –2 nd	+0	+1	+0	6	Alertness, improved evasion, share spells, empathic link
3 rd –4 th	+1	+2	+1	7	Deliver touch spells
5 th –6 th	+2	+3	+1	8	Speak with master
7 th –8 th	+3	+4	+2	9	Speak with animals of its kind
9 th –10 th	+4	+5	+3	10	Evasion
11 th –12 th	+5	+6	+3	11	Spell resistance, Multiattack
13 th –14 th	+6	+7	+4	12	<i>Scry</i> on familiar
15 th –16 th	+7	+8	+5	13	—
17 th –18 th	+8	+9	+6	14	Improved evasion
19 th –20 th	+9	+10	+6	15	—

companion in order to do this. The character can acquire an arcane companion, which is an animal of the same type allowed by the animal companion or familiar ability, but with special properties. Each arcane companion grants a bonus to its master as shown on the Arcane Companion Bonuses table.

The animal increases its characteristics as the character advances in character level, not just either of his class levels, as shown on the Arcane Companion Advancement table.

- ✦ **Arcane Shape:** Upon gaining 9th wizard level, the character can select Arcane Shape instead of the wizard bonus feat normally gained at this level. He selects one of the following creature types: magical beast, fey, abomination and monstrous humanoid. From this point onward, he can use his wild shape class feature to transform into a creature of the selected type, with the same restrictions as per the wild shape description in *Core Rulebook I*.
Special: The character must be at least a 5th level druid before selecting this variant.

SPELLBLADE (WIZARD/FIGHTER)

The spellblade is a martially-oriented wizard that, not content with the ability to blast foes with a gesture, also learns the ways of combat, just in case the enemy penetrates his outer defences. Spellblades serve the role of secondary combatants in any party, remaining behind the front liners at the beginning of combat to use their magic to soften the enemy and then charging in to partake in the gritty world of close combat. Other spellblades prefer to specialise in ranged combat, applying what they know of missile combat to their offensive spellcasting.

Strengths

A spellblade gains a number of benefits from adding fighter levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** Fighters use a d10 for Hit Dice, the second best Hit Dice amongst the classes, which is much better than the wizard's, allowing him to fight in close combat for short periods without fearing that a single hit will slay him.
- ✦ **Base Attack Bonus:** The fighter has the best progression, which increases the wizard's own poor progression.
- ✦ **Saving Throws:** The fighter has a good Fortitude save progression, complementing the wizard's good Will save.
- ✦ **Feats:** The fighter gains many more feats than the wizard, although they are geared towards combat. Even then, this could free the wizard's character feats to purchase arcane feats.

Weaknesses

The spellblade dilutes his arcane magical training by taking up fighter levels, adding the following weaknesses:

- ✦ **Saving Throws:** Both classes' poor Reflex save leave the spellblade vulnerable to effects that require quick action to avoid.
- ✦ **Spell Access & Caster Level:** A multiclass wizard/fighter will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a spellblade will not be able to cast spells like *fireball* until 7th character level, where normally

he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.

- ✦ **Vulnerability:** The character cannot wear the heavier armours without incurring a high chance of his arcane spells fizzing and failing.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a fighter depends on the physical ability scores; this might distract the distribution of ability increases, depending on what ability scores the character started with.

- ✦ The character should limit himself to light armour or no armour and generous applications of *mage's armour* and *shield* so as to limit spell failure chances due to armour.
- ✦ Fighters have the freedom to choose their fighting style and a wizard/fighter should definitely opt for ranged combat so as to remain away from the dangers of melee fighting.
- ✦ *True strike* is a wizard/fighter's best friend.
- ✦ With Craft Magic Arms and Armour, the character can stock his own magical arsenal.

Recommended Options

As the character combines wizard and fighter levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Given the probably high Intelligence score of the wizard as he multiclasses with fighter, the Combat Expertise feat tree becomes an attractive option.
- ✦ Spell Mastery is useful, as a wizard that goes into battle has a good chance of having a spellbook damaged. Lightning Reflexes is also a good choice, as it offsets the spellblade's low Reflex save at lower levels.

Variant Rules

- ✦ **Martial Ray:** Upon gaining 5th wizard level, the character can select Martial Ray instead of the wizard bonus feat normally gained at this level. The wizard is considered to have Weapon Focus in ray spells, adding +1 to hit with all rays cast by himself as spells or spell-like abilities (but not those created by magical items). The ray is now considered a weapon for the spellblade – he may, at later levels, select the Greater Weapon Focus, Greater Weapon Specialisation, Improved Critical and Weapon Specialisation feats as either bonus fighter feats or character feats and apply them to 'ray'.

The Spellblade (Wizard/Fighter)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Wiz 1	+0	+0	+0	+2	Summon familiar, Scribe Scroll, (character feat)
2 nd	Ftr 1	+1	+2	+0	+2	Bonus feat (fighter)
3 rd	Wiz 2	+2	+2	+0	+3	(character feat)
4 th	Wiz 3	+2	+3	+1	+3	(ability increase)
5 th	Ftr 2	+3	+4	+1	+4	Bonus feat (fighter)
6 th	Wiz 4	+4	+4	+1	+5	(character feat)
7 th	Wiz 5	+4	+4	+1	+5	Bonus feat (wizard)
8 th	Ftr 3	+5	+4	+2	+6	(ability increase)
9 th	Wiz 6	+6/+1	+5	+3	+7	(character feat)
10 th	Wiz 7	+6/+1	+5	+3	+7	
11 th	Ftr 4	+7/+2	+6	+3	+7	Bonus feat (fighter)
12 th	Wiz 8	+8/+3	+6	+3	+8	(ability increase, character feat)
13 th	Wiz 9	+8/+3	+7	+4	+8	
14 th	Ftr 5	+9/+4	+7	+4	+8	
15 th	Wiz 10	+10/+5	+7	+4	+9	Bonus feat (wizard), (character feat)
16 th	Wiz 11	+10/+5	+7	+4	+9	(ability increase)
17 th	Ftr 6	+11/+6/+1	+8	+5	+10	Bonus feat (fighter)
18 th	Wiz 12	+12/+7/+2	+9	+6	+11	(character feat)
19 th	Wiz 13	+12/+7/+2	+9	+6	+11	
20 th	Ftr 7	+13/+8/+3	+9	+6	+11	(ability increase)



Spellblade Spells

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

✦ **Blending Magic And Might:** Upon gaining 7th wizard level, the character can select Blending Magic And Might. Combat Casting, Eschew Materials, Improved Counterspell, Magical Aptitude and Spell Penetration are all added to the list of available bonus fighter feats. This concentration on martial magic has its drawbacks, however – the character now treats all Knowledge (dungeoneering, geography, history, local, nature and religion) as cross-class skills for both classes.

✦ **Charge Weapon:** Upon gaining 10th wizard level, the character can select Charge Weapon instead of the wizard bonus feat normally gained at this level. The character charges any melee or ranged weapon with a touch attack spell; when the imbued weapon strikes a target, the spell is discharged as if the character had been holding the charge. Ranged weapons charged in such a manner lose the enchantment whether or not they succeed in hitting the target. Melee strikes will only lose the enchantment on a successful strike.

Special: The character must be at least a 4th level fighter before selecting this variant.



DIAMOND MIND (WIZARD/MONK)

Monks develop personal power that they manifest through sheer physical prowess. Other monks, however, delve into the nature of *ki*, likening it to the energy moved by spellcasting. Diamond minds observe the interactions of magical energy between the environment and the creatures moving through it, and draw conclusions that are a mix of logic and insight to create unexpected effects. They project their *ki* outwards and forward, creating gouts of flame or pulses of energy that people do not expect.

Strengths

A diamond mind gains a number of benefits from adding monk levels to his wizard class, the following being the most important for the role of the wizard:

✦ **Hit Dice:** Monks use a d8 for Hit Dice, which is better than the wizard's. Averaging out as roughly equal to a rogue's Hit Die, the diamond mind is one of the few wizard multiclassses that stands a fair chance in close combat despite this low number of hit points. Their defensive



abilities are such that they are rarely struck by the killing blows of fighters.

- ✦ **Base Attack Bonus:** The monk has a regular progression, which increases the wizard's own poor progression.
- ✦ **Saving Throws:** The monk has all the good save progressions, complementing and increasing the wizard's good Will save.
- ✦ **Monk Abilities:** The character gains a powerful unarmed attack, Armour Class bonus, speed increase and the flurry of blows class feature, in addition to the other abilities he gains as his monk level increases.

Most of these abilities are only usable while unarmoured, which the wizard tends to be anyway.

- ✦ **Skills:** The monk gains a base four skill points per level, which is double that of the wizard. Given the likelihood that the character will be a magical martial artist, the skill points invested in the monk's important skills of Tumble or Jump will never be wasted.

Weaknesses

The diamond mind dilutes his arcane magical training by taking up monk levels, adding the following weaknesses:

The Diamond Mind (Wizard/Monk)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage ¹	AC Bonus	Speed Bonus
1 st	Wiz 1	+0	+0	+0	+2	Summon familiar, Scribe Scroll, (character feat)	—	1d3 ²	—	—
2 nd	Wiz 2	+1	+0	+0	+3		—	1d3 ²	—	—
3 rd	Wiz 3	+1	+1	+1	+3	(character feat)	—	1d3 ²	—	—
4 th	Wiz 4	+2	+1	+1	+4	(ability increase)	—	1d3 ²	—	—
5 th	Wiz 5	+2	+1	+1	+4	Bonus feat (wizard)	—	1d3 ²	—	—
6 th	Mnk 1	+2	+3	+3	+6	Bonus feat (monk), flurry of blows, unarmed strike, (character feat)	+0/+0	1d6	+0	+0 ft.
7 th	Mnk 2	+3	+4	+4	+7	Bonus feat (monk), evasion	+1/+1	1d6	+0	+0 ft.
8 th	Mnk 3	+4	+4	+4	+7	Still mind, (ability increase)	+2/+2	1d6	+0	+10 ft.
9 th	Mnk 4	+5	+5	+5	+8	<i>Ki</i> strike (magic), slow fall 20 ft., (character feat)	+3/+3	1d8	+0	+10 ft.
10 th	Mnk 5	+5	+5	+5	+8	Purity of body	+4/+4	1d8	+1	+10 ft.
11 th	Mnk 6	+6/+1	+6	+6	+9	Bonus feat (monk), slow fall 30 ft.	+5/+5/+0	1d8	+1	+20 ft.
12 th	Mnk 7	+7/+2	+6	+6	+9	Wholeness of body, (ability increase, character feat)	+6/+6/+1	1d8	+1	+20 ft.
13 th	Mnk 8	+8/+3	+7	+7	+10	Slow fall 40 ft.	+8/+8/+3	1d10	+1	+20 ft.
14 th	Mnk 9	+8/+3	+7	+7	+10	Improved evasion	+8/+8/+3	1d10	+1	+30 ft.
15 th	Wiz 6	+9/+4	+8	+8	+11	(character feat)	+9/+9/+4	1d10	+1	+30 ft.
16 th	Wiz 7	+9/+4	+8	+8	+11	(ability increase)	+9/+9/+4	1d10	+1	+30 ft.
17 th	Wiz 8	+10/+5	+8	+8	+12		+10/+10/+5	1d10	+1	+30 ft.
18 th	Wiz 9	+10/+5	+9	+9	+12	(character feat)	+10/+10/+5	1d10	+1	+30 ft.
19 th	Wiz 10	+11/+6/+1	+9	+9	+13	Bonus feat (wizard)	+11/+11/+6	1d10	+1	+30 ft.
20 th	Wiz 11	+11/+6/+1	+9	+9	+13	(ability increase)	+11/+11/+6	1d10	+1	+30 ft.

¹ The value shown is for Medium monks. See *Core Rulebook I* for details of how monk abilities work for characters of other sizes.

² Nonlethal damage only, provokes attacks of opportunity.



Diamond Mind Spells

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

- ✦ **Multiclass Restrictions:** The monk cannot alternate with levels from other classes, which aggravates some of the other disadvantages like spell access and caster level.
- ✦ **Spell Access & Caster Level:** A multiclass wizard/monk will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a diamond mind will not be able to cast spells like *dimension door* until 16th character level, where normally he would be able to learn it at 7th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a monk depends either on Strength or Dexterity, and on Wisdom; this might distract the distribution of ability increases, depending on what ability scores the character started with.

Recommended Options

As the character combines wizard and monk levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The wizard/monk is in a good position to deliver touch attack spells such as *shocking grasp* and can

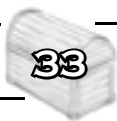
combine them with the *Stunning Fist* feat for added complications to the target.

- ✦ The character should strive to have Intelligence and Wisdom scores of 16 or more in order to make the best use of both classes' abilities.
- ✦ With *haste*, *mage armour* and *shield*, a wizard/monk is almost untouchable and combining *haste* with flurry of blows makes him a devastating close combat warrior.
- ✦ *Feather fall* becomes slightly irrelevant once the character learns *slow fall*.
- ✦ The character should not be afraid to cast *magic weapon* and *greater magic weapon* on himself before gaining *ki strike*.

Variant Rules

- ✦ **Flaming Fist Of Fury:** Upon gaining 5th wizard level, the character can select *Flaming Fist Of Fury* instead of the wizard bonus feat normally gained at this level. The character can sacrifice a prepared spell, which must contain the word 'fire' in its title or possess the fire descriptor, to surround his hands with magical flame. His unarmed attacks deal +1d6 fire





damage for a number of rounds equal to 3 + the spell level of the sacrificed spell.

- ✦ **Craft Ofuda:** Upon gaining 7th wizard level, the character can select Craft Ofuda. This replaces the Scribe Scroll feat – the character may no longer scribe scrolls, nor may he select the Scribe Scroll feat later in his career to regain this ability, though the character can still scribe spells into his spellbook. The ofuda is a strip of paper that does not need to be read, but merely touched to the surface of its target in order to take effect. For purposes of material and XP cost, a spell scribed on an ofuda is considered to be two levels higher, as if it was prepared with the Silent Spell and Still Spell feats. Also, whilst most ofuda are scribed to take effect immediately upon placement, they may also be scribed to take effect only after a set number of rounds. This delay is set during the ofuda's creation, and may not exceed the creator's caster level in rounds. Placing an ofuda on a moving target is a touch attack.

- ✦ **Flurry Of Spells:** Upon gaining 10th wizard level, the character can select Flurry Of Spells instead of the wizard bonus feat normally gained at this level. The character can combine his flurry of blows ability with his spellcasting might. He can cast two spells with a casting time of '1 standard action' as a full-round action. Both spells must be cast at the same target (which may not be the caster or an ally) and are cast with a -5 penalty to their caster level.

Special: The character must be at least a 4th level monk before selecting this variant.

KNIGHT OF THE WAND (WIZARD/PALADIN)

Knights of the wand belong to a secret order that trains its members both in the paths of righteousness and the ways of the arcane. They champion the cause of magic, which is an abstract concept that few can completely grasp. Knights of the wand are paragons of many virtues; they must be intelligent, wise, charismatic and brave if they want to qualify for the order and even if they meet the prerequisites, they must still prove their worthiness to the masters of the order.

Strengths

A knight of the wand gains a number of benefits from adding paladin levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** Paladins use a d10 for Hit Dice, the second best Hit Dice amongst the classes, which is far superior to the wizard's. Surviving the occasional

fireball or attack of opportunity when spellcasting should not slay the knight of the wand outright.

- ✦ **Base Attack Bonus:** The paladin has the best progression, which increases the wizard's own poor progression until it is roughly the equivalent of a cleric's.
- ✦ **Saving Throws:** The paladin has a good Fortitude save progression, complementing the wizard's good Will save.
- ✦ **Paladin Abilities:** The paladin gains a number of abilities that do not depend on class level, such as divine grace, detect evil, divine health and aura of courage. Other abilities that depend on level are smite evil (for damage), lay on hands (for hit points cured), turn undead (for turning damage) and special mount (for the duration of the mount's presence).

Weaknesses

The knight of the wand dilutes his arcane magical training by taking up paladin levels, adding the following weaknesses:

- ✦ **Multiclass Restrictions:** The paladin cannot alternate with levels from other classes, which aggravates some of the other disadvantages like spell access and caster level.
- ✦ **Code of Conduct:** The wizard must be lawful good and abide by the paladin's code, which will probably prevent him from using some of his more unscrupulous spells.
- ✦ **Saving Throws:** Both classes' poor Reflex save leave the knight of the wand vulnerable to effects that require quick action to avoid, though the divine grace class feature achieved at 2nd paladin level will probably offset the worst of this weakness.
- ✦ **Wizard Spell Access & Caster Level:** A multiclass wizard/paladin will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; a knight of the wand will not be able to cast spells like *fireball* until 12th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Paladin Spell Access & Caster Level:** The knight of the wand's paladin magic will never be as powerful or comprehensive as either his wizard magic or a true paladin's magic. It is purely an appendix to the wizard's spellcasting, numbering only a few spells.



The Knight of the Wand (Wizard/Paladin)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pal 1	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day, (character feat)
2 nd	Pal 2	+2	+3	+0	+0	Divine grace, lay on hands
3 rd	Pal 3	+3	+3	+1	+1	Aura of courage, divine health, (character feat)
4 th	Pal 4	+4	+4	+1	+1	Turn undead, (ability increase)
5 th	Pal 5	+5	+4	+1	+1	Smite evil 2/day, special mount
6 th	Pal 6	+6/+1	+5	+2	+2	<i>Remove disease</i> 1/week, (character feat)
7 th	Pal 7	+7/+2	+5	+2	+2	
8 th	Wiz 1	+7/+2	+5	+2	+4	Summon familiar, Scribe Scroll, (ability increase)
9 th	Wiz 2	+8/+3	+5	+2	+5	(character feat)
10 th	Wiz 3	+8/+3	+6	+3	+5	
11 th	Wiz 4	+9/+4	+6	+3	+6	
12 th	Wiz 5	+9/+4	+6	+3	+6	Bonus feat (wizard), (ability increase, character feat)
13 th	Wiz 6	+10/+5	+7	+4	+7	
14 th	Wiz 7	+10/+5	+7	+4	+7	
15 th	Wiz 8	+11/+6/+1	+7	+4	+8	(character feat)
16 th	Wiz 9	+11/+6/+1	+8	+5	+8	(ability increase)
17 th	Wiz 10	+12/+7/+2	+8	+5	+9	Bonus feat (wizard)
18 th	Wiz 11	+12/+7/+2	+8	+5	+9	(character feat)
19 th	Wiz 12	+13/+8/+3	+9	+6	+10	
20 th	Wiz 13	+13/+8/+3	+9	+6	+10	(ability increase)

- ✦ **Vulnerability:** If the character wears armour as other paladins, he incurs a severe failure chance to his spellcasting. Not wearing armour leaves him free to cast spells, but naked of the protection other paladins enjoy.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a paladin depends on his physical ability scores and Charisma for some of his abilities; this is a heavy spread of abilities and the distribution of ability increases will be correspondingly tough.

Recommended Options

As the character combines wizard and paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ *True strike* and smite evil may seem redundant, but it makes sure the extra damage is not wasted.
- ✦ The only spell the character can prepare as a paladin should be either *cure light wounds* or, better yet, *lesser restoration*.

- ✦ Obviously the character should stay clear of spells with the evil descriptor. Even scribing such a spell in his spellbook may be grounds for losing his paladin abilities.
- ✦ The abjuration school is particularly useful for paladins, as it reinforces their role as protectors.
- ✦ Given the probably high Intelligence score of the wizard as he multiclassed with paladin, the Combat Expertise feat tree becomes an attractive option.
- ✦ The Mounted Combat tree can be especially useful to the knight of the wand, as the increased mobility and protection afforded by a mount will make the character an incredibly flexible warrior. Still Spell is of obvious use so that the wizard may cast through the heavy armour the paladin prefers. Lightning Reflexes is also a good choice, as it improves the knight of the wand's relatively weak Reflex saves.

Variant Rules

- ✦ **Arcane Grace:** Upon gaining 5th wizard level, the character can select Arcane Grace instead of the wizard bonus feat normally gained at this level. The wizard's arcane training allows him to alter the divine



Knight of the Wand Spells (Wizard)

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

Knight of the Wand Spells (Paladin)

Level	Caster Level	Spells per Day
		1 st
1 st	0	—
2 nd	0	—
3 rd	0	—
4 th	2 nd	0
5 th	2 nd	0
6 th	3 rd	1
7 th	3 rd	1

OBSERVER (WIZARD/RANGER)

Observers are spies and explorers par excellence; there is no place in the world that they cannot visit, or at least peek at. Observers are master explorers with side trades as hunters and trackers. Their magical talents ensure that they can get to almost any place in almost no time, complementing their mundane talents with a little magical help when things get too tight. Observers take a supportive role in combat, but they are not too well-equipped for the task, so they prefer to strike from afar with either weapons or spells.

grace ability, adding his Intelligence modifier to all his saves instead of his Charisma modifier.

- ✦ **Aura Of Negation:** Upon gaining 7th wizard level, the character can select Aura Of Negation. The character's aura of courage not only grants a bonus against fear effects, but also grants a +2 bonus to all saving throws against spells and spell-like abilities to all allies within the aura's range. This concentration on his divine abilities damages the wizard's scholarly training, however – Decipher Script and the Knowledge (architecture and engineering and geography) skills all become cross-class for both classes for the character.
- ✦ **Arcane Mount:** Upon gaining 10th wizard level, the character can select Arcane Mount instead of the wizard bonus feat normally gained at this level. The character can stack his wizard levels with his paladin levels to determine how long a mount remains in existence. For purposes of selecting exotic mounts, count the character's wizard + paladin level instead of only his paladin level.
Special: The character must be at least a 4th level paladin before selecting this variant.

Strengths

An observer gains a number of benefits from adding ranger levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** Rangers benefit from a d8 Hit Die, which is better than the wizard's but should still relegate the observer to a supporting role in combat.
- ✦ **Skills:** Rangers have six skill points per level, which is double that of the wizard's. The two classes' class skills do not overlap significantly, which can dilute the character's focus or spread his options, enabling him to deal with a wide range of situations
- ✦ **Base Attack Bonus:** The ranger has the best progression, which increases the wizard's own poor progression.
- ✦ **Saving Throws:** The ranger has good Fortitude and Reflex save progressions, complementing the wizard's good Will save and making the observer comparable to a monk (of slightly lower level) in this regard.
- ✦ **Favoured Enemy:** If the wizard does not plan to go after many monsters, this is not such a great strength, but it is a boon for wizards on the hunt for exotic components.



The Observer (Wizard/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Wiz 1	+1	+2	+2	+2	Summon familiar, Scribe Scroll
3 rd	Rgr 2	+2	+3	+3	+2	Combat style, (character feat)
4 th	Wiz 2	+3	+3	+3	+3	(ability increase)
5 th	Rgr 3	+4	+3	+3	+4	Endurance
6 th	Wiz 3	+4	+4	+4	+4	(character feat)
7 th	Rgr 4	+5	+5	+5	+4	Animal companion
8 th	Wiz 4	+6/+1	+5	+5	+5	(ability increase)
9 th	Rgr 5	+7/+2	+5	+5	+5	2 nd favoured enemy, (character feat)
10 th	Wiz 5	+7/+2	+5	+5	+5	Bonus feat (wizard)
11 th	Rgr 6	+8/+3	+6	+6	+6	Improved combat style
12 th	Wiz 6	+9/+4	+7	+7	+7	(ability increase, character feat)
13 th	Rgr 7	+10/+5	+7	+7	+7	Woodland stride
14 th	Wiz 7	+10/+5	+7	+7	+7	
15 th	Rgr 8	+11/+6/+1	+8	+8	+7	Swift tracker, (character feat)
16 th	Wiz 8	+12/+7/+2	+8	+8	+8	(ability increase)
17 th	Rgr 9	+13/+8/+3	+8	+8	+9	Evasion
18 th	Wiz 9	+13/+8/+3	+9	+9	+9	(character feat)
19 th	Rgr 10	+14/+9/+4	+10	+10	+9	3 rd favoured enemy
20 th	Wiz 10	+15/+10/+5	+10	+10	+10	Bonus feat (wizard), (ability increase)

Observer Spells (Wizard)

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

Observer Spells (Ranger)

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

- ✦ **Combat Style:** The wizard gains a couple of free feats oriented to combat – by far the best choice is the ranged combat style, as the observer will not want to willingly become embroiled in close combat.
- ✦ **Ranger Abilities:** Woodland stride and swift tracker are very ranger-specific and are not as attractive to a wizard, although evasion is always useful.

Weaknesses

The observer dilutes his arcane magical training by taking up ranger levels, adding the following weaknesses:

- ✦ **Wizard Spell Access & Caster Level:** A multiclass wizard/ranger will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; an observer will not be able to cast spells like *fireball* until 10th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.
- ✦ **Ranger Spell Access & Caster Level:** The observer's ranger magic will never be as powerful or comprehensive as either his wizard magic or a true ranger's magic. It is purely an appendix to the wizard's spellcasting, numbering only a handful of spells.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a ranger depends either on Strength or Dexterity, and on Wisdom for some of his skills; this might distract the distribution of ability increases, depending on what ability scores the character started with.
- ✦ **Vulnerability:** The observer cannot even wear the light armour preferred by rangers, as it will interfere with their spellcasting abilities. That said, leather armour is still a good idea, especially if it is sufficiently enchanted, as a 5% spell failure chance can be quite an acceptable trade for increased protection.

Recommended Options

As the character combines wizard and ranger levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Observers will have many arcane and natural allies – familiars, companions and other creatures he can either command or cajole into doing as he wills. A decent Charisma score or ranks in Diplomacy can make the observer a master manipulator and spy with every kind of creature.

- ✦ The various *locate* spells can serve the character well when finding his prey, as simple tracking skills are not always enough.
- ✦ If the character does not opt for the variant rules below, he should select archery as his combat style, as he is far more likely to engage opponents from a distance.
- ✦ Feats such as Combat Casting, Combat Reflexes and Quicken Spell are all useful for the observer who wishes to be well prepared when combat does finally reach him.

Variant Rules

- ✦ **Favoured Target:** Upon gaining 5th wizard level, the character can select Favoured Target instead of the wizard bonus feat normally gained at this level. The character can apply the bonus for a ranger's favoured enemy to the save DC of his wizard spells against that favoured enemy.
- ✦ **Wizard's Combat Style:** Upon gaining 7th wizard level, the character can select Wizard's Combat Style. The observer blends his combat training with his magical prowess, fixing his future combat style



developments to a set tree. The next combat style feat gained by the character when advancing as a ranger is Combat Casting. The following is Spell Penetration (or Greater Spell Penetration if the observer already has this feat). The last is Spell Focus (any).

- ✦ **Companion Synergy:** Upon gaining 10th wizard level, the character can select Companion Synergy instead of the wizard bonus feat normally gained at this level. When he takes this feat, the character uses his full character level to determine the abilities of both his familiar and his animal companion, instead of just the corresponding class level. In addition, the two animals are empathically linked with each other as well as with the caster and may speak with each other normally.

Special: The character must be at least a 4th level ranger before selecting this variant.

OCCULTIST (WIZARD/ ROGUE)

The occultist is a master of hidden things, whether it be uncovering them or hiding them in the first place. The occultist is incredibly skilled and knowledgeable. His spellcasting is as varied and flexible as his mundane abilities and he dedicates his life towards many professions – or a one profession superbly. They can scatter their interests or focus on one particular calling, but in any case, occultists are always competent. Whether they are working for self-interest, altruism or simple profit, it is seldom the case that an occultist's client walks away unsatisfied.

Strengths

An occultist gains a number of benefits from adding rogue levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Hit Dice:** Rogues use a d6 Hit Die, which is slightly better than the wizard's, but still far from a sturdy basis for soaking damage inflicted by the traps occultists often encounter.
- ✦ **Base Attack Bonus:** The rogue has a regular progression, which increases the wizard's own poor progression.
- ✦ **Saving Throws:** The rogue has a good Reflex save progression, complementing the wizard's good Will save.
- ✦ **Skills:** Rogues gain eight skill points per level, by far the best progression of all the classes, which added to the wizard's Intelligence

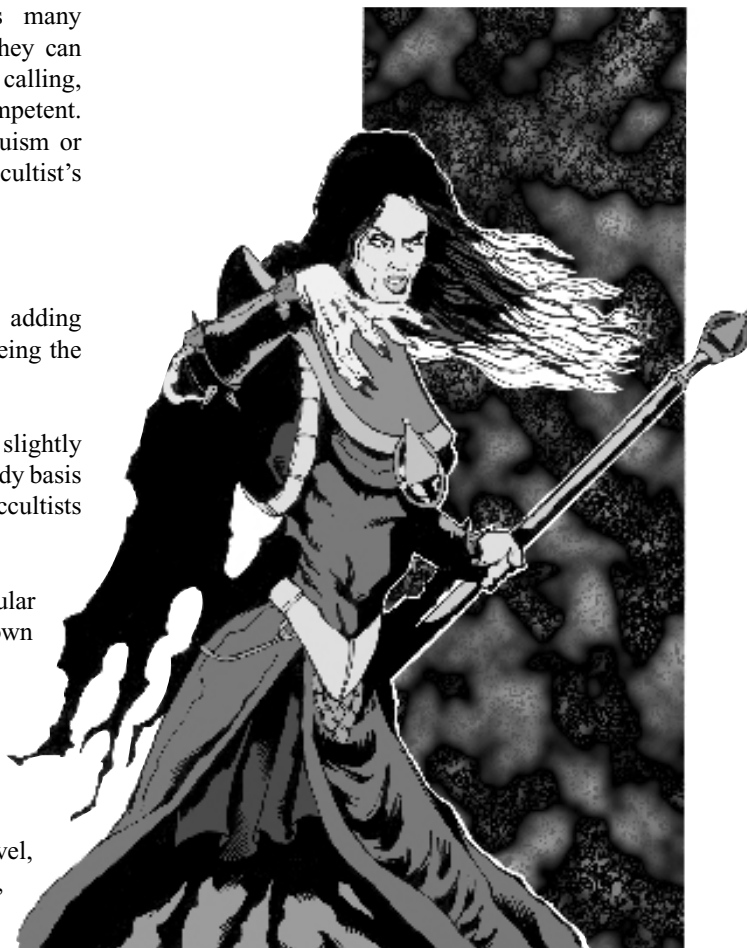
bonus makes for a very skilful character that can afford to buy half ranks for cross-class skills that benefit the wizard.

- ✦ **Defensive Abilities:** The rogue gains trap sense, evasion, uncanny dodge and their improved versions relatively early, which helps the character avoid situations that would otherwise spell certain death.
- ✦ **Sneak Attack:** Both the rogue and the wizard benefit from dropping an opponent quickly and at a distance.

Weaknesses

The occultist dilutes his arcane magical training by taking up rogue levels, adding the following weaknesses:

- ✦ **Saving Throws:** Both classes' poor Fortitude save leaves the occultist vulnerable to poison or disease effects.
- ✦ **Spell Access & Caster Level:** A multiclass wizard/rogue will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; an occultist will not be able to cast spells like *fireball*



The Occultist (Wizard/Rogue)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Wiz 1	+0	+0	+2	+2	Summon familiar, Scribe Scroll
3 rd	Rog 2	+1	+0	+3	+2	Evasion, (character feat)
4 th	Wiz 2	+2	+0	+3	+3	(ability increase)
5 th	Wiz 3	+2	+1	+4	+3	
6 th	Rog 3	+3	+2	+4	+4	Sneak attack +2d6, trap sense +1, (character feat)
7 th	Rog 4	+4	+2	+5	+4	Uncanny dodge
8 th	Wiz 4	+5	+2	+5	+5	(ability increase)
9 th	Wiz 5	+5	+2	+5	+5	Bonus feat (wizard), (character feat)
10 th	Rog 5	+5	+2	+5	+5	Sneak attack +3d6
11 th	Wiz 6	+6/+1	+3	+6	+6	
12 th	Rog 6	+7/+2	+4	+7	+7	Trap sense +2, (ability increase, character feat)
13 th	Rog 7	+8/+3	+4	+7	+7	Sneak attack +4d6
14 th	Wiz 7	+8/+3	+4	+7	+7	
15 th	Wiz 8	+9/+4	+4	+7	+8	(character feat)
16 th	Rog 8	+10/+5	+4	+8	+8	Improved uncanny dodge, (ability increase)
17 th	Rog 9	+10/+5	+5	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Wiz 9	+10/+5	+6	+9	+9	(character feat)
19 th	Wiz 10	+11/+6/+1	+6	+9	+10	Bonus feat (wizard)
20 th	Rog 10	+12/+7/+2	+6	+10	+10	Special ability, (ability increase)

until 9th character level, where normally he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.

- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a rogue depends on Dexterity; this might distract the distribution of ability increases, depending on what ability scores the character started with.
- ✦ **Vulnerability:** The observer cannot even wear the light armour preferred by rangers, as it will interfere with their spellcasting abilities. That said, leather armour is still a good idea, especially if it is sufficiently enchanted, as a 5% spell failure chance can be quite an acceptable trade for increased protection.

Recommended Options

As the character combines wizard and rogue levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The character should not buy ranks in Use Magic Device unless he is interested in using divine magic items, for his wizard levels already give him free

Occultist Spells

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



access to more than half of the magic items available in most campaigns.

- ✦ *Blink* is a gift from heaven for a wizard/rogue, for all creatures he attacks will have their Dexterity bonus to Armour Class denied, therefore making them subject to sneak attacks. *Invisibility* also provides this advantage, but it ends after the first attack, unlike *greater invisibility*.
- ✦ The character should not defy stereotypes. A cat familiar will suit the occultist down to the ground, as he gains an ally that not only boosts his Move Silently checks, but is a capable sneak in its own right.
- ✦ Silent Spell is vital for the character who expects to do a lot of sneaking around combined with spellcasting. Great Fortitude is also a good choice, as it offsets the occultist's low Fortitude save at lower levels.

Variant Rules

- ✦ **Magical Trap Sense:** Upon gaining 5th wizard level, the character can select Magical Trap Sense instead of the wizard bonus feat normally gained at this level. The character gains a +2 synergy bonus to detect and disarm magical traps for every 5 ranks he has in Spellcraft. He also gains this bonus to Reflex saves to avoid the effects of magical traps.
- ✦ **Sneak Attack Spell:** Upon gaining 7th wizard level, the character can select Sneak Attack Spell. This is a metamagic effect that affects touch attack or ray spells and uses up a spell slot one level higher than the actual spell. Whenever the target of the occultist's touch attack or ray spell is flat-footed or denied his Dexterity bonus to Armour Class, the character's spell will inflict the character's sneak attack damage on top of any other effect. Note that this will work even when a touch spell is delivered by a medium, such as a familiar. The concentration required to learn this metamagic effect means that the occultist loses Decipher Script and Profession as class skills for both classes.
- ✦ **Shadow Trickery:** Upon gaining 10th wizard level, the character can select Shadow Trickery instead of the wizard bonus feat normally gained at this level. The character is particularly adept at disguising and silencing his spells. A shadow-tricked spell is very quiet and subtle, but only if cast from the shadows or when the caster is hidden. A creature trying to hear the spellcaster has a -10 penalty to Listen and Spot checks to detect the spellcasting and, once the spell is cast, no mundane sense can determine the spell's point of origin. For example, a normal *magic missile* has the spell effect trace a line from the caster to his target

in the form of the magical bolts; if it is shadowed, the missiles are tinted black and impossible to trace back to the caster. A shadow-tricked spell uses up a spell slot one level higher than the actual spell.

Special: The character must be at least a 4th level rogue before selecting this variant.

ARCANIST (WIZARD/ SORCERER)

Arcanists are magical power incarnate, capable of unleashing a magical storm with a snap of their fingers. The arcanist lives magic as much as he studies it, understanding its principles while feeling it burn inside his veins. Arcanists are true arcane powerhouses that seem never to run out of spells to cast, and may be better prepared to face different situations both by their variety of repertoire as the number of times that they can tap it.

Strengths

An arcanist gains a number of benefits from adding sorcerer levels to his wizard class, the following being the most important for the role of the wizard:

- ✦ **Spontaneous Casting:** Some of the spells in the character's repertoire can be cast spontaneously from the sorcerer's known spells, greatly increasing the flexibility that the wizard's spells enjoy.
- ✦ **Spells per Day:** The sorcerer/wizard can cast a tremendous number of spells, albeit they remain of lower level. This is the main reason for multiclassing these two classes – at 2nd level, a wizard/sorcerer with Intelligence and Charisma 12 can cast a total of eight cantrips and six 1st level spells per day.
- ✦ **Saving Throws:** Though crippled in respect to Fortitude and Reflex save progressions, the Will save of an arcanist is second to none.

Weaknesses

The arcanist dilutes his arcane magical training by taking up rogue levels, adding the following weaknesses:

- ✦ **Hit Dice:** Wizards and sorcerers both have the worst Hit Die, the paltry d4. The arcanist must be sure to use his spellcasting selection wisely, as nearly any hostile creature or encounter can threaten his life.
- ✦ **Wizard Spell Access & Caster Level:** A multiclass wizard/sorcerer will not reach the heights of power a pure wizard will achieve. It must be noted that this is a very severe disadvantage that must be weighed very carefully; an arcanist will not be able to cast spells like *fireball* until 9th character level, where normally



he would be able to learn it at 5th level. His caster level is also commensurately lower than a single class wizard of the same level.

- ✦ **Sorcerer Spell Access & Caster Level:** The arcanist's sorcerer magic will never be as powerful or comprehensive as either his wizard magic or a true sorcerer's magic.
- ✦ **Feats:** The sorcerer receives no bonus feat like the wizard does, so the character ends up receiving less feats than normal.
- ✦ **Ability Disparity:** A wizard's spellcasting depends on his Intelligence while a sorcerer's depends on Charisma; this might distract the distribution of ability increases, depending on what ability scores the character started with.
- ✦ **Saving Throws:** Both classes' poor Fortitude and Reflex saves leave the lore keeper vulnerable to poison or disease effects and those effects that require quick action to avoid.
- ✦ **Vulnerability:** Neither class can afford to wear armour of any kind – not only are they untrained in its use, the failure costs are simply too crippling to the character's magically intensive style.

Recommended Options

As the character combines wizard and sorcerer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ As shown on the Arcanist table, halting the sorcerer progression at 7th level means that the character can cast 3rd level sorcerer spells, yet also lowers the Charisma requirement for casting sorcerer spells to 13 (17 to get a bonus spell at every level).
- ✦ A wizard may specialise in a particular school, but select prohibited spells as sorcerer spells.
- ✦ The character should divide his spells into purpose categories when deciding which class will learn it. Sorcerer spells are more useful for artillery purposes, such as damaging spells and other spells with instantaneous effects, or which the character expects to be dispelled. *Dispel magic* would be useful only if expecting to take the sorcerer class up to 10th level, the maximum bonus allowed by the spell for caster checks.
- ✦ Metamagic feats are the best option to choose for both character feats and the wizard's bonus feats, for they can be applied to the spells of both classes. Remember that a sorcerer has no use for the Quicken Spell feat.

The Arcanist (Wizard/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Wiz 1	+0	+0	+0	+2	Summon familiar, Scribe Scroll, (character feat)
2 nd	Sor 1	+0	+0	+0	+4	Summon familiar
3 rd	Wiz 2	+1	+0	+0	+5	(character feat)
4 th	Sor 2	+3	+0	+0	+6	(ability increase)
5 th	Wiz 3	+3	+1	+1	+6	
6 th	Sor 3	+3	+2	+2	+6	(character feat)
7 th	Wiz 4	+4	+2	+2	+7	
8 th	Sor 4	+5	+2	+2	+8	(ability increase)
9 th	Wiz 5	+5	+2	+2	+8	Bonus feat (wizard), (character feat)
10 th	Sor 5	+5	+2	+2	+8	
11 th	Wiz 6	+6/+1	+3	+3	+9	
12 th	Sor 6	+7/+2	+4	+4	+10	(ability increase, character feat)
13 th	Wiz 7	+7/+2	+4	+4	+10	
14 th	Sor 7	+7/+2	+4	+4	+10	
15 th	Wiz 8	+8/+3	+4	+4	+11	(character feat)
16 th	Wiz 9	+8/+3	+5	+5	+11	(ability increase)
17 th	Wiz 10	+9/+4	+5	+5	+12	Bonus feat (wizard)
18 th	Wiz 11	+9/+4	+5	+5	+12	(character feat)
19 th	Wiz 12	+10/+5	+6	+6	+13	
20 th	Wiz 13	+10/+5	+6	+6	+13	(ability increase)





- ✦ To be brutally honest, the character should probably steer clear of Great Fortitude and Lightning Reflexes, despite their obvious aid. The one-time boost will certainly help at lower levels, but will quickly become redundant. Oddly, Iron Will is an attractive choice, as it will grant the 2nd level arcanist a mighty +6 bonus to Will saves.

Variant Rules

- ✦ **Strong Familiar:** Upon gaining 5th wizard level, the character can select Strong familiar instead of the wizard bonus feat normally gained at this level. The character's familiar benefits from his dual concentration on the arcane arts; upon taking this option, the character's familiar gains +2 Hit Dice and a +2 inherent increase to Strength and Dexterity.
- ✦ **Metamagic Reserves:** Upon gaining 7th wizard level, the character can select Metamagic Reserves. Upon taking this option, metamagic feats applied to wizard spells may take their required level increases from the sorcerer's spell slots. For example, a wizard/sorcerer prepares a silent *fireball* and, instead of using one of his own 4th level spell slots, he prepares it as a 3rd level wizard spell, with the silent effect taking up a 1st level sorcerer spell slot. The cost of this ability is substantial, however – the caster may not use his sorcerer spell slots for anything else. This means that the occultist cannot cast sorcerer spells once this variant rule is taken (except for 0 level spells).
- ✦ **Unified Casting:** Upon gaining 10th wizard level, the character can select Unified Casting instead of the wizard bonus feat normally gained at this level. The character can unify his sorcerer and wizard caster levels – by applying this metamagic effect that uses up a spell slot two levels higher than the actual spell. Spells prepared in this manner use the sum of the arcanist's wizard and sorcerer caster levels when determining its effect. **Special:** The character must be at least a 4th level sorcerer before selecting this variant.

Arcanist Spells (Wizard)

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

Arcanist Spells (Sorcerer)

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

THE LEGENDARY WIZARD

No other class has the same potential as the wizard to reach the status of legend. Wizards are mysterious beings who wield powers that only they understand; they consort with creatures from beyond the planar barriers, command the very elements of the world and can literally bring down the heavens on their enemies. With such power, it is not strange for wizards to carve a name for themselves in the halls of myth.

By meeting certain criteria, a wizard character may divert his advancement towards a set of abilities that are literally the stuff of legends. Sometimes he seeks these paths, but other times they find him, leaving him little choice but to follow them and see what lies at the end... sometimes he does not even realise he is becoming a legend until he hears his praises sung in a bard's masterpiece.

This chapter presents a number of prestige classes suitable for wizards of medium to high level; members of other classes that meet the prerequisites may take upon their path, although they find it much more difficult to join, as they lack the intense dedication to the arcane arts that the wizard takes for granted.

ARCANE LICH

Many wizards seek to escape death by choosing the path of undeath, a thoroughly damning alternative that turns the wizard into a lich, a being of untold corruption and evil. There are other paths though, as very few have discovered. Called 'arcane liches' in lieu of a better name, these wizards turned to raw arcane power instead of the dark energy of undeath to sustain immortality. Although the appearance of an arcane lich can be as

Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus).
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10-level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.
- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5



The Arcane Lich

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+2	+0	+2	Life warding, aura of power	
2 nd	+1	+3	+0	+3	Magical immortality I	+1 level of existing class
3 rd	+1	+3	+1	+3	<i>Immortal magic I</i>	
4 th	+2	+4	+1	+4	Magical immortality II	+1 level of existing class
5 th	+2	+4	+1	+4	<i>Immortal magic II</i>	
6 th	+3	+5	+2	+5	Magical immortality III	+1 level of existing class
7 th	+3	+5	+2	+5	<i>Immortal magic III</i>	
8 th	+4	+6	+2	+6	Magical immortality IV	+1 level of existing class
9 th	+4	+6	+3	+6	<i>Immortal magic IV</i>	
10 th	+5	+7	+3	+7	Immortal apotheosis	+1 level of existing class

inhuman as that of an undead lich; this is because he exudes raw power and such power changes the one wielding it. Arcane liches are very few in number and they jealously guard the ritual for creating the magic receptacle that grants them immortality. Once or twice per generation, the arcane liches may deem a mortal wizard worthy of receiving the gift of immortality, and leak the secret of their ritual to him, but provide no other help until the wizard becomes one of them, at which point they invite him to join their select circle.

Hit Die: d4 (varies, see text).

Requirements

To qualify to become an arcane lich, a character must meet all the following criteria:

Alignment: Any non-evil.

Feats: Craft Wondrous Item, Eschew Materials.

Spells: Must be able to cast 4th level arcane spells.

Special: The character must discover the ritual to create a magic receptacle for his life-force; this receptacle requires 9th caster level or higher, the Craft Wondrous Item feat, 80,000 gp in materials and 3,200 XP to create.

Class Skills

The arcane lich's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Arcane liches gain no new proficiencies with any type of weapon, armour or shield.

Spells: The arcane lich continues to gain spell power, albeit more slowly than other wizards do. At every other level (i.e. not 2nd, 4th, 6th, 8th or 10th levels) the arcane lich gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his arcane lich levels (except 2nd, 4th, 6th, 8th or 10th) to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Life Warding (Su): At 1st level, the arcane lich begins to infuse his body in magic energies, which begin to supplant its own life-force. At this point, the receptacle is finished and begins operating. The receptacle is a medallion that must always hang from the arcane lich's neck. If they ever become separated, the character gains one negative level for each day of separation. The character makes a Fortitude check (DC 15) at the end of each day to remove this negative level, or lose an effective level. The first levels to be lost due to this effect are arcane lich levels.

Aura of Power (Su): The arcane lich exudes the power that sustains his life. All creatures with fewer Hit Dice or levels than the arcane lich's character level standing within 30 feet of the arcane lich must make a Will save (DC 10 + one half the character's level + Cha modifier). Those who fail are affected by the character's mere presence, becoming shaken and susceptible to a conscious use of this power; those who succeed the save cannot be affected again by the same character's aura for 24 hours. The arcane lich can direct his full attention to any target shaken by his presence as a standard action; the victim must make a second Will save at the same DC (counting the penalty for his shaken condition) or become dazed for one round; succeeding at this save does not remove the shaken condition, nor does it protect the target from further uses of this power.

Magical Immortality I (Su): The arcane power sustaining the arcane lich's life shows its effects on his

body, which begins to take on a leathery appearance. Upon reaching 2nd level, he starts rolling d6 for his hit points. In addition, he adds 30 years to each of his remaining age categories.

Immortal Magic I (Sp): The character selects one of the 1st or 0 level spells contained in his spellbook or list of known spells. That spell is now considered a spell-like ability that the character can use three times per day + his Intelligence bonus. The new spell-like ability has the same DC as its original spell form, but does not require a spell slot to be cast.

Magical Immortality II (Su): The effects of the character's receptacle are more pronounced, giving the arcane lich a stony appearance. Upon reaching 4th level, he starts rolling d8 for his hit points. He can now harness part of the arcane power coursing within him, gaining a touch attack that deals 1d6 points of electricity damage plus his Intelligence bonus due to a discharge of arcane energy; victims can make a Fortitude save (DC 10 + half arcane lich level + Int bonus) for half damage. In addition, he adds a further 30 years to each of his remaining age categories.



Epic Arcane Lich

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic arcane lich gains a bonus feat every three levels higher than 10th.

Immortal Magic II (Sp): As *magical immortality I*, but the character can select a spell of 2nd level or lower.

Magical Immortality III (Su): The character is halfway to becoming a true immortal thanks to infusing his body with still greater portions of magic. The arcane lich's appearance is disquieting and reveals that he is not truly alive anymore. Upon reaching 6th level, he starts rolling d10 for his hit points. As magic has replaced blood and the trappings of true life, the character now has no Constitution score, gaining immunity to non-magical poisons and diseases, critical hits, nonlethal damage, death from massive damage, fatigue, exhaustion, effects that require a Fortitude save. In addition, he adds a further 30 years to each of his remaining age categories.

Immortal Magic III (Sp): As *magical immortality I*, but the character can select a spell of 3rd level or lower.

Magical Immortality IV (Su): The arcane lich is a being like, but still unlike an undead creature, with magic being his lifeblood and only sustenance. Upon reaching 8th level, he starts rolling d12s for his hit points. The character gains cold and electricity resistance 15 and becomes immune to *polymorph* (unless cast by the arcane lich itself). In addition, he adds a further 30 years to each of his remaining age categories.

Immortal Magic IV (Sp): As *magical immortality I*, but the character can select a spell of 4th level or lower.

Immortal Apotheosis (Su): The arcane lich becomes a true immortal through infusing his body with magic. He gains damage reduction 10/magic or bludgeoning, his lifespan is now unlimited and his life-force is completely bound to his receptacle. When reduced to 0 hit points, the arcane lich turns to dust, leaving only his belongings – but, unless the receptacle is purposefully destroyed, he will reform in 1d10 days at full hit points.

COMBAT SEER

Diviners are among the least likely spellcasters to be found on the battlefield, or in any field, preferring to see new sights through a crystal ball and learn of new things through a deck of cards. But the combat seer is another type of diviner entirely. The combat seer concentrates on perceiving the potential futures that arise in a chaotic or



The Combat Seer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	Sense potential	+1 level of existing class
2 nd	+1	+0	+0	+3	Prescient defence	+1 level of existing class
3 rd	+1	+1	+1	+3	Moment of prescience 1/day	+1 level of existing class
4 th	+2	+1	+1	+4		+1 level of existing class
5 th	+2	+1	+1	+4	Prescient attack	+1 level of existing class
6 th	+3	+2	+2	+5	Moment of prescience 2/day	+1 level of existing class
7 th	+3	+2	+2	+5	<i>Augury</i>	+1 level of existing class
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6	Moment of prescience 3/day	+1 level of existing class
10 th	+5	+3	+3	+7	<i>Divination</i>	+1 level of existing class

dangerous situation, such as combat, which is certainly both. Combat seers are action-oriented and definitely not the type to keep their insights to themselves, preferring to act upon the immediate futures that they perceive, squeezing every probability to its best result.

Combat seers often come from a mixed combat/magic training, using their insights into battle to augment their own efforts, although pure spellcasting combat seers can equally be a force to be reckoned with, as their spells land precisely where they would cause more damage.

Hit Die: d4.

Requirements

To qualify to become a combat seer, a character must meet all the following criteria:

Base Attack Bonus: +4 or higher.

Skills: Knowledge (arcana) 8 ranks, Knowledge (geography) 4 ranks.

Spells: Must be able to cast 3rd level arcane spells.

Special: Must be a divination specialist.

Class Skills

The combat seer's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Combat seers are proficient with all simple weapons. They gain no new proficiencies with any type of armour or shield.

Spells: The combat seer continues to gain spell power as other wizards do. At every level the combat seer gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his combat seer levels to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Sense Potential (Su): The combat seer can tell the potential of a single individual. With a Sense Motive check (DC 10 + target's Hit Dice or level) he is able to discern one of the following pieces of information; race, class, character level, one special ability or quality. This sense potential ability can pierce disguises and illusions,



Epic Combat Seer

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic combat seer gains a bonus feat every three levels higher than 10th.

Moment of Prescience: The epic combat seer gains additional uses per day of his moment of prescience ability on each combat seer level divisible by 3 (12th, 15th, 18th, etc.) for a maximum of 10 times per day.

as he senses the true potential of his target. Each Sense Motive check is a full-round action.

Prescient Defence (Ex): Once an encounter starts, the combat seer has a general idea of what will happen in the next few moments, with the action centred on himself. Once per day, he can gain magical insight and automatically avoid one attack that would have succeeded against him. This includes normal melee and ranged attacks to spells or effects that could have been halved or negated by a Reflex save. The character is considered to have succeeded his save, or the attack is considered an automatic failure. The character must activate this ability after an attack is adjudicated as successful, but before damage is dealt.

Moment of Prescience (Su): The combat seer knows how a particular course of action turns out given certain circumstances. By devoting a full-round action to focussing the possible futures and possibilities before him, he can grant himself or an ally within 5 feet the ability to take 20 on any skill, ability or level check. This check will take half the required time to complete. At 3rd level he can use this prescience once per day, but it increases to twice per day at 6th level and three times per day at 9th level.

Prescient Attack (Su): Just like he can anticipate attacks directed against him, the combat seer can now choose the best possible course of action for his own attacks, magical or otherwise. Once per day, he gains magical insight and can land an automatic success on any attack roll he makes, or can make a target fail automatically a saving throw against one of his spells. Note that Spell Resistance still applies and the combat seer cannot circumvent it by searching a potential circumstance where it does not.

Augury (Sp): Once per day, the combat seer can cast *augury* with a caster level equal to his character level.

Divination (Sp): Once per day, the combat seer can cast *divination* with a caster level equal to his character level.

DARK ARTS MASTER

Clerics of evil deities do not hold the exclusive rights of villainous spellcasting; dark arts masters are practitioners of black magic whose sole purpose is to damage and inflict pain and suffering. Dark arts masters are a very sadistic group who would have become torturers or murderers had they not discovered magic, a tool far more sinister than a simple rack or knife. While they do not pledge their allegiance to any greater power of evil, dark arts masters are considered servants of darkness and are often found high in the hierarchy of evil societies, which they serve only out of convenience.

Dark arts masters are the quintessential evil wizards, irredeemable souls who thrive when hurting others, sometimes only out of their own malicious whim.

Hit Die: d4.

Requirements

To qualify to become a dark arts master, a character must meet all the following criteria:

Alignment: Any evil.

Skills: Intimidate 6 ranks, Knowledge (arcana) 10 ranks.

Spells: Must be able to cast 3rd level arcane spells. Must have at least three spells with the 'evil' descriptor scribed in his spellbook.

Class Skills

The dark arts master's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Dark arts masters are proficient with all simple weapons. They gain no new proficiencies with any type of armour or shield.

Spells: The dark arts master continues to gain spell power, albeit more slowly than other wizards do. At every level except 1st, 4th, 7th and 10th, the dark arts master gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his dark arts master levels (except 1st, 4th, 7th and 10th) to his wizard levels to determine both how many spells he can cast and how powerful those spells are.



Aura of Evil: The dark arts master has a particularly powerful evil aura (see the *detect evil* spell for details).

Evil Speech (Su): The dark arts master exudes evil from his every pore and he may use it to influence people around him. By speaking softly, the character can make an Intimidate check against non-evil creatures or a Diplomacy check against evil creatures. Both checks have a bonus equal to half the dark arts master's class level and are opposed by the target's Will save, though they may add their Charisma modifier to this save. If the dark arts master wins, the target is fascinated – either in dread or in awe, depending on which skill was used to influence them. When the dark arts master stops speaking, the targets make a Will saving throw (DC 10 + half the character's dark arts master level + Cha modifier); targets who fail this save are shaken if non-evil or charmed if they are evil.

Banefire (Sp): The character can conjure fire from the pits of the nine hells. Whatever its form, the fire is greenish and gives off a distinct aura of evil that can be felt even by normal senses. The character uses one of his prepared spells to create a different effect:

- + **0 level:** As *dancing lights*, but all non-evil creatures in the light's area must make a Will save (DC 10 + Int bonus) or suffer a –1 penalty to attack and damage rolls and to saves against fear.
- + **1st level:** As *burning hands*.
- + **2nd level:** As *produce flame*.
- + **3rd level:** As *scorching ray*.
- + **4th level:** As *wall of fire*.
- + **5th level:** As *fire shield*.
- + **6th level:** As *fire seeds*.

The Dark Arts Master

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	Evil speech, aura of evil	
2 nd	+1	+0	+0	+3	<i>Banefire</i>	+1 level of existing class
3 rd	+1	+1	+1	+3		+1 level of existing class
4 th	+2	+1	+1	+4	Black magic	
5 th	+2	+1	+1	+4		+1 level of existing class
6 th	+3	+2	+2	+5		+1 level of existing class
7 th	+3	+2	+2	+5	<i>Arcane torture</i>	
8 th	+4	+2	+2	+6	Corrupt the body	+1 level of existing class
9 th	+4	+3	+3	+6		+1 level of existing class
10 th	+5	+3	+3	+7	Corrupt the mind	

Epic Dark Arts Master

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic dark arts master gains a bonus feat every three levels higher than 10th.

Evil Speech: The bonus to the Intimidate or Diplomacy skill checks continues to increase past 10th level for every dark arts master level.

- + **7th level:** As *fire storm*.
- + **8th level:** As *incendiary cloud*.
- + **9th level:** As *summon monster IX* (devils and demons only).

The character replaces prepared spells or spell slots as a cleric can spontaneously cast *cure* or *inflict* spells. The difference of the damage effects produced by these spells is that with *banefire*, half the damage inflicted is profane damage.

Black Magic (Ex): The character becomes an accomplished spellcaster when it comes to dealing pain and destruction. All spells that deal hit point or ability damage work as if the caster is one level higher.

Arcane Torture (Sp): The character can inflict pain of magical origin, with excruciating consequences. The character must sacrifice a prepared spell or spell slot to shoot green lightning arcs from his fingertips. The dark arts master cannot sacrifice 0 level spells for this. Targets may avoid this attack entirely with a Reflex save (DC 10 + half dark arts master level + Intelligence bonus). If the attack hits, characters are wracked by incredible pain and are unable to move or take any action for a number of rounds equal to the spell level sacrificed to empower



this attack. Additionally, they suffer a -2 penalty to all attacks, saving throws and skill checks for five rounds after this effect ends. The dark arts master feeds from the suffering he inflicts, gaining 2 temporary hit points per spell level sacrificed, which fade in 10 minutes if not used.

Corrupt the Body (Su): This ability works as a metamagic feat, allowing the caster to prepare or cast spells that corrupt the bodies of their targets. A body-corrupting spell does not take effect immediately, but embeds itself in the target's body as a physical growth if the target fails a Fortitude save against the spell's normal DC. The corruption is always external and causes no apparent distress to the target, and may not be removed except by a *cure disease* spell cast by a caster of higher level than the dark arts master's character level, or by *wish* or *miracle*. If untreated, the corruption remains in the victim's body for one week per dark arts master level. At any point in this duration, the dark arts master can command the corruption to express itself, releasing the spell prepared as if he were casting it at the moment, with the afflicted character being the centre or target of the effect. All saving throws are as normal for possible targets of the bursting spell, though the target himself takes a -2 penalty to any save against the spell. A body-corrupting spell takes up a spell of one level higher than normal.

Corrupt the Mind (Su): This ability works like corrupt the body, except that in addition to a physical growth, the spell affects the afflicted character's mind as well. The afflicted character receives a -1 penalty to all Will saves for as long as the growth is present. In addition, the afflicted character must make a Will save (DC 10 + half dark arts master level + Intelligence bonus) every week or move his alignment one step closer to the caster's. For example, when cast on a neutral good person by a chaotic evil caster, the afflicted character could slip in one week to either neutral or chaotic good. If the afflicted character has any class restrictions that would not allow the change in alignment, he gains a $+4$ bonus to his Will save to resist the alignment shift. When the corruptive growth either bursts or is removed, the character's alignment returns to normal. A mind-corrupting spell takes up a spell of two levels higher than normal.

DRAGONMASTER

There is a misconception about dragonmasters – it is said that they command dragons. In truth, dragonmasters enter a relationship of mutual support with a dragon, with requests being directed in both directions. Dragonmasters are ambassadors and mediators between the enigmatic and powerful dragons and the teeming masses of humanity. He does not seek a dragon for personal gain, but is willing to pledge his life to allow his power to increase, under the watchful eyes of a draconic patron. A dragonmaster is marked by his relationship, as his mindset expands and becomes more draconic the more time it spends in contact with that of a great beast; although he never manifests this relationship physically, people cannot help but notice the power emanating from the dragonmaster by virtue of his bond with a dragon.

Hit Die: d4.

Requirements

To qualify to become a dragon master, a character must meet all the following criteria:

Alignment: Special (see below).

Base Will Save Bonus: $+5$ or higher.

Spells: Must be able to cast 3rd level spells.

Feats: Iron Will.

Languages: Draconic.

Special: Must convince a dragon to take the wizard under his metaphorical wing. The dragon must match at



The Dragonmaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	Dragon patron, telepathic link	
2 nd	+1	+0	+0	+3	Dragonsenses	+1 level of existing class
3 rd	+1	+1	+1	+3		+1 level of existing class
4 th	+2	+1	+1	+4	Draconic protection	
5 th	+2	+1	+1	+4		+1 level of existing class
6 th	+3	+2	+2	+5	Draconic apprenticeship	+1 level of existing class
7 th	+3	+2	+2	+5	<i>Dragon magic</i>	
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6	Draconic energy	+1 level of existing class
10 th	+5	+3	+3	+7	<i>Dragoncall</i>	

least one of the character's alignments. The dragon must have a caster level greater than the character's wizard level.

Class Skills

The dragonmaster's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana, history, religion) (Int), Profession (Wis), Ride (Dex) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Dragonmasters are proficient with all simple weapons. They gain no new proficiencies with any type of armour or shield.

Spells: The dragonmaster continues to gain spell power, albeit more slowly than other wizards do. At every level except 1st, 4th, 7th and 10th, the dragonmaster gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his dragonmaster levels (except 1st, 4th, 7th and 10th) to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Dragon Patron: The wizard gains the sponsorship of a dragon, provided the dragon agreed beforehand to share his magical power with a lesser creature. The character becomes a spokesperson for the dragon, as well as a de facto apprentice to the great beast. The relationship is somewhat informal, but it is binding, with the wizard swearing allegiance to the dragon's purposes and the dragon vowing to lend assistance to the wizard, provided the request and its tone do not anger the creature. The

dragon will not fight the wizard's battles for him, for example. In addition, the dragonmaster becomes immune to the frightful presence of all dragons.

Telepathic Link (Su): The dragonmaster and the dragon develop a telepathic connection that allows them to communicate wordlessly over a distance of one mile per dragonmaster level + the dragon's age category. Either of them can cut off the connection at any time and it takes an opposed Will save to force it open again, although the offended party may re-cut the link effortlessly the following round. A side benefit of their intimate communication is that both dragon and wizard protect



Epic Dragonmaster

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic dragonmaster gains a bonus feat every three levels higher than 10th.

each other's minds; if one were to fail a Will saving throw while in range of the telepathic link, he is allowed a second saving throw.

Dragonsenses (Ex): Whenever the dragonmaster is within range of his telepathic link with his dragon patron, he sees as the dragon sees. He gains low-light vision and darkvision up to 60 feet, as well as blindsense up to 30 feet.

Draconic Protection (Su): The dragonmaster studies the intimate link his dragon patron has with an elemental force and learns to protect himself. The dragonmaster can sacrifice a prepared spell to enjoy a measure of protection against the same type of energy attack that the dragon is immune to. The protection gained depends on the level of the spell sacrificed (see the Dragonmaster Energy Protection table) and lasts for one minute per caster level.

Dragonmaster Energy Protection

Spell Level	Protection
0 level	Energy resistance 1
1 st level	Energy resistance 3
2 nd level	Energy resistance 5
3 rd level	Energy resistance 10
4 th level	Energy resistance 15
5 th level	Energy resistance 20
6 th level	Energy immunity

Draconic Apprenticeship: The character is apprenticed to the dragon in matters of arcane lore; even if the dragon's caster level is lower than the dragonmaster's, its long life and access to hidden secrets assure that the character will always have something to learn. Once per day, the character can add the dragon's caster level to his own for purposes of determining the effects of spells he casts for one round per Intelligence modifier.

Dragon Magic (Sp): When the dragonmaster is mounted, he gains the use of the dragon's spells. This happens only with the dragon's permission, although by this point they trust each other quite well. The dragonmaster channels the spells as a caster of his wizard + dragonmaster level, or the dragon's caster level, whichever is lower, and his casting uses up the dragon's available spell slots. The

benefit of this ability is that the dragonmaster can cast the spells while the dragon is busy performing difficult manoeuvres or engaging in combat. The dragon may not cast spells or use its spell-like abilities in the same turn the dragonmaster is using this ability. The DC of spells channelled in this way is equal to 10 + spell level + the dragonmaster's Intelligence modifier.

Draconic Energy (Su): Just as he learns to use the dragon's attunement to an element to protect himself, the dragonmaster learns to use this attunement to lace his spells with such energy. With a successful Spellcraft check (DC 15 + spell level) made as a free action before casting a particular spell, the character can add +4d6 points of the appropriate energy damage to all of his damaging spells, even those that do not deal hit point damage but are otherwise harmful. This extra damage is negated by the results of a successful save against the spell. This ability may be used a number of times per day equal to the wizard's Constitution modifier (minimum once per day). Failing the Spellcraft check uses up one use of this ability.

Dragoncall (Sp): At 10th level, the dragonmaster can issue a call for help from his dragon patron. The dragon hears this call if he is on the same plane as the dragonmaster and, although he is not *forced* to answer, the bond of mutual friendship it shares with the character compels it to do so. Note that the dragon can issue such a call as well. Whomever makes the call spends a total of 8 spell levels to open a *gate* between their location and that of his ally. If the dragon is being called, only it may pass through the gate – the dragonmaster can take up to 10 allies with him if he is being called. The *gate* remains open and invisible for a day, during which the called can return to his original location at will, but no others may pass through this gate (not even the caller).

ECLECTIC

During their training, wizards can choose to study as they will or to focus their efforts on a single path. A very select few eschew long-held limitations and choose to tread two paths with equal strength, dividing their power and attention towards the study of two fields of magic in full. Eclectics have the mental capacity to specialise in two magic schools instead of just one and, although they practically close the doors to most other magic, the power they achieve in their specialty schools is not to be denied. Eventually, their prodigious focus enables them to learn magic that other specialists are incapable of, living up to their reputation as walking exceptions to any rule.

Eclectics are unusual wizards that are either too indecisive to choose just one path, or are versatile enough to cope with the demands of two. Whatever the case, they can



mingle with two sets of specialists, becoming bridges of understanding on points of contention.

Hit Die: d4.

Requirements

To qualify to become an eclectic, a character must meet all the following criteria:

Skills: Knowledge (arcana) 8 ranks.

Feats: Magical Aptitude, Spell Mastery.

Spells: Must be able to cast 2nd level arcane spells.

Special: The character must be a specialist wizard.

Class Skills

The eclectic's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Eclectics gain no new proficiencies with any type of weapon, armour or shield.

Spells: The eclectic continues to gain spell power, albeit more slowly than other wizards do. At every level the eclectic gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his eclectic levels to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Second Specialisation: The character can specialise in a second school of magic. The character selects another school to specialise in and gains all the benefits. He also chooses two other prohibited schools (or one if the second specialisation is Divination), from which he cannot cast spells.

Special Studies: At 2nd level, the character selects two spells from any of his prohibited schools. From this point

on, he can prepare and cast the selected spells normally. He selects other two spells at 4th and 5th levels.

Versatile (Ex): The character selects two cross-class skills; from this point on, those skills become class skills for him, regardless of which class he advances in.

HERMIT

Sometimes, solitude is a wizard's only friend. Away from society, the wizard can meditate upon his recent magical discoveries, pursue his favourite branch of research and conduct arcane experiments – all without having to worry about disturbances, either to his neighbours or to himself. The hermit is a wizard that took this truism farther than most, completely cutting himself off from people and their incessant troubles. Some hermits are little more than madmen running half-naked across the wilderness, protecting their spellbook with their lives. Others are perfectly civilised, building their homes or towers away from everything and subsisting on their own, pushed by their desire to conduct their magical research in peace.

Following a magical career as a hermit has its advantages, as solitary research yields faster results than one that is interrupted constantly by the demands of friends, acquaintances and complete strangers. The hermit appreciates his solitude, but learns ways to keep in touch with the world at large so as to gain new inspiration for research that he can conduct on his own.

Hit Die: d4.

Requirements

To qualify to become a hermit, a character must meet all the following criteria:

Feats: Self-Sufficient.

Skills: Survival 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks, Knowledge (religion) 6 ranks.

Spells: Must be able to cast 2nd level arcane spells. Must have at least three spells from the Divination school scribed in his spellbook.

Special: For three years, the character must spend at least one third of each year in complete isolation, either learning to survive or building his refuge.

The Eclectic

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	Second specialisation	+1 level of existing class
2 nd	+1	+0	+0	+3	Special studies	+1 level of existing class
3 rd	+1	+1	+1	+3	Versatile	+1 level of existing class
4 th	+2	+1	+1	+4	Special studies	+1 level of existing class
5 th	+2	+1	+1	+4	Special studies	+1 level of existing class

The Hermit

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+2	+0	+2	Endurance	+1 level of existing class
2 nd	+1	+3	+0	+3	Faraway senses	
3 rd	+1	+3	+1	+3	Arcane puissance	+1 level of existing class
4 th	+2	+4	+1	+4	<i>Transient body</i> , arcane sustenance	
5 th	+2	+4	+1	+4	Faraway presence	+1 level of existing class

Class Skills

The hermit's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Hide (Dex), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int) and Survival (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Hermits are proficient with the quarterstaff and the club. They gain no new proficiency with any type of armour or shield.

Spells: The hermit continues to gain spell power, albeit more slowly than other wizards do. At every other level (i.e. not 2nd or 4th levels) the hermit gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his hermit levels (except 2nd or 4th) to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Endurance: At 1st level, the hermit gains the Endurance feat for free.

Faraway Senses (Su): As the hermit retires to contemplate his own progress, he learns to keep tabs on the faraway world without needing to interact with its peoples. Three times per day, he can see and hear through the senses of an animal up to one mile away per hermit level. While using the animal's senses, the hermit can direct its movements but cannot control its reactions, so if anyone scares the animal, it will flee. Although the animal acts as a magical sensor, characters being spied upon suffer a +4 increase to all DCs to tell that the animal is indeed a sensor for a scrying-like effect. The hermit cannot spy into an area devoid of animals.

Arcane Puissance: The hermit has studied a field of magic so thoroughly that his power increases in that field. Select a school of magic; the hermit casts all spells of that school at +1 caster level.

Transient Body (Sp): The character learns that his body is a transient vessel of his will and he can make his body immaterial. This ability works like the *blink* spell and the character can sustain this state for one round per wizard + hermit level. The rounds need not be consecutive, but he cannot surpass the limit each day.

Arcane Sustenance (Su): The character learns to depend on nothing during his isolation, feeding from his power in place of his food. He can sacrifice a prepared spell at the beginning of each day and gain sustenance for one day per spell level sacrificed. He does not need to eat or drink during that time, although he still needs to sleep.

Faraway Presence (Su): The hermit has retired from the world, but that does not mean that he has retired from its affairs. At 5th level, the character can project his presence once per day to a distance equal to 10 miles per wizard



+ hermit level. His projected presence is an image of himself, slightly transparent and connected to him spiritually. The projected form has damage reduction 20/magic and any damage it incurs is dealt directly to the hermit. Spot and Listen checks made through the projected image suffer a -2 penalty. The hermit can cast spells from his projected form, but he cannot handle any object (including material components). He can project his presence for a total of one hour per hermit level every day and can make it disappear at will.

SPELLMASTER

The field of magic is one that requires enormous amounts of dedication and discipline, for the secrets of the universe are not wrested easily from their resting places. A spellmaster is a wizard that has dedicated his whole life to the discovery and mastery of the secrets of magic, reaching the utmost great heights of power that ordinary wizards can only guess at. Most spellmasters sequester themselves in their towers, conducting their solitary research as they probe the limits of their abilities. Others live openly in public view or within easy reach, offering their services to rich and poor alike (with only the rich being able to afford their more expensive advice). Some spellmasters become court magicians, using their position to finance their experiments, while others become tutors, gaining apprentices on their own or as part of a school of magic.

A spellmaster's power rests on his intimate knowledge of how magic works, an expanded capacity to cast spells and the greater power he can put behind them. The spellmaster's mastery of magic is undeniable, and his stores of arcane lore are unequalled.

Hit Die: d4.

Requirements

To qualify to become a spellmaster, a character must meet all the following criteria:

Base Will Save Bonus: +6 or higher.

Feats: Spell Focus (any), Spell Penetration.

Spells: Must be able to cast 5th level arcane spells.

Special: The character must be a specialist wizard.

Class Skills

The spellmaster's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Spellmasters are proficient with all simple weapons. They gain no new proficiencies with any type of armour or shield.

Spells: The spellmaster continues to gain spell power, albeit more slowly than other wizards do. At every level except 1st, 4th, 7th and 10th, the spellmaster gains new spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his spellmaster levels (except 1st, 4th, 7th and 10th) to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Improved Specialisation: A specialist wizard has more to gain from becoming a spellmaster, as his already superior mastery of a certain school of magic is driven further by the more complete studies of the spellmaster prestige class. The character can prepare one additional spell per spell level of his specialist school, in addition to the one he can already prepare as a specialist wizard. In addition, the character gains a +2 bonus to caster checks involving spells of his specialist school, whether for dispelling another effect or for penetrating spell resistance. This latter application stacks with the bonus from the Spell Penetration feat.





The Spellmaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	Improved specialisation, bonus spells	
2 nd	+1	+0	+0	+3	Apprentice	+1 level of existing class
3 rd	+1	+1	+1	+3	Spell Mastery	+1 level of existing class
4 th	+2	+1	+1	+4	Bonus spells	
5 th	+2	+1	+1	+4	Spare preparation	+1 level of existing class
6 th	+3	+2	+2	+5	Improved spell	+1 level of existing class
7 th	+3	+2	+2	+5	Bonus spells	
8 th	+4	+2	+2	+6	Improved spell	+1 level of existing class
9 th	+4	+3	+3	+6		+1 level of existing class
10 th	+5	+3	+3	+7	Bonus spells, improved spell	

Bonus Spells: The character is an adept spell researcher. As a wizard, he continues to learn two new spells at each spellmaster level, but at 1st, 4th, 7th and 10th levels he also learns two additional spells, one from his specialist school and one from another non-prohibited school.

Apprentice: Whether by outside assignation or personal screening, the spellmaster gains a fairly competent apprentice. This apprentice is a cohort as if the spellmaster had the Leadership feat, using his Intelligence instead of his Charisma score to determine the apprentice's level. The apprentice is a wizard whose level cannot be higher than the spellmaster's character level -2. The apprentice can accompany the spellmaster on adventures or can remain in the spellmaster's holdings to care for him. He expects to be taught magic in return for his service and learns his spells from the spellmaster's spellbook; this might include exclusive spells discovered in the character's adventures or even created by himself.

Spell Mastery: At 3rd level, the character gains the Spell Mastery feat for free.

Epic Spellmaster

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic spellmaster gains a bonus feat every four levels higher than 10th.

Spellcasting: Upon reaching 21st character level, the character stops gaining new spell slots; he must take Improved Spell Capacity epic feat to gain new spell slots.

Improved Spell: At every even level, the character can choose a new spell to apply the improved spell ability.

Bonus Spell: The epic spellmaster continues learning bonus spells every three levels at 13th, 16th, 19th and so forth.

Spare Preparation (Ex): Upon reaching 5th level, the spellmaster knows enough about the mechanics of spellcasting that he can make limited improvisations in his practice. Once per day per Intelligence bonus, the spellmaster can cast one of the spells he knows intimately from the Spell Mastery feat instead of one of his already prepared spells. This works similarly to how a cleric can spontaneously replace his prepared spells with *cure* or *inflict* spells, except that the wizard draws from his mastered spells and he needs to make a Spellcraft check (DC 15 + replacement spell's level) as a move action. If the check fails, the wizard cannot replace the prepared spell with a mastered spell.

Improved Spell (Ex): At 6th, 8th and 10th level, the spellmaster chooses one of the spells he has mastered with the Spell Mastery feat. The chosen spell is partially empowered as if by the Empower Spell feat, but instead of increasing its effectiveness by 50% as per the feat's description, it increases it by 25%. The spell remains at its usual level. This augmentation does not stack with that of the Empower Spell feat, but does count for the effects of the Maximise Spell feat. Each time he gains this ability the wizard applies this improvement to a different spell.

WHITE WIZARD

Just as magic can be a powerful tool for evil, so it can be the ultimate weapon for the cause of good. White wizards are deeply motivated individuals whose dedication to good rivals that of paladins and clerics of good deities. They pursue arcane magic as they feel that their own morals are sufficient to sustain them in the darkness, remaining beholden to no gods. They must be right about something, as their intentions are enough to power incredible magic that is devoted to the light. Many white wizards arrive at the path after being severely jolted by a particular event, when they realise that darkness is too strong to be left to the servants of higher powers to deal with, and bring their arcane talents to the fight between



good and evil, shining a beacon of light to guide all who would join their crusade.

Although they are not servants of the divine, white wizards have enough faith in their cause to harness the power of the light in their own way, opting for a difficult yet glorious path.

Hit Die: d4.

Requirements

To qualify to become a white wizard, a character must meet all the following criteria:

Alignment: Any good.

Skills: Diplomacy 6 ranks, Knowledge (arcana) 10 ranks.

Spells: Must be able to cast 3rd level arcane spells. Must have at least three spells with the 'good' or 'light' descriptor scribed in his spellbook.

Class Skills

The white wizard's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: White wizards are proficient with all simple weapons. They gain no new proficiencies with any type of armour or shield.

Spells: The white wizard continues to gain spell power, albeit more slowly than other wizards do. At every level except 1st, 4th, 7th and 10th, the white wizard gains new

spells as though he had also gained a level in the wizard class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his white wizard levels (except 1st, 4th, 7th and 10th) to his wizard levels to determine both how many spells he can cast and how powerful those spells are.

Aura of Good: The white wizard has a particularly powerful good aura (see the *detect evil* spell for details).

Intuition (Sp): The white wizard specialises in rooting out evil in all its forms and he starts his vocation by learning how to recognise its influence. The character can use this ability three times per day + his Intelligence bonus.

At 1st level, he can use *intuition* as *detect evil*; at 3rd level, he can use it to *detect thoughts*; at 5th level he can use it to *discern lies*; at 7th level he can use it to *see invisibility* and at 9th level he can use it as *true seeing*. Regardless of which mode he uses, the white wizard uses up his daily uses of the *intuition* ability normally.

Beacon of the Light (Sp): The character can conjure light from the celestial planes. Whatever its form, the light is bluish and gives off a distinct aura of good that can be felt even by normal senses. The character uses one of his prepared spells to create a different effect:

- + **0 level:** As *light*, but all evil creatures in the light's area must make a Will save (DC 10 + Int modifier) or suffer a -1 to attack and damage rolls and to saves against fear. This light can cancel *darkness* normally.
- + **1st level:** As *light* above, but when cast upon a living non-evil creature they also gain *protection from evil*.
- + **2nd level:** As *heat metal*.
- + **3rd level:** As *light* above, but all non-evil creatures in the light's area are considered to be within a *magic*

The White Wizard

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	<i>Intuition (detect evil)</i> , aura of good	
2 nd	+1	+0	+0	+3	<i>Beacon of the light</i>	+1 level of existing class
3 rd	+1	+1	+1	+3	<i>Intuition (detect thoughts)</i>	+1 level of existing class
4 th	+2	+1	+1	+4	White magic	
5 th	+2	+1	+1	+4	<i>Intuition (discern lies)</i>	+1 level of existing class
6 th	+3	+2	+2	+5	White ward	+1 level of existing class
7 th	+3	+2	+2	+5	<i>Intuition (see invisibility)</i>	
8 th	+4	+2	+2	+6	Banish evil	+1 level of existing class
9 th	+4	+3	+3	+6	<i>Intuition (true seeing)</i>	+1 level of existing class
10 th	+5	+3	+3	+7	Healing	

Epic White Wizard

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic white wizard gains a bonus feat every three levels higher than 10th.

Banish Evil: The epic white wizard keeps adding additional weeks to the amount of time evil creatures are banished from a site or person as per his white wizard level.

circle against evil and the light can only be cancelled by *deeper darkness*.

- ✦ **4th level:** As *holy smite*.
- ✦ **5th level:** As *flame strike*.
- ✦ **6th level:** As *dispel evil*.
- ✦ **7th level:** As *sunbeam*.
- ✦ **8th level:** As *sunburst*.
- ✦ **9th level:** As *summon monster IX* (only good creatures).

The character replaces prepared spells or spell slots as a cleric can spontaneously cast *cure* or *inflict* spells. The difference in the damaging effects produced by these spells is that with *beacon of the light*, half the damage inflicted is sacred damage.

White Magic (Ex): The character becomes an accomplished spellcaster when it comes to protecting others. All abjuration spells and spells with the 'good' descriptor work as if the caster was one level higher.

White Ward (Su): The white wizard has the power to drive evil away. Three times per day, the white wizard can hold his ground and deliver a speech to expel evil creatures from his presence. He targets one evil creature, which may even be residing inside a non-evil host as per a ghost's *malevolence* power. The two make an opposed Will save and the white wizard gains a bonus equal to his class level. If the white wizard is successful, the evil creature targeted is thrown back 5 feet per white wizard class level, falling prone and suffering damage if he hits a solid object as if falling. The white wizard can maintain this pressure for one round per Intelligence bonus, as a standard action

each round, and push the evil creature back as he walks towards it. The evil creature cannot approach within 30 feet of the white wizard, although he may use ranged attacks.

Banish Evil (Su): At 8th level, the white wizard cannot only push evil back, but can also keep it from returning. When he uses the white ward ability (see above), the affected creature must make a second Will save (DC 10 + half the caster's white wizard level + Charisma modifier) at the end of the white ward ability. If the creature fails, it cannot approach the site or individual it was thrown out of (100 feet around the point where the white ward ability was first used) for one week per white wizard class level. Other evil creatures can only approach by succeeding at a Will save (DC 10 + caster's Charisma modifier), although they can retry every 24 hours.

Healing: At 10th level, the white wizard achieves what no other wizard or sorcerer can; he learns healing magic. He understands and can cast the spells listed in the Healing domain. He does not learn these spells automatically, but he can cast them from spell trigger and spell completion items and attempt to learn them, but with no penalty to the Spellcraft check (sorcerers must make a Spellcraft check to learn a scribed healing spell – they cannot add them automatically to their list of spells known).



Superior Tools

The tools a wizard finds useful are already heavily specialised, blurring the line between craftsmanship and magic in the eyes of laymen. Wizards have little use for weapons and armour, although adventuring spellcasters are always on the lookout for apparel that will complement their magical expertise, just in case they find themselves in a bind where magic is not the answer. Outside of combat, the items that a wizard needs adopt many forms, most of them incomprehensible to the uninitiated. These items can be as apparently mundane as a useful piece of clothing or as arcane as magical diagrams which, whilst non-magical in and of themselves, provide valuable aid to spellcasting efforts.

NEW WEAPONS

Given the limited arsenal a wizard knows how to use, a few martially-inclined individuals set off to create weapons that essentially worked in the same way as the ones they were familiar with, so as not to waste any time and effort in trying to acquire any new training.

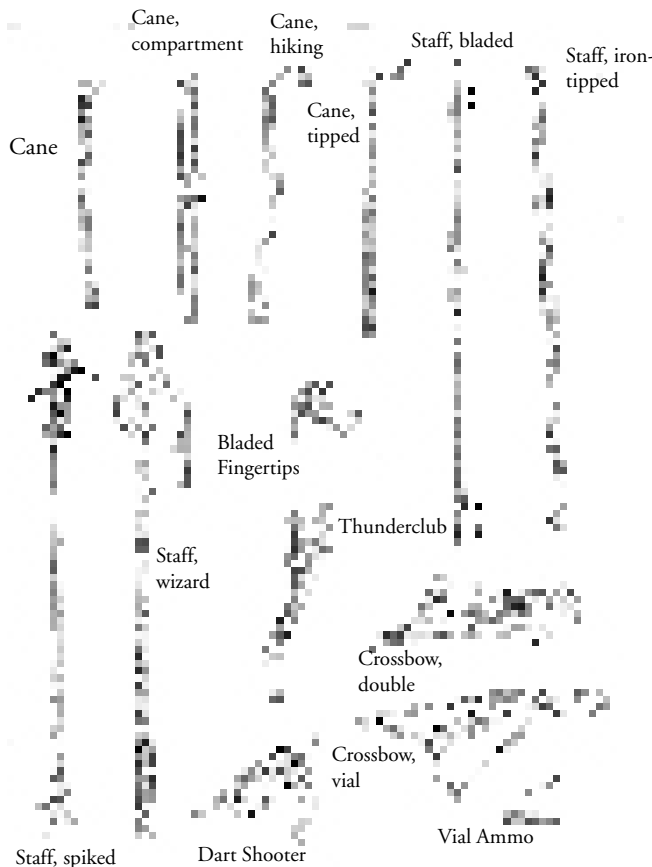
Cane: A cane is a hardened piece of metal and wood that is not only useful for walking, but also doubles as a club if the need is great. A cane is an accepted accessory

in polite company, as a staff can be too large and threatening in some quarters, plus it has a certain fame for being a wizard's arcane tool. The cane has no such class affiliation and is therefore accepted in many places where other weapons are confiscated.

Cane, compartment: This cane is a little wider than usual, as it is hollow from the top to middle-length. The cane's head acts as a stopper, and the compartment has the equivalent capacity of a potion vial, although it can accommodate one tightly wound scroll, five simple rings or any other similarly diminutive items.

Cane, hiking: As a cane, but it is cut at custom height for its user to provide for the best support during long walks. The hiking cane provides a +1 equipment bonus to Constitution checks for any walking activity, such as forced marches.

Cane, tipped: The cane has a head made from a special material, with the cheapest being simple steel, and the most expensive being adamantine. The damage from a tipped cane is the same regardless of the material, but some particular additions may increase this damage or grant the cane some special characteristic.



Staff, bladed: This looks like a normal quarterstaff until a hidden switch is pressed, causing two thin blades to shoot from each of the staff's tips. Although wizards are not the kind to learn two-weapon fighting techniques, the blades increase the damage the staff can inflict.

Staff, iron-tipped: An iron-tipped staff is a normal quarterstaff with both ends bound by an iron cap. While not increasing the weapon's effectiveness a great deal, it is a superior alternative to a normal wooden quarterstaff in combat.

Staff, spiked: Devised more as an intimidation tool than an actual weapon, each end of this quarterstaff ends in a series of spikes driven into the wood, or an iron cap with spikes welded on.

Staff, wizard: A normal quarterstaff is the weapon of choice for a peasant and some wizards, while not overtly martial, desire more substance to their equipment than a simple piece of wood. A wizard staff is not inherently magical as such, but many people believe it to be so by its appearance alone. The topmost end of a wizard staff is intricately carved, or sports an ornament such as a coiled dragon, a ball of polished steel, a simple bulge inscribed with runes or some other grandiose adornment. It may even have a knob on the end of it. A wizard staff, despite

its size, is not a double weapon as it is heavier on one end and thus not properly balanced. A wizard staff is always a masterwork weapon, providing its user with a +1 bonus to attack rolls.

Thunderclub: This strange club is scooped out on its wider end and equipped with a screw that secures something in the club's scoop. The club receives its name as the scooped-out space is designed to hold a thunderstone. The club is a clever yet simple design, with the shock of the thunderstone being absorbed by the wood and directed towards the club's target so that only the target hit by the club is affected by the thunderstone's effect. Because of the more focussed shock, the Fortitude save DC to avoid the thunderstone's deafening effect is 20 rather than 15. The thunderstone must be replaced after each use, which is a full-round action.

Bladed Fingertips: A favourite weapon of wizards with plenty of touch attack spells, the bladed fingertips are a series of small knives attached to a glove. A character armed with this glove is considered armed when attacking with his hands, but the blades are so finely made that they do not interfere with spellcasting.

Crossbow, double: An odd invention by a wizard who did not want to lose time reloading during an initial volley, this crossbow looks like two crossbows crafted one atop the other, with the lower one's bow cord running along a groove where the bolt is placed. Reloading the top crossbow is just like reloading a light crossbow, but reloading the bottom one involves splitting the weapon on a pivot, placing the bolt and closing the weapon again, a process that takes a full-round action. Only light versions of this weapon exist, as heavy crossbows are too bulky to be modified.

Crossbow, vial: More an overgrown slingshot than an actual crossbow, this weapon is not designed to shoot bolts, but rather special thin glass canisters containing alchemical solutions. The bow cord is fitted with a nesting piece of leather in the middle, running along a wide groove in the weapon's back. It can also shoot normal bolts as a light crossbow with a halved range increment.

Vial Ammo: A thin glass container that can be shot from a vial crossbow (see above) and can contain a normal dose of an alchemical substance.

New Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Bladed fingertips	15 gp	1d2	1d3	x2	—	—	Slashing
<i>One-handed Melee Weapons</i>							
Cane	5 gp	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
Cane, compartment	10 gp	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
Cane, hiking	6 gp	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
<i>Cane, tipped</i>							
Steel/iron	8 gp	1d4	1d6	19–20/x2	10 ft.	2 lb.	Bludgeoning
Alchemical silver	90 gp	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
Adamantine	1,500 gp	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
Thunderclub	8 gp	1d4 + thunderstone	1d6 + thunderstone	x2	10 ft.	4 lb.	Bludgeoning + sonic
<i>Two-handed Melee Weapons</i>							
Staff, bladed	12 gp	1d4/1d4	1d6/1d6	19–20/x2	—	4 lb.	Piercing or slashing
Staff, iron-tipped	4 gp	1d4/1d4 ¹	1d6/1d6 ¹	x2	—	5 lb.	Bludgeoning
Staff, spiked	8 gp	1d4/1d4	1d6/1d6	19–20/x2	—	5 lb.	Piercing
Staff, wizard	300 gp	1d6	1d8	x2	—	4 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Crossbow, double	60 gp	1d6	1d8	19–20/x2	80 ft.	7 lb.	Piercing
Crossbow, vial	55 gp	*	*	*	*	4 lb.	*
Vial ammo	1 gp	—	—	—	—	—	—
Dart shooter	30 gp	1d3	1d4	x2	20 ft.	2 lb.	Piercing
Dart	2 gp	—	—	—	—	—	—

*as per alchemical substance.

¹ If used as part of a full-attack option, base damage increases to 1d8/1d8.



New Armour and Clothing

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Clothing</i>								
Alchemist's robe	250 gp	+0	—	—	0%	30 ft.	20 ft.	8 lb.
Creator's robe	250 gp	+0	—	—	0%	30 ft.	20 ft.	8 lb.
Forger's robe	250 gp	+0	—	—	0%	30 ft.	20 ft.	8 lb.
Heavy robes	200 gp	+1	+10	—	0%	30 ft.	20 ft.	10 lb.
Vest, caster	10 gp	+0	—	—	0%	30 ft.	20 ft.	2 lb.

Dart Shooter: This simple but ingenious device is a slender box that fits over its user's forearm. It contains three darts that can be shot separately with a spring-based mechanism of gnomish design. Each dart is reloaded separately as a move action. Wizards are considered proficient in the use of a dart shooter, as it is even easier to use than a crossbow.

NEW ARMOUR AND CLOTHING

Protection has always been at odds with arcane spellcasting and none know it better than wizards, who are not only unused to wearing armour of any kind, but also find it constrains their spellcasting activities. This is why they are always on the lookout for new ways to protect themselves.

Alchemist's Robe: This robe is made with fibres treated with an alchemical compound that counteracts the effects of acid. A character wearing this robe gains acid resistance 5.

Creator's Robe: Making constructs involves a lot of strange processes, many of them involving electricity. This robe is made from a non-conductive substance that grants the character partial protection from electrical attacks. A character wearing this robe gains electrical resistance 5.

Forger's Robe: Some wizards like to forge the weapons and armour they enchant, practicing the smith's trade as they instil their creations with magical energy. A character wearing this robe gains fire resistance 5.

Heavy Robes: Normal armour is anathema to wizards and their spellcasting ability, but by combining metallurgic and weaving techniques, a concerned adventuring wizard created this special fabric by weaving cloth and mithral filigree. The result was a tough but light fabric that, when used to create a full robe, provides a passable protection compared to simple cloth. Heavy robes are masterwork items, which may be enchanted with enhancement bonuses but not special armour qualities.

Vest, caster: The caster vest is similar to a pocketed vest, but it has loops and special pockets designed to hang and store scrollcases and vials for magical potions and alchemical compounds. It can hold six scrolls, six potions and six alchemical substances. Retrieving items from the vest is a move action that does not provoke attacks of opportunity.

NEW EQUIPMENT

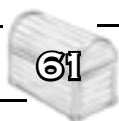
Wizards have very specialised needs that they meet with equally specialised items.

Starfinder: This instrument is a special sextant that does not correlate the stars to a geographical position, but to each other and to special astrological constellations, that a spellcaster uses to determine the best position of the stars for his magical workings. Without a starfinder, a character suffers a -4 penalty to Knowledge (arcana) checks for determining the best date to perform a magical working (see The Stars Are Right section in Chapter 7, Tricks of the Trade).

Spellbook, expandable: This curious spellbook is more of a mechanical binding than a true book. Its spine is a mechanical clamp that presses down the pages as a normal binder. The owner can trap or release the clamp to add or remove pages at will, allowing him to customise his spellbook, or even store scrolls within its pages. An expandable spellbook has a capacity for 125 pages.

Spellbook, closed: More than a simple tome, this spellbook resembles a box, covered by leather and wood on all sides and thus protecting the pages from damage. The spellbook is not exactly airtight, but at least it offers additional protection to the book's pages, more than if they were exposed on three sides.

Spellbook lock: Many books are closed by clasps or strings, but the really important books are locked shut. This is an addition to any spellbook, fastening metal clasps around the binding and locking fast on one side of the cover. The lock comes with its corresponding key and the harder it is to pick the more expensive it is.



New Equipment

Item	Cost	Weight
Starfinder	1,000 gp	1 lb.
Spellbook, expandable	25 gp	3 lb.
Spellbook, closed	18 gp	3 lb.
Spellbook lock	—	—
Open Lock DC 15	20 gp	—
Open Lock DC 20	40 gp	—
Open Lock DC 25	80 gp	—
Open Lock DC 30	150 gp	—
Spellbook lock, trapped	—	—
Search/Disable Device DC 20	+200 gp	+1 lb.
Search/Disable Device DC 25	+400 gp	+1 lb.
Search/Disable Device DC 30	+800 gp	+1 lb.
Vial, shatterglass	12 sp	1/10 lb.
Vial, shatterproof	2 gp	1/10 lb.
Vial case	4 gp	2 lb.

Spellbook lock, trapped: As a normal spellbook lock, but this modification contains a trap in the form of a needle that can transmit injury and contact poisons. The trap’s Search DC determines the price of the mechanism itself; the poison must be acquired separately.

Vial, shatterglass: Wizards and alchemists usually use vials that can resist shocks and bumps, but this can actually work against them when they contain an alchemical weapon that they throw, when they expect the vial to shatter. Shatterglass is particularly fragile and breaks at the least provocation, but is light and very aerodynamic, increasing the range of splash weapons by 5 feet. Shatterglass vials must be carried in padded vial cases to avoid breaking them by accident.

Vial Case: A box with interior padding that protects vials and other fragile containers. Each vial case can store up to six normal vials.

Vial, shatterproof: Made with adventuring in mind, shatterproof vials are the opposite of shatterglass vials; they simply will not break, except when crushed purposefully. Shatterproof vials are useless as splash weapon containers, but they do not break accidentally and have a +5 bonus to save against special attacks. They have hardness 5 and 8 hit points. Like all glass, shatterproof vials are acid-proof.

NEW ALCHEMICAL SUBSTANCES

Not all wizards dabble in alchemy, but those that do find a cheaper way to create extraordinary

effects using their magical knowledge, without really needing to expend their valuable spellcasting resources.

Arcane Dust: This fine dust is highly reactive to magical energies. To be effective, it must be spread as widely as possible, with one dose covering an area 15 feet per side. Its container (a sack or a vial) can be thrown, but the dust only covers an area 10 feet per side if applied like this. After three rounds, the dust begins to glow softly wherever magic is present, whether from a magical item, a lingering spell or a magical trap. The glow lasts for 10 minutes before fading away.

Arcane Dust, Superior: This is an improved version of arcane dust and it has the same applications with an added bonus; the dust glows a particular colour depending on the magic school of the effect being detected. If an effect has more than one school, the dust only picks up the stronger one. If there is more than one effect in the area, the dust glows in the colour of the strongest aura and shines colourlessly for all others. The colours that the different schools provoke are; bluish white (abjuration), purple (conjuration), yellow (divination), orange (enchantment), bright red (evocation), bright blue (illusion), sickly green (necromancy) and rainbow hues (transmutation).

Alchemist’s Robe



Creator’s Robe

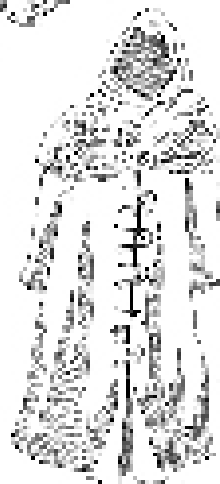


Vest, caster



Heavy Robes

Forger’s Robe





New Alchemical Substances

Substance	Cost	Weight	Craft DC
Arcane dust (bag)	80 gp	1/10 lb.	20
Arcane dust, superior (bag)	110 gp	1/10 lb.	25
Extract	x2	—	10
Firerock (with container)	25 gp	1/2 lb.	15
Flashpowder	50 gp	1 lb.	20
Invisible ink, simple (vial)	10 gp	1 lb.	15
Invisible ink, complex (vial)	30 gp	1 lb.	20
Noisemaker	20 gp	1 lb.	20
Merciful rest	15 gp	1/10 lb.	15
Revealing dust	10 gp	1/10 lb.	15
Scramblemind	60 gp	1/10 lb.	25
Spellbox	75 gp	1/10 lb.	25

Extracts: An extract is a concentrated version of a substance. An alchemist can create an extract of any liquid substance with an evaporation dish (see the Lab Equipment section, below). Using extracts as ingredients for their base substances speeds up creation time, so that each Craft check represents two days or two weeks' worth of work instead of just one. Creating an extract from a normal amount of alchemical substance yields enough ingredients for five processes.

Firerock: This odd blackened stone stores heat for a prodigious amount of time. It must first be put into an open fire and left there for at least five minutes. It can then be taken out, put inside a metal container and carried off. For 24 hours, the firerock maintains the fire's heat within it, so that it only needs to be dropped upon any flammable substance (such as oil or kindling) to ignite it in 1d4 rounds. Dousing the rock with any non-flammable liquid quenches the stored heat.

Flashpowder: A compound that activates when it contacts air, flashpowder is nearly always carried in sealed vials. It creates a brilliant flash that affects all creatures within 10 feet of its point of impact. Creatures that fail a Reflex save (DC 14) cannot cover their eyes in time and are blinded for 1d4+1 rounds.

Invisible Ink: This substance started as an apprentice's accident, then it became a plaything, now it is employed as a simple defence against intrusion. With invisible ink, a person can write or sketch anything upon a normal piece of paper. Within minutes, the rendered script or image will fade and leave the page as if nothing had been written on it; it takes a particular method to make the ink visible again. There are two kinds of invisible ink; the simple version only requires an open flame be passed beneath the written page to reveal its true contents,

turning the invisible ink a pale blue. The complex kind is even more secretive, for it requires that the page be sprinkled with fine revealing dust (see below) and *then* passed over an open flame, which turns the adhered dust into the true contents of the page, coloured in a light red hue. Many users of invisible ink put some kind of marker only they and trusted people can recognise upon the pages, indicating that the scroll contains a hidden message.

Noisemaker: A derivative from thunderstone fillings that activates when they contact air, noisemaker is nearly always carried in sealed vials. Noisemaker is meant to be thrown and, while it does not provoke a loud bang like a thunderstone, it causes a series of aggravating bangs that are extremely annoying and distracting. Creatures within 10 feet of the point where noisemaker lands suffer a -4 penalty on Concentration and Listen checks while the detonations continue. Noisemaker detonates for 1d4+1 rounds.

Merciful Rest: This beverage is prepared as an infusion and imbibed hot. It has a slightly bitter taste, but otherwise its effects are very beneficial. A dose of merciful rest allows the imbiber to sleep soundly, recovering half again his level in hit points (level x 1.5) and recover one additional point of ability damage. The downside is that the character sleeps *too* soundly, requiring a Will save (DC 15) to recover consciousness even if forcibly woken up. The character also sleeps for two more hours than normal.

Revealing Dust: Applying this dust to a page where complex invisible ink has been used reveals the message therein. It also has a very useful adventuring benefit – when a pouch of revealing dust is thrown, it will explode and fill a 10 foot radius. All invisible items or creatures are automatically limned with an effect identical to *faerie fire*, though this will only last for 1d4 rounds.

Scramblemind: Thrown in a glass container, this substance spreads in a cloud of dust up to 5 feet from its point of impact. Spellcasters caught in the dust cloud must make a Fortitude check (DC 15) or have their concentration ruined. If they want to cast a spell, they must make a Concentration check (DC 15 + spell level); this check is in addition to any other Concentration check due to other circumstances such as casting on the defensive, suffering damage or casting under violent conditions. If they fail the check, they lose the spell they were trying to cast. The effect of the scramblemind dust lasts for 1d6+1 rounds.

Spellbox: This potent drug is simultaneously a blessing and a curse for a wizard and he must be very careful when drinking it. A single dose imbibed during the morning expands the character's consciousness, allowing

him to prepare one extra spell, of one level lower than his maximum spell level (or one spell of a level lower than this). Any spellcaster gains this benefit, even spontaneous casters. The danger of this drug is that it strains the character's mind, requiring a Fortitude save (DC 15) to avoid suffering two points of ability damage (Int, Wis or Cha, depending on the drinker's base spellcasting ability). Failing 10 Fortitude saves against spellbox within the space of one year will result in the character becoming addicted to the substance – they will go to any lengths to acquire spellbox and must use it once per week. During the addiction period, spellbox ceases to give the character any benefits while still requiring a Fortitude save to resist ability damage. Ceasing this addiction requires three months of isolation from the drug, during which the spellcaster has a –2 penalty to Intelligence, Wisdom *and* Charisma.

The following table gives the cost of the alchemical substances, as well as the DC to craft them with the Craft (alchemy) skill.

LAB EQUIPMENT

A wizard's laboratory is equipped with items that serve no other purpose except to contain and conduct various

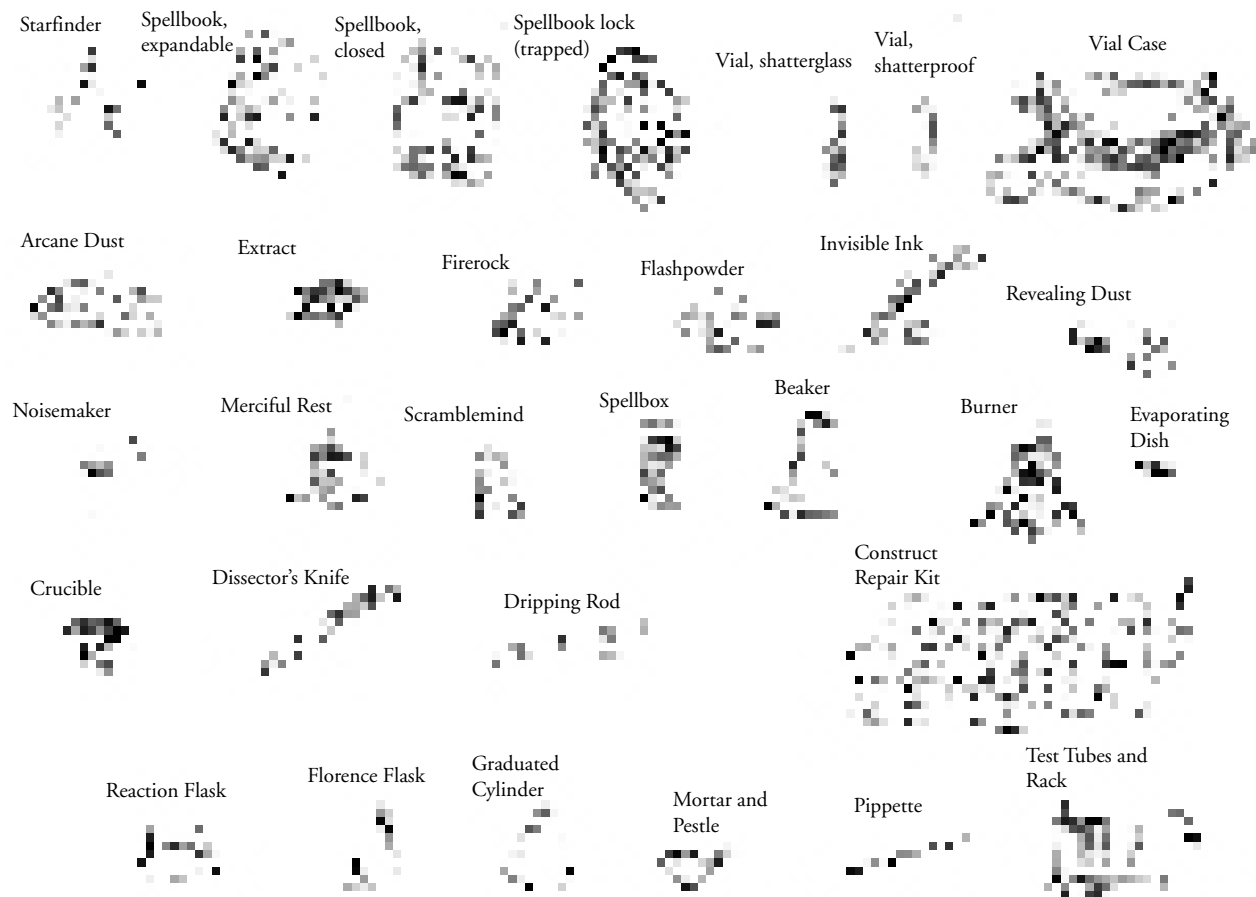
substances. Occasionally they will have multiple uses, though – these are specified in each item's description.

Beaker: The most common instrument of a laboratory, alchemical or otherwise, the beaker is a wide glass with markings on the side to indicate approximate volume. Beakers are used to hold substances ranging from alchemical reagents to fresh milk.

Burner: This item resembles a lamp in that it uses oil poured into a container to create flame but, instead of illumination, its purpose is to heat substances in their containers.

Construct Repair Kit: This kit comes in several sizes and is usually put together by the same character that created the construct it is meant to repair. A repair kit only works for a specific type of construct and contains enough materials and tools to restore a construct to its full hit points. This may only be done once before the repair kit needs to be restocked (costing half the full kit's price).

Crucible: A thick ceramic container shaped as a cup, used to apply great amounts of heat to a substance.



Dissector's Knife: This small knife is useless in combat, as it is much too small to be effective against a struggling foe, but it deals devastating damage to a helpless or held victim. Good wizards only use this knife on dead specimens, but evil ones have no compunction against using it on live subjects. A dissector's knife deals 1d4 points of Constitution damage on a helpless victim.

Dripping Rod: Similar to a pipette, the dripping rod is a long, three foot metal rod with a small tube inside. Its main use is to distil a substance from one container to another, but a few characters can give it other ingenious uses, such as a timer for a waterclock device or even an instrument of torture.

Evaporating Dish: A small ceramic bowl intended to be heated in order to evaporate liquids contained and leave behind any solid residue. It is used to create extracts.

Florence Flask: A round-shaped glass container with a narrower cylindrical opening on top, used to heat substances.

Graduated Cylinder: A more precise measuring tool, this is a wide glass cylinder with markings on the side for more accurate measurements of liquids contained therein.

Mortar and Pestle: A ceramic bowl with a ceramic 'handle' used to grind solids into dust.

Pipette: A thin glass tube with a very narrow opening on one end, an alchemist uses this instrument to transport measured amounts of liquids from one place to another. Like all glass equipment it is immune to the effects of acid, but the user must be very careful when picking up any acidic substances with it, as he must immerse the pipette in the liquid and hold the wider end with his thumb to pick it up.

Reaction Flask: This is a cone-shaped glass container with a narrower cylindrical opening on top, used to mix elements and cause reactions. A character handling poison from a reaction flask has only a 3% chance of poisoning himself in the process.

Lab Equipment

Item	Cost	Weight
Beaker	5 sp	1/10 lb.
Burner	2 gp	1 lb.
Construct repair kit	Construct's HD x 200 gp	
Crucible	3 gp	1 lb.
Dissector's knife	8 gp	1/10 lb.
Dripping rod	8 sp	2 lb.
Evaporating dish	5 sp	1/10 lb.
Florence flask	6 sp	1/10 lb.
Graduated cylinder	1 gp	1 lb.
Mortar and pestle	6 sp	2 lb.
Pipette	3 sp	—
Reaction flask	5 sp	1/10 lb.
Restraining harness	—	—
Tiny	15 gp	5 lb.
Small	30 gp	10 lb.
Medium	60 gp	20 lb.
Large	250 gp	80 lb.
Huge	1,000 gp	320 lb.
Gargantuan	4,000 gp	1,280 lb.
Colossal	8,000 gp	5,120 lb.
Break DC 15	x1	—
Break DC 20	x1.5	—
Break DC 25	x2	—
Break DC 30	x3	—
Restraining harness, exotic	x2 as above	—
Summoning diagrams	—	—
Imprisonment	500 gp	—
Cajoling	100 gp	—
Easy banishing	120 gp	—
Keyed	Creature's CR x 50 gp	—
Test tube	2 sp	—



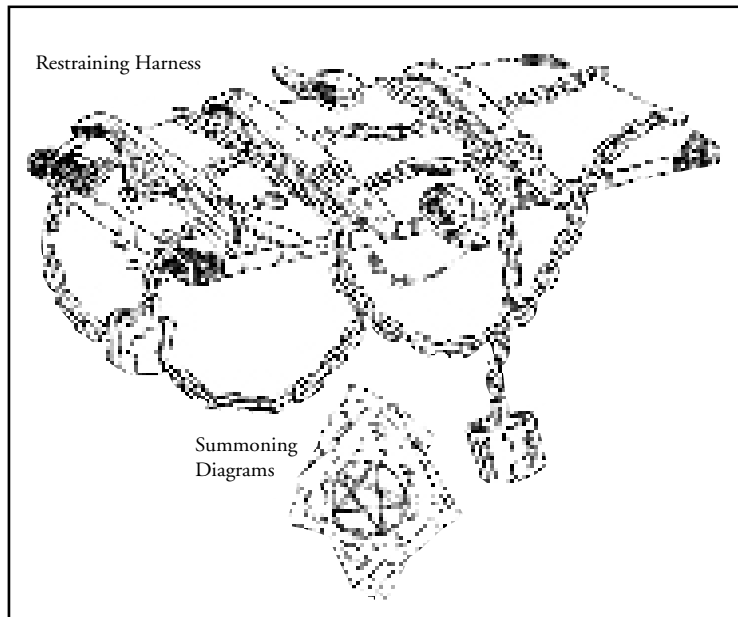


diagram. Experienced summoners experimented in the past with different types of diagrams and now their designs are available for sale in their own scrolls. Magical diagrams, despite their magical applications, are not magic in and of themselves, but their effect is nonetheless useful. Each diagram type is overlaid on top of a normal diagram (as described in the *magic circle* spell description), adding time and difficulty to the tracing. A spellcaster can overlay up to two extra diagrams to a normal magic circle.

✦ *Imprisonment:* A circle of imprisonment bolsters the magical barrier holding the summoned creature in place. To break free by any method, the trapped creature must succeed at *two* rolls (whether saving throws or caster checks) in order to escape the diagram.

✦ *Cajoling:* The circle is inlaid with runes and sigils that compel the trapped creature to obey the summoner's commands. The trapped creature suffers a -2 penalty on its Charisma checks to resist complying with an order or service.

✦ *Easy Banishing:* An easy banishing circle is a precaution that many wizards indulge in, as it makes it easier to send a creature back to its home plane when all else fails. The circle increases the DC of the *dismissal* and *banishment* spells by +2, and also grants a +1 bonus to the character's caster checks to defeat a trapped creature's Spell Resistance.

✦ *Keyed:* A keyed diagram is specially designed to affect a specific type of creature, such as a glabrezu demon, an efreeti or a hound archon. The cost of such diagram depends on the creature's power, but that specified creature suffers a -1 penalty on all its rolls to resist the caster's spells and requests.

Restraining Harness: This collection of clasps, manacles and chains is an extremely effective way to restrain a subject, more than simple ropes and manacles. Many people look at these harnesses with fear, but wizards who experiment with dangerous creatures know that, as ghastly as they look, they are the best way to conduct their work and remain in one piece. A wizard prefers a harness to be firmly secured to a wall, a table or a cage, but portable versions work by limiting the movements of a creature, distributing its struggles through its various straps and chains so as to make it nigh-impossible to break out. A creature held by a restraining harness has its speed reduced to one third normal, cannot attack or use any extraordinary ability or any other ability that depends on freedom of movement, loses its Dexterity modifier to Armour Class and suffers a -4 penalty on all Strength and Dexterity-based rolls (including rolls to break or escape from the harness). Normal restraining harnesses are designed for creatures with four limbs, namely humanoids, animals and the more normal of magical beasts. All restraining harnesses have an Escape Artist DC of 30, but they come in varying Break DC strengths.

Restraining harness, exotic: An exotic restraining harness is custom made for strange creatures with more limbs than usual, or placed where they are not supposed to go. The cost of an exotic restraining harness is double that of a normal version of the same size.

Summoning Diagrams: Bringing creatures from another plane to your own is always a dangerous undertaking and one that requires preparation and forethought. Through the use of the *planar binding* spells, a character can lure an extraplanar being to a trap made with a *magic circle* spell and a traced summoning

Summoning Diagrams

Diagram Type	Time ¹	Spellcraft DC
Imprisonment	+10 minutes/+50 minutes	+5
Cajoling	+5 minutes/+30 minutes	+2
Easy banishing	+5 minutes/+20 minutes	+3
Keyed	+10 minutes/+30 minutes	+3

¹ The number after the slash applies when taking 20 on the Spellcraft check

Test Tube: A multipurpose glass container shaped as a slender tube with a rounded bottom. Test tubes cannot stand by themselves (they need a rack) and are relatively fragile against impact, acting as shatterglass containers (see the Equipment section, above).



ARCANE ITEMS

Wizards are in the enviable position of being the most capable of creating their own magical equipment, specially tailored to fit their current needs, so long as they have the resources and meet the prerequisites. Given the versatility of magic and the variety of spells that wizards can learn, these spellcasters are only limited by their imagination when devising effects and characteristics for their magical tools. Money comes later as an impediment, but that is normally solved with relative ease.

WEAPONS

Although wizards are not very keen on wielding most weapons, enchantments can change everything, as wizards give their limited arsenal the unlimited power of magic.

New Weapon Special Abilities

Animated: This ability is similar to *dancing* in the way that the owner may let go of it and it will attack on its own, but instead of dancing in the air, the weapon grows legs and arms and will move on its own, becoming an animated object (see *Core Rulebook III*) of the same size as the weapon, with the hardness quality. The animated weapon can move as directed by its owner up to 30 feet away from him. As a construct creature, the weapon can be attacked normally, provokes attacks of opportunity and may make its own attacks of opportunity. The animated weapon has the number of attacks of an animated object of its size, but adds its owner's base attack bonus to its own. The weapon has full use of its own special abilities which it can activate and use at will, except for abilities that require the expenditure of charges, which it can do when ordered by its owner as a free action (limit once per round). The weapon can stay animated for up to 2d6+1 rounds and will return to its master's hand when this duration expires before turning back into a normal object. Note that the object will probably not be able to *teleport* and if it cannot physically return to its master it will return to inanimate form and fall to the floor when the duration ends.

Strong transmutation; CL 15th; Craft Magic Arms and Armour, *polymorph any object*, *telekinesis*; Price +4 bonus.

Binding: A binding weapon is usually a staff, but any other will do. A binding weapon acts as a magical trap into which an outsider creature can be lured by the *planar binding* spells. The creature is sucked into the weapon and can only communicate with someone holding it. The weapon acts as a magical diagram and the creature can

make a Charisma check (DC 24) every day to try and escape, but otherwise is trapped and the caster of the spell that called it can confer with it to extract a service with the normal opposed Charisma checks. Breaking the weapon releases the trapped creature.

Moderate abjuration; CL 7th; Craft Magic Arms and Armour, Spellcraft 10 ranks, *dimensional anchor*, *magic circle*; Price +2 bonus.

Delivering: This enchantment is for ranged weapons only, mostly used on crossbows by spellcasters who use them. A delivering weapon can be charged with a touch spell provided by the weapon's owner prior to firing. Either the owner or another spellcaster must provide the touch spell, which is cast normally upon the item or ammunition. A delivering weapon confers the touch spell upon its ammunition, but only until successfully discharged; thus, a delivering weapon that misses an attack confers the touch spell to the next unit of ammunition until it successfully hits, at which point the spell is discharged just as if the caster had touched the victim. Spells which allow a caster to touch multiple targets will only affect a single target when delivered by a weapon with this enchantment. The weapon deals its normal damage in addition to the spell it is delivering, although the target gains a normal saving throw if the spell's description allows it.

Faint necromancy; CL 3rd; Craft Magic Arms and Armour, *spectral hand*; Price +1 bonus.

Distant: This is an ability favoured by wizards who like to participate in combat but cannot afford to be hit. This ability allows a melee weapon to attack at a distance, with the wielder swinging and striking normally, but the actual attacks take effect up to 30 feet away. The attacks are conducted at the wielder's normal base attack bonus, with all possible bonuses applicable except for flanking and charging. Damage is only normal for the weapon, including Strength and enhancement bonuses but no other damage from special qualities, sneak attack dice or other abilities that increase damage. When used in close combat normally, the weapon will be able to use all abilities or qualities normally. Note that the weapon does not have reach and enemies moving within its 30 feet range do not provoke attacks of opportunity.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *telekinesis*; Price +2 bonus.

Marking: This ability is only useful to spellcasters, helping them to aim their spells for maximum effect,

which is why this ability is enchanted mostly on staves. The wielder of a marking weapon points at a possible target and makes a ranged touch attack with a +5 bonus. If successful, the target is marked and suffers a -2 penalty to all its saving throws against spells cast by the weapon's wielder. The mark lasts for 10 rounds before fading, or until the weapon's wielder successfully marks another target.

Faint divination; CL 3rd; Craft Magic Arms and Armour, Spell Focus (any), *arcane mark*, *true strike*; Price +1 bonus.

Marking, Universal: This ability is similar to marking, but the mark is visible to all and attracts the magical attacks of the wizard and his allies. The target can make a Will save (DC 15) to avoid being marked, in addition to the ranged touch attack necessary. If it fails, it suffers a -2 penalty to all its saving throws against spells cast by the weapon's wielder and his allies. The mark lasts for 20 rounds before fading, or until the weapon's wielder successfully marks another target.

Faint divination and conjuration; CL 5th; Craft Magic Arms and Armour, Spell Focus (any), *arcane mark*, *glitterdust*, *true strike*; Price +2 bonus.

Spell Leech: A weapon enchanted with this special ability can defend the wielder from magic attacks and use their energy in its own benefit. If the wielder is targeted by a spell or spell-like ability, he adds the weapon's enhancement bonus to his saving throw. If his save result exceeds the effect's DC by 5 or more, the weapon sucks out the spell or ability's magical energy into itself, negating the effect completely (in case the spell or ability have partial effects on a successful save). The weapon stores the spell energy it leeches, but only spellcasters can then benefit from this ability. The negated spell becomes a virtual spell slot of the same level as the negated spell or spell-like ability; a spellcaster can use this spell slot in place of his own. Spontaneous casters like sorcerers and bards simply add this slot to their daily allotment, but other spellcasters are more limited; wizards and other casters that prepare spells can use the spell slot stored in the weapon to cast one of the spells of that level they have already prepared, without having to cast it from their repertoire of prepared spells for the day. The weapon can only store one spell or spell-like ability and grant it as a spell slot; it still provides its protection against such attacks, but it cannot store new spell slots until the one already stored is used, or the wielder wills it to replace the one previously stored.

Moderate abjuration and transmutation; CL 11th; Craft Magic Arms and Armour, *globe of invulnerability*, *mnemonic enhancer*; Price +3 bonus.

Vigilant: A vigilant weapon warns its wielder of any threat that surrounds him. The weapon can tell the character with a simple tingling whether he is facing a threat within 60 feet. The weapon is smart enough that it detects threatening intentions, warning its owner of ambushes, sneaking enemies and even plotting rivals within range. The weapon cannot convey the exact intentions it is detecting; it can only tell that they are threatening ones. While holding a vigilant weapon, the character receives a +5 bonus to all checks and rolls that determine whether he is surprised in an encounter.

Faint divination; CL 3rd; Craft Magic Arms and Armour, *alarm*, *detect thoughts*; Price +2 bonus.

NEW ROBES AND CLOAKS

Since they are not trained to use armour, wizards fashion robes and other protective items that will increase their protection while adventuring. Magical clothing replaces armour for wizards and some get so involved in the magical properties of their apparels that they place protection aside in favour of extra functionality.

Cloak of Disarming: When the caster is attacked by a melee weapon (not a natural or ranged weapon) this suddenly comes alive and wraps around the attacker's weapon, snatching it from his hands. The cloak becomes active after the attack hits but before it deals any damage. The cloak makes a disarming attack with a +15 bonus and does not provoke an attack of opportunity; if the disarming attempt is successful, the cloak is now in possession of the weapon and will immediately toss it to a random square adjacent to the cloak's wearer. The original attack is considered a failure and no damage is dealt. If the disarm attempt is a failure, then damage is inflicted upon the wearer normally and the cloak will not function again that day.

Moderate transmutation; CL 11th; Craft Wondrous Item, *transformation*; Price 100,000 gp; Weight 1 lb.

Cloak of Familiar Refuge: This nondescript cloak can spring an unusual surprise, as its interior lining is an entrance to an extradimensional space. A wearer cannot store anything in this space, but if he has a familiar or animal companion, it can make its lair inside the cloak, coming in and out at its leisure or its master's command.

Faint transmutation; CL 3rd; Craft Wondrous Item, *rope trick*; Price 12,000 gp; Weight 1 lb.

Cloak of Force: When found or finished, this cloak is merely a clasp that is fastened to the wearer's neck. A command causes a shimmering mantle of force to drape over the wearer's shoulders, protecting him from harm. This cloak grants the wearer a +4 deflection bonus to



Armour Class and protects him from other force effects like attacks by incorporeal and ethereal creatures. *Magic missiles* cast at the wearer have only a 25% chance per bolt of striking the character. The *cloak of force* remains in place for a total of four hours per day.

Faint conjuration; CL 3rd; Craft Wondrous Item, *mage armour*; Price 32,000 gp; Weight 1 lb.

Robe of Shadows: This dark grey robe makes the caster project a shadow that looks darker than normal. A spellcaster wearing a *robe of shadows* has the tangibility of any shadow spells he casts increased by 20%. This percentage increases the effects of spells like *shadow conjuration* and *shadow evocation* or any other shadow spell that measures the effect's degree of solidity or reality in percentages.

Faint illusion; CL 7th; Craft Wondrous Item, *shadow conjuration*; Price 40,000 gp; Weight 1 lb.

Robe of the Abjurer: This pearly white robe has several protective sigils embroidered along its hems. A spellcaster wearing a *robe of the abjurer* increases the save DC of abjuration spells he casts by +1 and gains a +2 bonus to caster checks made for abjuration spells. In addition, by speaking a command word, the wearer creates a protective field around himself that protects him from attacks made by creatures of one of the following alignments; chaotic, evil, good or lawful. The wearer decides against which alignment the field will protect

him when speaking the command word. This protection lasts for one minute per wearer's caster level (minimum of one minute) and grants a +2 deflection bonus to Armour Class and to saving throws against attacks from creatures of the selected alignment. The field also blocks possession, mind control attempts and bodily contact from summoned creatures of the selected alignment.

Faint abjuration; CL 3rd; Craft Wondrous Item, Spell Focus (abjuration), *protection from (chaos, good, evil and law)*; creator must be an abjurer; Price 12,000 gp; Weight 1 lb.

Robe of the Conjurer: This purple robe has several patterns running across it, only visible under certain lighting conditions. A spellcaster wearing a *robe of the conjurer* increases the save DC of conjuration spells he casts by +1 and gains a +2 bonus to caster checks made for conjuration spells. In addition, all conjuration spells that create or summon creatures and objects that disappear at the end of the spell's duration have that duration calculated as if the character were two caster levels higher. This caster level increase only affects the duration of conjuration spells, not any other effects. While the caster is wearing this robe, the extended duration is considered the spell's true duration, which can be further increased by the Extend Spell feat.

Robe of the
Enchanter



Robe of the
Diviner



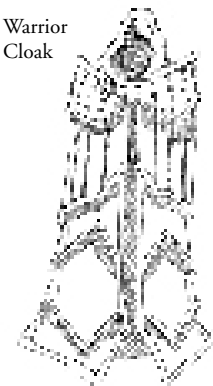
Robe of the
Conjurer



Robe of the
Evoker



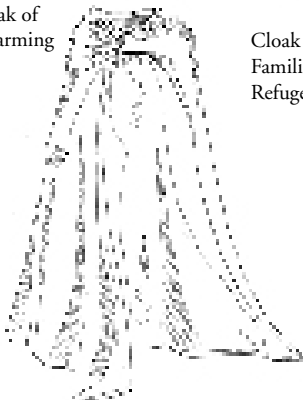
Warrior
Cloak



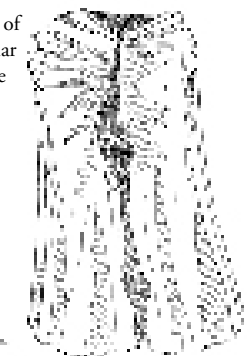
Robe of the
Abjurer



Cloak of
Disarming



Cloak of
Familiar
Refuge



Faint conjuration; CL 3rd; Craft Wondrous Item, Spell Focus (conjuration), *summon monster I*; creator must be a conjurer; Price 12,000 gp; Weight 1 lb.

Robe of the Diviner: This cream-coloured robe is embroidered with a large eye design on the chest area. A spellcaster wearing a *robe of the diviner* increases the save DC of divination spells he casts by +1 and gains a +2 bonus to caster checks made for divination spells. In addition, all divination spells have their range calculated as if the character were two caster levels higher. This caster level increase only affects the range of divination spells, not any other effects. While the caster is wearing this robe, the increased range is considered the spell's true range, which can be further increased by the *Enlarge Spell* feat.

Faint divination; CL 3rd; Craft Wondrous Item, Spell Focus (divination), *locate object*; creator must be a diviner; Price 12,000 gp; Weight 1 lb.

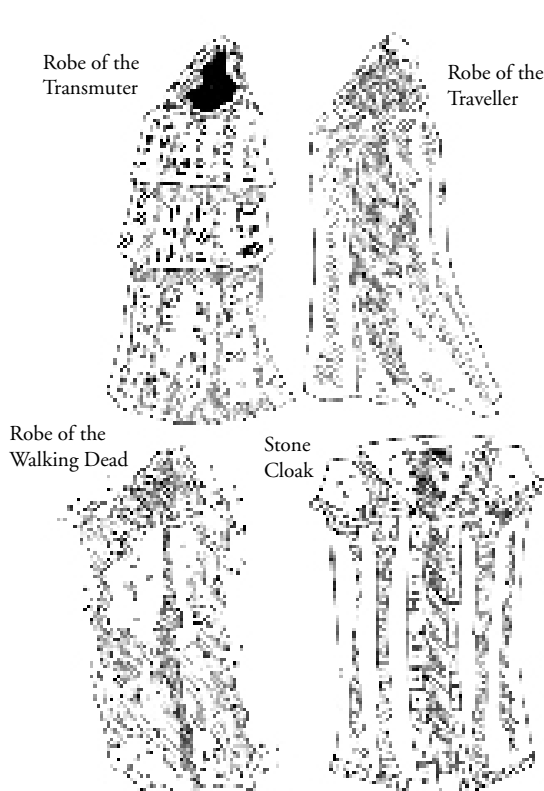
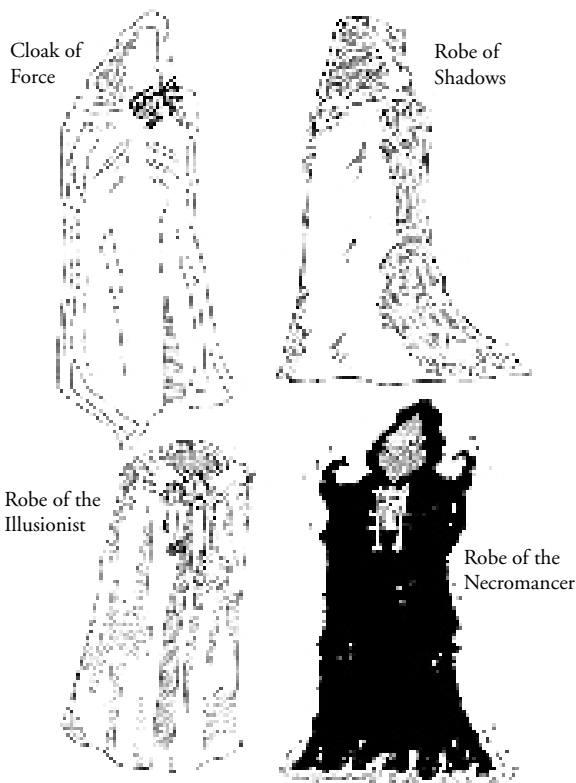
Robe of the Enchanter: This wine-coloured robe has many swirl and spiral motifs embroidered along its surface. A spellcaster wearing a *robe of the enchanter* increases the save DC of enchantment spells he casts by +1 and gains a +2 bonus to caster checks made for enchantment spells. In addition, the caster gains a +5 competence bonus to Diplomacy checks to change the attitude of Non-Player Characters.

Faint enchantment; CL 3rd; Craft Wondrous Item, Spell Focus (enchantment), *charm person*; creator must be an enchanter; Price 12,000 gp; Weight 1 lb.

Robe of the Evoker: This deep crimson robe has several flame and lightning motifs embroidered along its hems. A spellcaster wearing a *robe of the evoker* increases the save DC of evocation spells he casts by +1 and gains a +2 bonus to caster checks made for evocation spells. In addition, all evocation spells have their range calculated as if the character were two caster levels higher. This caster level increase only affects the range of evocation spells, not any other effects. While the caster is wearing this robe, the increased range is considered the spell's true range, which can be further increased by the *Enlarge Spell* feat.

Faint evocation; CL 3rd; Craft Wondrous Item, Spell Focus (evocation), *magic missile*; creator must be an evoker; Price 12,000 gp; Weight 1 lb.

Robe of the Illusionist: This deep blue robe is made with a fabric that reflects light faintly. A spellcaster wearing a *robe of the illusionist* increases the save DC of illusion spells he casts by +1 and gains a +2 bonus to caster checks made for illusion spells. In addition, upon speaking a command word, the character may assume the guise of a non-specific individual of his own race. This disguise is illusory and other creatures and characters gain a Will save (DC 11 + wearer's Int modifier) if they interact with the illusion to see through



the effect. The character cannot assume the guise of any specific individual, but he may vary his gender as well as his height and girth to any point within the normal characteristics of his race.

Faint illusion; CL 3rd; Craft Wondrous Item, Spell Focus (illusion), *disguise self*; creator must be an illusionist; Price 12,000 gp; Weight 1 lb.

Robe of the Necromancer: This utter black robe is made from a coarse fabric that appears to suck out light around it. A spellcaster wearing a *robe of the necromancer* increases the save DC of necromancy spells he casts by +1 and gains a +2 bonus to caster checks made for necromancy spells. In addition, the wearer is infused with the energy of death and three times per day can make a touch attack that deals 1d4 points of Strength damage.

Faint necromancy; CL 3rd; Craft Wondrous Item, Spell Focus (necromancy), *ray of enfeeblement*; creator must be a necromancer; Price 12,000 gp; Weight 1 lb.

Robe of the Transmuter: This violet robe has strange patterns that change into one another as the eyes follow them across the robe's surface. A spellcaster wearing a *robe of the transmuter* increases the save DC of transmutation spells he casts by +1 and gains a +2 bonus to caster checks made for transmutation spells. In addition, all transmutation spells that change the properties of a target and disappear at the end of the spell's duration have that duration calculated as if the character were two caster levels higher. This caster level increase only affects the duration of transmutation spells, not any other effects. While the caster is wearing this robe, the extended duration is considered the spell's true duration, which can be further increased by the Extend Spell feat.

Faint transmutation; CL 3rd; Craft Wondrous Item, Spell Focus (transmutation), *alter self*; creator must be a transmuter; Price 12,000 gp; Weight 1 lb.

Robe of the Traveller: In temperate weather, this robe is a non-descript brown garment that is very comfortable to use. Its magic resides in its ability to adapt to any environment, transforming into a garment more appropriate to whatever weather conditions it finds itself in. The robe can transform into heavy furs in cold weather, light linen that retains moisture in deserts, slick garments for rain and so forth. The wearer can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves.

Faint abjuration; CL 3rd; Craft Wondrous Item, *endure elements*; Price 3,000 gp; Weight 1 lb.

Robe of the Walking Dead: A ragged piece of clothing that looks more like a mortuary shroud than a garment for the living. Once worn, this cloak allows its wearer to register as an undead creature for many forms of detection, including to the senses of other undead creatures. The wearer's appearance does not change. Mindless undead are instantly fooled and ignore the wearer until he attacks them or takes hostile action against them; intelligent undead are entitled to a Will save (DC 15); in the case of failure, they believe the wearer is a ghoul.

Faint necromancy; CL 3rd; Craft Wondrous Item, *ghoul touch*; Price 24,000 gp; Weight 1 lb.

Stone Cloak: This cloak is of greyish colour and is made from a very coarse material. A wearer can use one of two command words to have the cloak display its powers. The first command word hardens the cape partially, granting the wearer the same protection as the *stoneskin* spell (as if cast by a 13th level wizard). The wearer can turn this protection on and off several times during the day, but damage absorbed remains in effect until the next morning. A *stone cloak* whose protection is reduced to 0 hit points by accumulated attacks disintegrates and becomes useless. The second command word envelopes the wearer in stone, effectively turning him into a statue as per the *statue* spell (as if cast by a 13th level wizard).

Strong transmutation; CL 13th; Craft Wondrous Item, *statue*, *stoneskin*; Price 234,000 gp; Weight 1 lb.

Warrior Cloak: This cloak looks like normal clothing, although its hems always seem to be shifting, as if the owner were moving all the time. The cloak provides a +3 enhancement bonus to Armour Class and when a command word is spoken it begins moving and shifting in shape, enlarging and contracting cloth appendages all around. The wearer can use these appendages to attack with his normal base attack bonus, dealing 1d8 + wearer's Intelligence modifier points of bludgeoning damage. The cloak's appendages have a reach of 10 feet and the user can make attacks of opportunity with them. The cloak can perform disarm attempts but the wearer cannot be disarmed of the cloak if unsuccessful. The wearer can make multiple appendages converge on a single target to start a grapple, using his caster level instead of base attack bonus for the grapple check. The wearer can command the appendages to grab things but cannot perform fine manipulation. Attacking with the cloak's appendages counts as a free action for the wearer, but to a limit of one attack per round.

Moderate conjuration; CL 9th; Craft Wondrous Item, *black tentacles*; Price 73,800 gp; Weight 1 lb.

NEW STAFFS

Once a wizard learns to make his own staff, he gains an invaluable tool for life, one spent adventuring or otherwise. The following are a few of the types of staff that a wizard may craft for himself, purchase or discover on his travels.

Staff of Animal Augmentation: This is a simple oakwood staff engraved with the heads of animals on both ends. This staff allows the use of the following spells:

- + *Bear's endurance* (1 charge)
- + *Bull's strength* (1 charge)
- + *Cat's grace* (1 charge)
- + *Eagle's splendour* (1 charge)
- + *Fox's cunning* (1 charge)
- + *Owl's wisdom* (1 charge)

Moderate transmutation; CL 8th; Craft Staff, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendour*, *fox's cunning*, *owl's wisdom*; Price 22,500 gp.

Staff of Demons: This +1 *binding staff* is topped by the head of some demonic creature, with runes spiralling down to its tip; it contains magic useful for calling, trapping, cajoling and banishing demons. This staff allows the use of the following spells:

- + *Banishment* (2 charges)
- + *Dimensional anchor* (1 charge)
- + *Eagle's splendour* (1 charge)
- + *Magic circle against evil* (1 charge)
- + *Planar binding* (2 charges)

Strong various; CL 13th; Craft Staff, *banishment*, *dimensional anchor*, *eagle's splendour*, *magic circle against evil*, *planar binding*; Price 67,000 gp.

Staff of Destruction: A crooked staff with several engravings resembling cracks, but which do not weaken the staff at all. This staff allows the use of the following spells:

- + *Contagion* (1 charge)
- + *Disintegrate* (1 charge)
- + *Reverse gravity* (2 charges)
- + *Transmute rock to mud* (1 charge)

Strong various; CL 13th; Craft Staff, *contagion*, *disintegrate*, *reverse gravity*, *transmute rock to mud*; Price 60,000 gp.

Staff of Hands: A polished black staff with a silver hand in a clasping gesture on top. This staff allows the use of the following spells:

- + *Mage hand* (1 charge)
- + *Spectral hand* (1 charge)
- + *Interposing hand* (1 charge)
- + *Forceful hand* (2 charges)
- + *Grasping hand* (2 charges)

Moderate various; CL 13th; Craft Staff, *mage hand*, *spectral hand*, *interposing hand*, *forceful hand*, *grasping hand*; Price 46,500 gp.

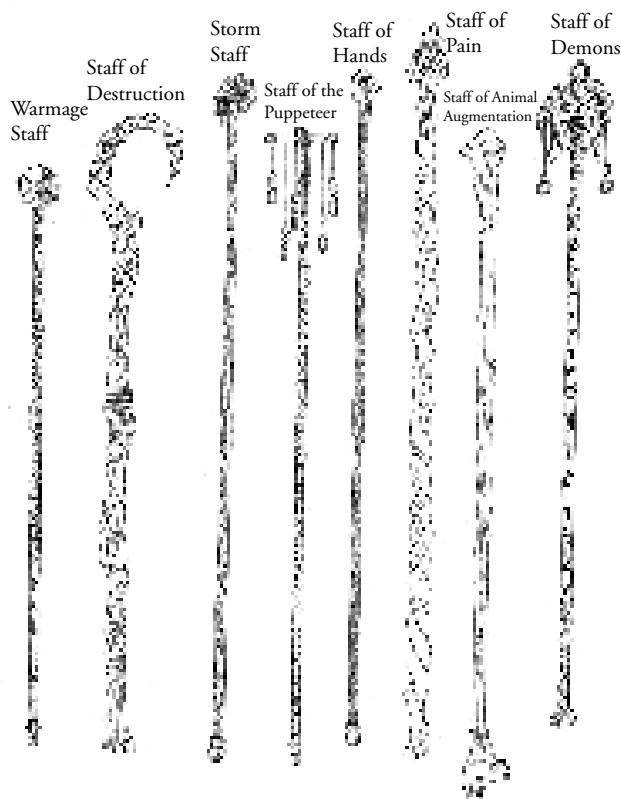
Staff of Pain: A staff twisting around itself, the wood contorted and vertical only in the general sense. This staff allows the use of the following spells:

- + *Enervation* (1 charge)
- + *Ghoul touch* (1 charge)
- + *Symbol of pain* (1 charge)
- + *Vampiric touch* (1 charge)

Moderate various; CL 9th; Craft Staff, *enervation*, *ghoul touch*, *symbol of pain*, *vampiric touch*; Price 35,500 gp.

Staff of the Puppeteer: This staff has an odd head ornament in the shape of a small wooden frame with thin silver chains dangling from it. This staff allows the use of the following spells:

- + *Dominate person* (1 charge)
- + *Mass suggestion* (2 charges)
- + *Animate rope* (1 charge)
- + *Telekinesis* (1 charge)



Moderate various; CL 11th; Craft Staff, *dominate person*, *mass suggestion*, *animate rope*, *telekinesis*; Price 52,500 gp.

Storm Staff: A black staff with golden threads on its top, ending in a lightning-shaped head. This staff allows the use of the following spells:

- + *Gust of wind* (1 charge)
- + *Ice storm* (1 charge)
- + *Chain lightning* (2 charges)
- + *Control weather* (2 charges)

Strong various; CL 13th; Craft Staff, *chain lightning*, *control weather*, *gust of wind*, *ice storm*; Price 42,500 gp.

Warmage Staff: This staff is carved with runes of power and topped by a head resembling a mace head. This staff allows the use of the following spells:

- + *Chain lightning* (2 charges)
- + *Heroism* (1 charge)
- + *Magic missile* (1 charge)
- + *Mage armour* (1 charge)
- + *Shout* (1 charge)

Moderate various; CL 11th; Craft Staff, *chain lightning*, *heroism*, *magic missile*, *mage armour*, *shout*; Price 47,500 gp.

New Staff Qualities

Just as they have developed special abilities for normal weapons, wizards devised a few for their own preferred magic tool. A quality is added to an existing staff simply by adding its prerequisite to the staff's prerequisites, as well as to its price. The quality's caster level is not used to calculate the staff's original abilities in case it exceeds the staff's caster level; it is simply used to add the new ability.

Casting: A casting staff is a precious tool for any wizard who suddenly finds himself surrounded by enemies. As a standard action, the owner can set out a sequence by which the staff will release its spell effects and spends all the charges necessary at that moment; this sequence is expressed in turns and the caster may even indicate that the staff should do nothing on a given turn. The staff will act on the owner's initiative count. The owner lets go of the staff, which will stand upright on the spot, and the staff will begin activating on its own, leaving the character free to cast his own spells or take other actions. When a staff releases a spell, the owner can select a target as a free action if he is within 10 feet of the staff. If he is further than 10 feet away, the staff uses the last target selected by the owner when he set the spell sequence.

The staff does not provoke attacks of opportunity when activating on its own, but may be attacked by opponents if left alone. The owner can hold the staff again as a free action, at which point the sequence is interrupted, although the charges used to activate unused spell effects in the sequence remain spent.

Moderate evocation; CL 11th; Craft Staff, *contingency*; Price +66,000 gp.

Detonating: Wizards only enchant a staff with this quality when they think they are going to need a final strike when adventuring. A command word sets off a timer of up to 10 minutes, but it could also be measured in rounds. At the end of the timer's duration, the staff detonates, dealing 1d6 points of damage per remaining charge in the staff. All creatures within 20 feet of the staff are affected, but can make a Reflex save (DC 26) to halve this damage. The arcane energy detonating from the staff is raw magical damage, which can be blocked by Spell Resistance.

Moderate evocation; CL 13th; Craft Staff, *delayed blast fireball*; Price +3,640 gp.

Vampiric: A vampiric staff can opt not to use its own energy to activate its powers, but instead draw from the wizard's own life to do so. Instead of spending charges when using its stored spells, a staff can instead deal 1d4 hit points of damage and 1 point of Constitution damage per charge. Each time it is used, a basic vampiric staff has a 50% chance of dealing damage instead of spending a charge; an advanced vampiric staff leaves the option to its user.

Faint necromancy; CL 5th; Craft Staff, *vampiric touch*; Price +7,000 gp (basic), +20,000 gp (advanced).

Self-charging: Running out of charges is the main preoccupation of wizards when it comes to using their magical equipment. A self-charging staff gets rid of this concern by absorbing the magical energy around it and using it to power itself. Whenever the staff's owner is the target of a spell or spell-like ability and is holding the staff, he makes a Will save apart from any other saving throw required by the spell. If this second save is successful, the staff recovers one charge. The staff's owner is still affected by the spell depending on his normal saving throw and the staff can only absorb the magic energy from spells cast by other characters or creatures, not those cast by its owner on himself. Also, it only absorbs energy from spells with harmful effects, as only they contain the kind of energy that the self-charging staff can channel.

Strong abjuration; CL 13th; Craft Staff, *spell turning*; Price +136,500 gp.

TRICKS OF THE TRADE

Each one of a wizard's spells can be considered a trick, as it bends or thoroughly breaks the laws of nature to achieve a goal. Despite this abundance of alternate ways to reach an objective, wizards continue to expand their repertoire of methods and tactics, either by devising new spells, or creating new ways to cast the magic they already know. The area of arcane studies is wide and wizards keep probing to find new applications of old knowledge, as well as uncovering new lore which expands their already impressive range of capabilities.

RITUAL SPELLS

Many spells are designed to be cast quickly, as most of the spell has already been cast during its preparation, with only the trigger being left to complete the incantation and set loose the spell's magical energies. However, nothing stops a wizard from foregoing the preparation-trigger method of spellcasting and using the age-old technique of using a ritual, the original form of spells as they are researched and created.

A ritual spell is magic in its raw form; it is tracing all the complicated circles and diagrams on the ground instead of in the wizard's mind and not waiting for a trigger, but completing the incantation in one sitting. Many spells with complicated results already resemble a ritual, particularly those with casting times longer than one minute, but they are in effect still using the preparation-trigger method – with a very long trigger.

The main difference between a spell and its ritualised version is the time it takes to complete them. It is one thing to store magical energy inside one's body and trigger it later, it is quite another to channel it through symbols on the ground and in the air, so it generally takes longer to cast a ritualised spell than it does to prepare it for a later casting.

The advantage of performing a spell as a ritual is one of tantamount importance to wizards, more than any other arcane spellcaster; the ritual does not need to be prepared beforehand and it does not utilise any of the wizard's daily allotment of spells.

Performing a Ritual

To perform a ritual, the first thing a wizard needs to do is prepare all the components and ingredients. This includes tracing a magic diagram on the ground through which to channel arcane energy into the spell. The simplest circle is composed of lines in the mud traced with a finger and sprinkled with the ritual's components, while more

complex diagrams are traced with expensive components in sealed rooms atop a wizard's tower. Note that the spell must also be in the wizard's spellbook – a scroll will also work if the wizard can extrapolate its component workings (Decipher Script check, DC 10 + spell level) though the scroll will be consumed in the ritual.

The preparations for the ritual are part of its duration, for the lines of the diagrams need to be traced while chanting some of the words of the spell. The character makes a Spellcraft check (DC 10 + spell level); failing this check ruins the whole ritual. Ritualised spells also require material components with a cost in gold pieces equal to the spell's level multiplied by 10.

Once the circle is complete, the ritual's proper incantations begin. The wizard reads the spell's instructions from his spellbook, chanting the words aloud and performing the full somatic components. Any expensive material components in the spell are also included in the ritualised spell's performance, as well as any cost in experience points.

Ritual Durations

Original Casting Time	Ritual Duration
1 free action	1 minute per spell level
1 standard action	5 minutes per spell level
1 full-round action	10 minutes per spell level
Other	30 minutes per spell level

If the ritual's total time is over an hour, the character must make a Concentration check with a DC of 10 + spell level at the one hour mark. The character must make subsequent Concentration checks every 10 minutes, but the DC increases by +1 with each successful check. A failed Concentration check means that the ritual fails and the spell is lost.

At the end of the ritual's duration, the spell comes into effect just as if the wizard had prepared and cast it normally, but he does not use up any of his prepared spell slots.

Ritual spellcasting cannot be used to build magical items, as such a process requires the caster to channel his own energy as just another part of the ritual to create the item. Also, a wizard cannot cast a ritualised spell from a scroll; he must first decode the condensed instructions into his spellbook.



Ritual Enhancements

One other advantage of ritualised spells is that the wizard can have finer control during the performance than when he prepares the spell for normal casting. Before beginning the ritual, a wizard can add refinements to the final spell effect:

Caster Level: The wizard can increase the caster level of the ritual so that he increases the effects of the spell. He does not gain any new capacity for spellcasting, but the spell is cast as if he were of a higher caster level. For every caster level by which he increases the ritual, the Spellcraft DC increases by +4 and he adds 10 minutes to the ritual's duration.

Save DC: The wizard can alter the ritual so that the spell effect is harder to resist. He can increase the ritualised spell's save DC by +1 by increasing the Spellcraft check's DC by +2 and adding 5 minutes to the ritual's duration. This bonus stacks with that from the Spell Focus and Greater Spell Focus feats (which still apply to ritualised spells).

Metamagic: The character adds any metamagic feat he knows to the effects of the ritualised spell. The DC of the Spellcraft check as well as the duration of the ritual are calculated with the spell's new level, as modified by the metamagic feat.

THE STARS ARE RIGHT

Although wizards can depend on their own power, some are aware of the influence that the heavens play with the workings of arcane energy and learn to recognise and exploit such influences. The power of astrology is part of the body of lore classified as 'arcana' and any spellcaster with the dedication to pore over astrological tomes can learn to exploit the power of the planets and the stars.

A wizard armed with knowledge of astrology can attune his magic to the dynamics of the heavens, looking for the best dates to cast certain types of magic and avoiding the inauspicious ones.

Attuning

The power of the heavens does not affect a wizard's workings automatically; he must first attune himself to their power. He decides to attune to the stars as he prepares his spells for the day, making a Spellcraft check (DC 15), with success meaning that he enjoys the benefits – and drawbacks – to his magic. If he decides not to attune for a day, he casts his spells normally.

Solar Influence

The influence of the sun does not affect normal spells, but it does affect their ritualised versions (see above) and then only for those rituals performed during the hours around noon. In arcane lore, the sun is the life-giver and protector, the warrior and the king. It rules the passing of time and the seasons and its position in the sky marks magical dates. Note that solar bonuses will not stack with each other.

Winter Solstice: The longest and darkest night of the year marks the beginning of the cycle of life, as it is the lowest point in its travel through darkness, preparing to return to the light. *Bonus:* +2 solar bonus to Spellcraft checks or a +4 solar bonus to Spellcraft checks for ritualised spells with an elemental descriptor (air, earth, fire or water).

Vernal Equinox: Day and night are equal as spring arrives, symbolising the triumph of light over darkness. *Bonus:* +2 solar bonus to Spellcraft checks, a +3 bonus to Spellcraft checks for light and illumination spells, a +4 bonus to Spellcraft checks for ritualised spells with an elemental descriptor (air, earth, fire or water) or a +6 solar bonus to Spellcraft checks for spells dealing with wood and water.

Summer Solstice: The sun is at the peak of its power in the longest day of the year. From this point on, the sun will start its descent and people must prepare for the coming of night. *Bonus:* +2 solar bonus to Spellcraft checks, or a +3 solar bonus to Spellcraft checks for Enchantment spells, or a +4 solar bonus to Spellcraft checks for ritualised spells with an elemental descriptor (air, earth, fire or water), or a +6 solar bonus to Spellcraft checks for rituals dealing with earth and wind.

Autumnal Equinox: The day takes a respite from the eternal war against night. It marks the end of honest activities as people are set for the coming of the darkest part of the year. *Bonus:* +2 solar bonus to Spellcraft checks or a +4 solar bonus to Spellcraft checks for ritualised spells with an elemental descriptor (air, earth, fire or water).

Multiple Suns: In a world with more than one sun, there might be more than one of each important date; reduce all bonuses by –1 for each additional sun affecting the campaign world.

Lunar Influence

The moon is naturally tied to magic and the mystical energies. The influence of the moon does not affect normal spells, but it does affect their ritualised versions (see above) and then only for those rituals performed at

night, under the moonlight. Note that lunar bonuses will not stack with each other.

New Moon: The new moon is a time of mystery and darkness, for beginnings but also for shady business, conducted hidden from the light. *Bonus:* +1 lunar bonus to caster level for Conjunction or Enchantment spells.

Crescent Moon (Waxing): Growth and fertility, this is a time for work and tending what was begun before. *Bonus:* +1 lunar bonus to caster level for Divination and Evocation spells.

Half Moon: Balance and potential, an equilibrium between light and darkness, a phase of change and transformation. *Bonus:* +1 lunar bonus to caster level for Illusion or Universal sorcery.

Gibbous Moon (Waxing): Strength and the growth of the light over the darkness. *Bonus:* +1 lunar bonus to caster level for all spells with the 'good' or 'light' descriptors.

Full Moon: A time of fulfilment, of completing tasks and also the height of power. *Bonus:* +1 lunar bonus to caster level for all spells except Abjuration and Necromancy.

Gibbous Moon (Waning): The first signs of the weakening of the light and the return of darkness. *Bonus:* +1 lunar bonus to caster level for all spells with the 'evil' or 'darkness' descriptors.

Half Moon: Balance and potential, an equilibrium between light and darkness, a phase of change and transformation. *Bonus:* +1 lunar bonus to caster level for Illusion or Universal sorcery.

Crescent Moon (Waning): Decrease and weakness, even death with the promise of rebirth. A time for getting rid of the useless to give room to the new. *Bonus:* +1 lunar bonus to caster level for Abjuration and Necromancy spells.

Multiple Moons: In a world with more than one moon, each might have its own rhythm for phases. One moon should be selected as the dominant moon and its bonus supersedes all bonuses from the other moons.

Sidereal Influence

The power of planets and stars is incredibly subtle and just as fickle, but their power is present during all times of the day and affects the character's spells in their normal form, not their ritualised form. A wizard needs a starfinder (see Chapter 5, Superior Tools) in order to determine when it is prudent to attune his power to the heavens. Sidereal influence is highly fluid and changes from day to day; to calculate the exact benefits and drawbacks, wizard astrologers determine sidereal influence by the position of houses, planets and constellations.

Houses: A house is a specific region in the firmament. From the point of view of magic there are eight houses, each corresponding to one of the schools of magic. The houses do not do anything by themselves but whether a constellation or planet is passing through a house will determine the effect of the stars on the wizard's magic.

Planets: This can change a lot depending on the campaign world, as it may have a variable number of planets crossing its heavens. Planets have auspicious and inauspicious relationships with different schools of magic; when they are travelling through the house related to a school they have an auspicious relationship with, spells of that school are cast at +1 caster level; when they are travelling through the house related to a school they have an inauspicious relationship with, spells of that school are cast at -1 caster level. If a planet has no relationship at all with the house it is travelling through (such as the Messenger travelling through the House of Illusion) then it has no house-derived effect on auspicious or inauspicious spells.



Ascension, Zenith and Descent: Planets also exert their influence on spells of certain types depending on whether they are ascending, at their zenith or descending, regardless of the house they are travelling through. Ascending planets increase the specified spells' save DC by +1; planets at their zenith increase the specified spells' save DC by +2; and descending planets decrease the specified spells' save DC by -1. For instance, if the Messenger is ascending then all spells that have something to do with air or have the air descriptor have their save DCs increased by +1. If the Messenger is at its zenith, then all spells that have something to do with air or have the air descriptor have their save DCs increased by +2. Should the Messenger be descending, then all spells that have something to do with air or have the air descriptor have their save DCs increased by +1

Some examples of planets include:

- ✦ *The Hunter:* The planet represents the hunting instinct, affecting spells that require attack rolls to hit. *Auspicious:* Divination. *Inauspicious:* Conjunction.
 - ✦ *The Icerunner:* A cold planet that rules over winter and cold, it influences spells with the cold descriptor. *Auspicious:* Abjuration. *Inauspicious:* Enchantment.
 - ✦ *The Lover:* This planet affects emotions and thought, influencing spells with the mind-affecting descriptor. *Auspicious:* Enchantment. *Inauspicious:* Evocation.
 - ✦ *The Messenger:* A swift planet that influences spells that have something to do with air or have the air descriptor. *Auspicious:* Conjunction. *Inauspicious:* Abjuration.
 - ✦ *The Reaper:* The planet that keeps the borders between the living and the dead, it influences spells with the death descriptor. *Auspicious:* Necromancy. *Inauspicious:* Illusion.
 - ✦ *The Sealord:* The planet personifying the deep mysteries of the sea, it influences spells with the acid and water descriptors. *Auspicious:* Illusion. *Inauspicious:* Necromancy.
 - ✦ *The Stormrider:* A planet that rules over lightning and thunder, it influences spells with the electricity descriptor. *Auspicious:* Transmutation. *Inauspicious:* Necromancy.
 - ✦ *The Timekeeper:* This slow planet has an exact trajectory and is thought to rule over time, it influences spells with casting times of one full round or longer. *Auspicious:* Divination. *Inauspicious:* Evocation.
 - ✦ *The Warrior:* A planet that stands for bellicosity and violence, it influences spells that deal hit point damage. *Auspicious:* Evocation. *Inauspicious:* Illusion.
 - ✦ *Other Planets:* The Games Master can give other correspondences to planets, basing them on descriptors in general or other characteristics shared by spells. He also assigns which school the planet has an auspicious and inauspicious relationship with, which need not be only one in either case.
- Constellations:** As with planets, the number and names of constellations depend wholly on the campaign world. Constellations give a very definite advantage to spells of schools which they directly influence by being in their house. A constellation can be on a beneficial or a disadvantageous course. A few examples of constellations and their benefits are:
- ✦ *The Fist:* Stars representing power and total dominion, granting spells of the school they are influencing the benefits of the Maximise Spell feat, or acting in reverse if in a disadvantageous position (spells have a minimal result).
 - ✦ *The Lion:* This constellation means strength and courage, granting spells of the school they are influencing the benefits of the Empower Spell feat, or acting in reverse if in a disadvantageous position (halve the spell's effect).
 - ✦ *The Magician:* A constellation reigning over magic and all things arcane, granting spells of the school they are influencing a +1 increase to caster level. This bonus stacks with that of the Heighten Spell feat and any planetary influence, or acting in reverse if in a disadvantageous position (-1 to caster level) which may mean that low-level casters will not be able to cast spells of a certain school at all.
 - ✦ *The Oxen:* These stars represent endurance and patience, granting spells of the school they are influencing the benefits of the Extend Spell feat, or acting in reverse if in a disadvantageous position (spells last half the normal duration).
 - ✦ *The Sword:* This constellation mostly benefits damaging spells, increasing their damage by +1 per die, or acting in reverse if in a disadvantageous position (-1 damage per die).
 - ✦ *The Wanderer:* A constellation representing travel and restlessness, granting spells of the school they are influencing the benefits of the Enlarge Spell feat, or acting in reverse if in a disadvantageous position (halve the range of the normal spell).

- ✦ *The Wilderness:* A group of stars that encompass the vastness of the sky, granting spells of the school they are influencing the benefits of the Widen Spell feat, or acting in reverse if in a disadvantageous position (halve the spell's normal area).
- ✦ *Other Constellations:* The Games Master can create new constellations, assigning them different benefits from other metamagic feats and also applying their reverse, or granting bonuses and penalties to different effects.

Predicting Sidereal Influence

Lunar and solar dates are easy to determine, as their revolutions are noticeable even by the uninitiated. Sidereal influences are a bit trickier. During the night, the character makes a Knowledge (arcana) check (DC 20) while using his starfinder to discover the influence of the stars on any given day. The character can predict the positions of planets and stars within one week; for every additional week ahead he wants to predict, the DC increases by +2. The night must be clear and unobstructed, with cloudy weather increasing the check's DC by +1 to +10, or possibly making it impossible. If the character does not know the conditions of the stars for any given day, he cannot attune to them in the morning when he prepares his spells.

Determining Dates

If the wizard succeeds in watching the stars, the Games Master determines the conditions of the planets and constellations for each of the houses. Roll on the Chance of Sidereal Influence table for each house. The first time a planet result comes up for a house, roll on The Planets table to determine which planet it is and write the result down; if additional planets come up, roll on again on The Planets table but ignore and roll again if the result is a planet that has already come up. Repeat the process for constellations. A house can have more than one planet travelling through, which is a conjunction result, but it can only have one constellation. The effects of all celestial bodies in a house stack.

Next, roll 1d6 for each planet in the house and note if it is ascending, at zenith or descending. Also roll 1d6 to determine if a constellation is on a beneficial or disadvantageous course. The conditions of the sky last for three days, during which the wizard can choose to attune to them in order to receive its benefits and suffer its disadvantages. For the following period, the wizard must once again divine the positions with a Knowledge (arcana) check, but he adds +1 to the roll when rolling on The Planets and The Constellations tables, including determining their position and course. This bonus stacks with itself, so the second roll will add +2 to the rolls. Once this bonus reaches +8 it will start reducing by

Chance of Sidereal Influence

d%	Planet or Constellation?
01-05	Constellation and Planet
06-15	Constellation
16-40	Planet
41-00	Neither

one every time, descending from +8 to +7 to +6 and so on until +0. Should a roll exceed a table's parameters, simply start once again at the top of the table. This method reduces book-keeping on the course of the stars in a campaign, but it may yield very unusual planet and stars trajectories.

House/School Checklist

- ✦ 1st House – Abjuration
- ✦ 2nd House – Conjunction
- ✦ 3rd House – Divination
- ✦ 4th House – Evocation
- ✦ 5th House – Enchantment
- ✦ 6th House – Illusion
- ✦ 7th House – Necromancy
- ✦ 8th House – Transmutation

Example of Sidereal Influence

Devra is a wizard with a keen appreciation of the stars, studying them at least once a week to see if their magical effect is beneficial or malign. She sits down on an evening with her starfinder and studies the heavens carefully, succeeding in her Knowledge (arcana) check to see what the next few days holds for her. She rolls on the Chance of Sidereal Influence table eight times (once for

The Constellations

d10	Constellation
1-2	The Fist
3-4	The Lion
5	The Magician
6-7	The Oxen
8	The Sword
9	The Wanderer
10	The Wilderness
d6	Course
1-3	Beneficial
4-6	Disadvantageous



The Planets

d20	Planet
1–2	The Messenger
3–4	The Lover
5–6	The Hunter
7–8	The Warrior
9–10	The Stormrider
11–12	The Icerunner
13–14	The Timekeeper
15–16	The Sealord
17–18	The Reaper
19	Conjunction ¹
20	Opposition ²
d6	Position
1–2	Ascending
3–4	Zenith
5–6	Descending

¹ Roll twice on this table, if Conjunction comes up again, roll for three planets. Ignore a Conjunction result if already rolling for five planets. Any planets in conjunction in any given house cannot appear in another house, nor can a planet that is already in another house be in a conjunction in a different house.

² Roll twice on this table and ignore all further Opposition results. The second planet is automatically on an opposite position as the first planet, and descending if the first planet is at zenith. The second planet cannot be one that already is at another house.

each house). Most of them have no influence at all, but the Illusion House contains a planet and a constellation.

Considering the planet first, Devra rolls a d20 on The Planets table, getting a 13 – The Timekeeper. This planet is neither auspicious nor inauspicious in regard to the Illusion school and so has no effect in this manner. However, Devra rolls a d6 to find out its position in the house and gets a 3 – the Timekeeper is at its zenith in the House of Illusion. This means that all spells with a casting time of one full round or longer have their save DCs increased by +2.

Now Devra turns her attention to the constellation, rolling a d10 on The Constellations table and getting a 4 – The Lion. Rolling now 1d6 for its course, Devra rolls a 2, indicating it is on a beneficial course. All her illusion spells will now benefit from the Empower Spell feat.

These benefits will last for three days. After three days have passed, Devra may make another Knowledge (arcana) check to predict the next period of heavenly movements. If she chooses not to, she no longer gains any benefits or disadvantages from sidereal influence until a fresh Knowledge (arcana) check is made.

GEOMANCY

Just as the stars have influence on the working of magic, so do the conditions of the world below. Wizards theorise what others (such as druids) are already aware of, that magic travels across the world in paths that can be located and charted. And when these paths intersect, they create sites where magical power bubbles and collects, ready for a spellcaster to exploit it. This power is raw magic and while wizards are the ones most interested in geomancy, the art of charting these lines and sites of power, other spellcasters can also use them with the same training whether they use arcane or divine magic.

The paths of magic are called ley lines and the places where they intersect and collect are called nexuses. Ley lines are quite numerous and may be tapped at any point of their length, whilst a rare nexus may already be claimed by an ancient ruin or a contemporary spellcaster for his tower, temple or refuge.

Finding a Site

Finding a ley line or a nexus is not an easy task, although there are a few clues as to where to find one. Sites of power attract supernatural phenomena to them and some may even be created by the continuous use of powerful magic upon them. A wizard's tower may slowly develop into a point on a ley line's path, or even as a nexus, as magic attracts magic and his experiments bend an existing ley line or generate a new one to connect his tower to a nearby magical site. There are two ways to locate a site of power:

- ✦ The Games Master may simply determine that a particular place is in or near a site of power, choosing the statistics as appropriate. Alternately, the Games Master may roll randomly with a 5% chance that any particular place is near a site of power, then rolling a d20 to determine its power rating and how far it is from the characters' current position. A *detect magic* spell will note the presence of a site of power according to its power rating, starting with a faint aura at its farthest distance and growing one step at each third of the distance (a weak site always has a faint aura at any distance).
- ✦ If a character wants to actively locate a site of power, he needs to make a Knowledge (arcana) check and either a Knowledge (nature) or Knowledge (geography) check. The character must achieve the minimum result (16 for a weak ley line detection) at *both* checks in order to successfully locate a site of power and he must have a relatively accurate map of the area he is looking for (or 5 or more ranks in Knowledge (local)). Note that finding a site in this manner will always find the most powerful site, be it a ley line or nexus. The Games Master can always

determine that there is actually no site of power in the area depicted by the character's map. If the character succeeds in locating the site of power by design or by accident, he can pinpoint the location with judicious applications of the *detect magic* spell.

Using a Site of Power

A particular site has a power rating that ranges from weak to overwhelming, offering two kinds of increasing benefits; metamagic enhancements or experience point credits. Metamagic enhancements are used to empower spells with metamagic feats and experience credit is used to create magic items or cast spells with an XP component. The character must choose which kind of benefit he wants to use before attempting anything atop a site of power.

To use a site of power, the character must first attune his magic to it; he must prepare every component required by the task he will perform on it in such a way that it will resonate with the site's power. To do this, he must make a Spellcraft check with a DC according to the site's power rating (see the Sites of Power table). The more powerful the site, the harder it is to attune to it, as the power can be too strong for the wizard to handle. If he is successful, he can proceed to use the site as he decided (for metamagic enhancements or experience point credits) but if he fails, he suffers damage according to the table as the site's power runs amok along his body. If the character failed to attune, he can not try again until a full day has passed, as the site refreshes its power.

Locating Sites of Power

d20	Power Rating	Aura Power	Site Type	Aura Range	Location DC
1–3	Weak	Faint	Ley Line	60 ft.	16
4–6	Weak	Faint	Nexus	60 ft.	18
7–9	Minor	Faint	Ley Line	180 ft.	19
10–12	Minor	Faint	Nexus	180 ft.	21
13–14	Moderate	Moderate	Ley Line	540 ft.	22
15–16	Moderate	Moderate	Nexus	540 ft.	24
17	Major	Strong	Ley Line	1,620 ft.	25
18	Major	Strong	Nexus	1,620 ft.	27
19	Overwhelming	Overwhelming	Ley Line	4,860 ft.	28
20	Overwhelming	Overwhelming	Nexus	4,860 ft.	30

Sites of Power

Power Rating	Attuning DC	Attuning Damage	Bonus metamagic level (nexus)	Bonus metamagic level (ley line)	XP credit (nexus)	XP credit (ley line)
Weak	15	1d6	2	1	80	40
Minor	17	2d6	4	2	160	80
Moderate	19	3d6, 1 ability ¹	6	3	320	160
Major	21	4d6, 2 ability ¹	8	4	640	320
Overwhelming	23	5d6, 3 ability ¹	10	5	1,280	640

¹ Points of ability damage from the ability the spellcaster uses for his spellcasting ability.

Metamagic Enhancements

If the character chose to use the site to give him bonus levels, he uses them to prepare spells with metamagic feats without taking up the level they would because of the feat. For example, a 5th level wizard is preparing spells on top of a weak ley line, which gives him only one bonus metamagic level; he can prepare a spell with a metamagic feat that adds one level to the spell and it would take a spell slot of the normal level, as that one extra spell level is powered by the ley line. The same wizard preparing spells on a moderate nexus has six bonus levels available, which he can use to prepare six spells with a feat that increases the spell level by one, three spells with a feat that increases the spell level by two or any combination thereof. Any bonus metamagic level not used is wasted. Note that this can also be used to cast ritualised spells, which is actually the most common use for sites of power. Also, the spellcaster must still know the metamagic feat he wishes to use in conjunction with the site's power – the site itself grants no new knowledge to the character.

Experience Credits

If the character chose to use the experience points credits, he subtracts the number indicated in the table from the amount he would spend for creating a magic item or casting a spell with an XP component (normal or ritualised). In the case of item creation, the credit is not available day-by-day, but is extracted from the total for creating that item, being drained steadily as the work



progresses. Note that the character would need to build a forge on top of a site of power for making some items.

In either case, after the character finishes successfully using the site of power, the site empties of energy and cannot be used again for a number of weeks equal to the bonus metamagic level it would grant (even if it was used to grant experience points credits).

Building on a Site of Power

Wizards are eager to appropriate sites of power for building their abodes, as they will rest upon a never-ending flow of magical energy. The flow of magic is slightly interrupted by any construction, no matter how carefully built, and its power rating will decrease by one step when the building is finished.

When his abode is ready, the wizard may wish to leave the site of power as it is and enjoy the bonus metamagic levels and XP credits for his personal endeavours, but he may also wish to deviate some of its power towards maintaining some enchantments as if by the *permanency*

spell. The character uses an amount of bonus metamagic levels equal to the level of the spell to grant it *permanency*. When this has been done, the site may decrease its power rating by one or more steps; compare the remaining number of bonus metamagic levels to the Sites of Power table, using the power rating whose bonus levels match that new number (rounding down). If the bonus metamagic levels are reduced to 0, the site of power ceases to function as such, all its energy is devoted to granting permanence to spells. The spells that can be granted durability are those indicated in the *permanency* spell's description – the Games Master must authorise the empowering of any other spell.

RECHARGING MAGIC ITEMS

A wizard understands how magic items work if he knows how to make them in the first place; after all, he probably put the energy to power their abilities within them in the first place. This power and understanding enables the wizard to maintain a magic item so that it keeps working as it should, which means that he can replenish the spent charges of a type of magic item that he knows how to create, even if he did not create it.

Recharging a magical item still has two conditions:

- ✦ The magic item must still be magical; if the item is made useless when the last charge is spent it cannot be recharged.
- ✦ The character must be able to make a similar item, which means that the character must have the Item Creation feat required to create such an item.

To recharge a magic item, the character must spend an amount of experience points proportional to the number of charges he is providing to the item and the power of the item itself. The experience cost of one charge is equal to the item's base price divided by 1,000. Recharging an item takes one hour per charge. For example, recharging 20 charges to a *ring of the ram* (8,600 gp) requires that the caster has the Forge Ring feat and spends 172 XPs ($8,600 / 1,000 = 8.6$; $8.6 \times 20 = 172$) and the process takes 20 minutes.

If the wizard has all the spells required to create the item, he may cast them during the recharging process to reduce the XP cost by half. In the *ring of the ram* example, if the character casts *telekinesis* and *bull's strength* while recharging the ring, the XP cost is 86.



Spell Research

Wizards engage in many activities, but one of the most important for them is the acquisition of spells. Copying them from scrolls and the spellbooks of other wizards is one way to achieve this, but they derive much more satisfaction out of devising their own. Also, unless the spells were originally granted to the world by deities, someone *has* to create a spell to begin with before others can copy it.

Every level, a wizard gains two spells representing the research he has undergone while adventuring, but this is not the limit of their ability. Once they devote themselves totally to the devising of new spells, wizards can come up with truly personal effects. This chapter describes a system for creating new spells; as magic is unpredictable by nature, there will always be effects that fall outside of the system's consideration; Players and Games Masters alike should use their judgement and discretion when coming up with equivalents for the possible effects.

THE SPELL RESEARCH SYSTEM

The following system gives a toolkit approach to creating new spells, adding and reducing elements in order to come up with a final effect that will determine the appropriate spell level and from that the difficulties of creating the spell.

Note that the system does not represent a way to improvise spell effects on the spot; a wizard needs a calm environment and sufficient time and resources (such as a library and laboratory) to create the spell, which he will later be able to transcribe to his spellbook and then prepare and cast as a normal spell. Also other arcane spellcasters may use these rules to create spells but they must possess the Scribe Scroll feat in order to do so.

The steps to research a new spell are:

- ✦ **Step One: Determine Effect:** Imagine the basic underpinnings of what the spell effect will be. *Example:* The caster shoots a column of bees at a target, engulfing and probably poisoning it.
- ✦ **Step Two: Determine School:** With the help of the Games Master, determine the effect's most probable school and subschool. *Example:* The column of bees spell can be a conjuration (creation) effect, as it brings about not only the bees, but the actual effect to the target – the poison. It could be argued that this is also

a necromancy effect; the Games Master has the final word on this.

- ✦ **Step Three: Add Elements:** This is the most elaborate step of the research, as the caster experiments with the spell's parameters to determine its exact effects, such as determining the exact amount of damage, range, target, etc. Most effects will also have a descriptor by their very nature (all charms are mind-affecting, for instance), but other times the Games Master may determine that a spell will be better defined by adding a descriptor to it. *Example:* The caster decides how much normal and poison damage the spell deals, as well as other factors such as its range, duration and descriptor.
- ✦ **Step Four: Determine Spell Level:** All the elements of a spell come with a Level Point cost; add all Level Points and divide them by 3 (round up) to determine the spell's level. Compare the new spell with other existing spells of that level; if it mimics an existing spell, use the pre-existing spell instead. The Games Master is free to increase or decrease the level of the spell based on the workings of his campaign. *Example:* The final Level Point cost for the bee spell is 17 – divided by three this makes a final spell level of 5.7, rounded up to 6th level.
- ✦ **Step Five: Final Research:** The caster makes the necessary Spellcraft checks to create the new spell.
- ✦ **Step Six: Finishing Touches:** Many wizards put their own name in the spells they create, but this is not a requisite. *Example:* The caster decides that the material component will be a bead of hardened honey and names his new spell *buzzing doom*.

STEP ONE: DETERMINE EFFECT

The spell's mechanical effects depend on many parameters, depending on the actual results the caster wishes to achieve. Each effect is a category of its own, even when a single spell combines several effects. Each effect has a Level Point (LP) cost, which is added to the cost of other effects and restrictions to determine the final spell level.

Alteration Effects

Changing the properties of a target is always a tricky business and falls under the purview of several schools of



Alteration Effects

Effect	LP
Negligible	+3
Minor	+6
Moderate	+10
Major	+16
Extreme	+22
Permanency	LP
Concentration	-2
Spell's duration	+0
Permanent	+5

magic, not only transmutation. Alterations are classified in several steps (negligible to extreme), since there is a great range in which things can be transformed, either in their own qualities or from one form into another.

Negligible: A negligible change means that the alteration is cosmetic or has little effect, like changing the appearance of a person as a disguise, changing the writing on a surface, repairing minor damage to items, etc.

Minor: The changes possible at a minor level are more substantial than at the negligible level, but are still not spectacular in the least. Changes of this type include changing the material of an object to a different material, changing the qualities of a person or object such as its visual, olfactory or aural qualities, or even its relation to the world around it in minor ways.

Moderate: Moderate changes call attention to themselves as they are more drastic and noticeable. These include changing the state of non-living matter (solid to gas), changing the size of a target up to 50% larger or smaller, changing a creature into another creature of the same type, granting a target a new physiological capability such as breathing underwater, etc.

Major: A major change transforms the target in very noticeable ways, granting the caster the power to convert raw materials into finished products, change a creature into another of a different type, achieve minor changes with an enhanced effect, transform matter into an ethereal equivalent, make objects move as if they were alive.

Extreme: This level of transformation respects no boundaries. A caster can change matter (living or non-living) into another type of substance, change the laws of physics such as gravity.

A permanent change would have an instantaneous duration listed in the spell's description, but a permanent consequence.

Buff Effects

A buff is defined as a bonus to one of the values on a character's sheet or to one of his actions that requires a roll of the dice. Such bonuses must define which kind of bonus they grant upon the creation of the spell. The possible kinds of bonus and their applicable value are described in the Bonuses table.

Bonuses

Bonus Type	Improves...
Armour	AC
Circumstance	Attacks, checks
Competence	Attacks, saves, checks
Deflection	AC
Enhancement	Armour's bonus
Enhancement	Attacks, damage
Enhancement	Ability scores
Enlargement	Str, Con
Haste	AC
Inherent	Ability scores
Insight	Attacks, saves, checks
Luck	Attacks, weapon damage, AC, saves, checks
Morale	Attacks, weapon damage, saves, checks
Natural armour	AC
Resistance	Saves

Note that an increase to speed also grants a bonus to Jump checks with a running start. The 'other' entry in the Buff Effects table covers values like caster checks, DCs to resist a special attack or ability, initiative and other values not covered in the other fields.

Buff Effects

Effect	LP
Attack/Damage	+2 LPs per +1 bonus
AC	+3 LPs per +1 bonus
Saves	+3 LPs per +2 bonus
Ability	+3 LPs per +2 bonus
Skill	+3 LPs per +5 bonus
Speed	+4 LPs per +10 feet
Other	+3 LPs per +2 bonus

Anti-Buffs

A spell that, instead of granting a bonus to a target imposes a penalty, has the same LP cost as a buff (i.e. '+2 LPs per -1 penalty').

Charms and Compulsion Effects

Since they get their own subschool, charms and compulsions are fairly specific in nature and work best in new spells by combining them with other effects (with the corresponding increase in LPs) and imposing limitations.

For compulsions, a simple command can be worded as a five-word phrase, while a complex command is a set of four or five simple commands. Complete control allows the caster to manipulate the actions of his subject by whatever means the effect describes, which goes from remote mind control to actual bodily possession. The specific action disadvantage applies when the spell can only be used to impose a set of actions defined when creating the spell, such as a *power word unbuckle* that causes a target to undo all buckles on his person.

Note that most of these effects have the mind-affecting descriptor and belong to the enchantment school.

Charm and Compulsion Effects

Effect	LP
Charm effect	+10
Compulsion effects	—
Simple command	+3
Complex command	+9
Complete control	+13
Specific action	-5

Condition Effects

Magic can impose one or more conditions on a target, with their effects described in *Core Rulebook II*. Note that spells might gain a descriptor based on the condition they impose. A lack of a descriptor in the table does not mean that such a spell will not have a descriptor, but merely that it depends on the exact effect the caster intends.

Creation Effects

Magic is famous for creating things out of thin air and creation effects are how this is done. Before assigning a creation effect, the caster should review what he wants to achieve with the spell. For example, a spell that causes damage by creating acid is a damage effect, even if it uses conjuration (creation) as its method. Creation effects are meant only to create things that were not there before and the LP cost is based on the relative size of the things being created, as well as on their material.

The creation need not necessarily be an object or substance but may be the expression of a force, such as sound, light, etc. This expression deals no damage but may have secondary effects depending on the nature of

Condition Effects

Condition	Descriptor	LP
Blinded	—	+4
Confused	mind-affecting	+10
Cowering	fear, mind-affecting	+13
Dazed	—	+1
Dazzled	light	+1
Deafened	—	+3
Exhausted	—	+6
Fascinated	mind-affecting	+2
Fatigued	—	+1
Flat-footed	—	+5
Frightened	fear, mind-affecting	+5
Incorporeal	—	+15
Invisible	—	+7
Nauseated	—	+6
Panicked	fear, mind-affecting	+10
Paralysed	—	+10
Petrified	—	+15
Prone	—	+1
Shaken	fear, mind-affecting	+1
Sickened	—	+3
Stunned	mind-affecting	+7
Unconscious	—	+15

Creation Effects

Size	LP
Fine	+2
Diminutive	+3
Tiny	+5
Small	+7
Medium	+9
Large	+12
Huge	+15
Gargantuan	+18
Colossal	+21
Material	LP
Wood, cloth, paper	+0
Stone	+1
Iron, steel	+3
Mithral	+5
Adamantine	+7
Other	LP
Illusory	-4
Shadow (20%)	-3
Shadow (40%)	-2
Shadow (60%)	-1



the creation. Adapt the size element to level of intensity, with Fine being at the level of a candle or a whisper and Colossal being a sound heard for miles or a brilliant light equal to the sun.

A creation may be determined to be illusory in nature, meaning that it does not really exist and is the purview of the illusion school. A shadow illusion is not as easy to create as it is partially real, with a percentage that determines the proportion of 'real' material as opposed to the wholly illusory parts.

The permanency of the created objects also incurs a cost in LP; concentration duration means the character must maintain concentration and the objects disappear when the spell ends or when the caster breaks his concentration. A permanent duration means just that; the objects are here to stay. A caster may only create mundane objects with a creation effect.

Damage Effects

Damage is one of the most direct effects there are but due to its direct influence on game balance, it has many restrictions and costs.

In addition to the amount of damage dealt by the spell, the caster selects the source of the damage – namely, the type of damage it is. The types of damage available are acid, cold, electricity, fire, force and sonic. Force and sonic damage, due to their rarity and general

Damage Effect

Die	LP
d4	+2
d6	+3
d8	+4
Amount	LP
Dice per caster level	x5
Dice per two caster levels	x4
Dice per three caster levels	x3
Stand alone dice	x number of dice
+1 hp per caster level or die	+1 (after multiplied)
Maximum Damage ¹	LP
5 dice	-8
10 dice	-6
15 dice	-2
20 dice	+0
25 dice	+2
Other	LP
Acid, cold, electricity or fire	+0
Force damage	+2
Sonic damage	+1

¹ For dice per caster level damage only

Invocation Effects

Effect	LP
Summoning	—
Creature(s) of CR 1	+2
Creature(s) of CR 2	+5
Creature(s) of CR 3	+8
Creature(s) of CR 4	+10
Creature(s) of CR 5	+13
Creature(s) of CR 6	+16
Creature(s) of CR 7	+18
Creature(s) of CR 8	+20
Creature(s) of CR 9	+22
Creature(s) of CR 10	+23
Creature(s) of CR 11	+24
Creature(s) of CR 12	+26
Calling	-3
Creating	-1

unavoidability, incur on additional LP cost. The spell gains the descriptor of the energy causing the damage.

Invocation Effects

Creature invocation is one of the most exotic uses for magic and the character can achieve it in three ways: summonings, callings and creations. Invoking a creature takes its Challenge Rating as the basis for its effect, with summoning forcing the creature to obey but only lasting a few rounds, while a calling retains the service of the creature for a longer time but with the risk of it escaping or forcing the caster to make a deal. Use the *summon monster* and *planar binding* spells as a guide for each type of spell. Creating a creature is similar to summoning, but the creatures rise from the ground, made from raw materials present or created out of nothing. A character can control a limited number of created creatures whose Hit Dice does not exceed his caster level.

Lifeforce Effects

These effects target the target's body and lifeforce directly without the intervening medium of a discharge of energy. For poison and disease, choose from the list of available poisons and diseases or designate primary and secondary damage from the ability damage listings in the Lifeforce table, adding both together and subtracting 3, and then adding the LP cost of the poison's or disease's save DC (independent from the DC of the spell itself).

Death effects cause the immediate death of the target; given their all-or-nothing effect, many death spells have a conditional effect in case the target saves from the death effect; this conditional effect is calculated independently, but with a -3 modifier to its LP cost.

Lifeforce Effect

Effect	LP
1 point of ability damage	+2
1d4 ability damage	+4
1d6 ability damage	+6
Str damage	+2
Dex damage	+1
Con damage	+3
Int damage	+1
Wis damage	+1
Cha damage	+1
Poison	+12 or poison save DC divided by 4
Disease	+12 or disease save DC divided by 4
1 negative level	+6
1d4 negative levels	+10
Death effect	+20
Conditional effect	per effect -3

Movement Effects

Magic can move things, either by actually shifting them or granting them a speed they did not have, or by making them appear at their destination without regard of the intervening space. The difficulty of the movement depends more on the way they are moved than the distance, which is determined by the spell's range or duration.

The speed of such movement is 10 feet per caster level, which may be increased by a speed buff effect. The character may limit the speed of movement (by reducing its LP cost by -1 per 20 feet reduced from the speed allowed by the character's caster level at the moment of creating the spell).

Movement Effects

Effect	LP
Ground movement	+2
Unusual surface (water, walls and ceilings)	+5
Unhampered movement (as <i>freedom of movement</i>)	+12
Vertical movement	+4
Aerial movement	+7
Underwater movement	+2
Instant movement (teleportation)	+12
Movement through solid objects	+19
Movement to and through a contiguous transient plane (shadows, ethereal)	+19
Movement to and through the Astral Plane	+24
Beneficial movement	+0
Adverse movement	+3

The target of the movement can be anything from the caster himself to an enemy. Beneficiary movement grants the subject the ability to move by its own volition, while adverse movement moves the target against its will, provoking a saving throw.

Perception Effects

Magic can be used to greatly enhance the perceptions of a target, which goes from granting senses the target did not possess before to gaining the ability to perceive things from afar or which were not perceivable before.

Enhanced sense: This effect grants the target a special sensory input it lacked or had in insufficient quantity or quality. Senses with a mechanical equivalent are scent, blindsight, tremorsense, low-light vision and darkvision. This type of effect is usually a transmutation effect.

Magic sight: With an effect of this type, the target gains the ability to see things that are magically hidden or obscured. The caster must define what kind of magic sight the spell's target will gain; he cannot make it too general. This type of effect is usually a transmutation or a divination effect.

Detection: This effect allows the spell's beneficiary to sense the presence of something. The thing to be detected must be determined when creating the spell and must be fairly specific. Such an effect does not gain any benefit from a limitation modifier as outlined later, as it has a limitation built in to its definition.

Fixed sensor: This effect creates an external sensory organ that is magical in nature and connected to the spell's target. Through the sensor, the target of the spell can perceive with the targeted sense as if he were standing in the place of the sensor. A sensor can be created within the spell's range and if fixed, it stays there, although it can revolve to perceive the totality of its surroundings. This type of effect is always a divination (scrying) effect.

Moving Sensor: As per the fixed sensor, but the sensor can move within the spell's range at the same speed as the caster. This speed can be increased with a speed buff effect.

Perception Effects

Effect	LP
Enhanced Sense	+3 to +8 (Games Master's judgement)
Magic Sight	+6
Detection	+2
Fixed Sensor	+7
Moving sensor	+10



Protection Effects

As magic is capable of dealing hideous damage and conjuring nasty effects, so magic can also ward against it. Most or all protection effects belong to the abjuration school, but others may correspond to transmutation, or even divination, depending on the effect's definition. Some protection effects are actually buffs, described in their own section and many defensive spells combine protection and buff effects to provide a very well-rounded defence for the spell's target.

Damage Reduction is created by taking a base LP cost, which gives a blank 0 points of Damage Reduction and the character selects what can pierce the damage reduction (such as adamantine or magic). This choice affects which descriptor or school the spell will have; for example, a protective field that can be pierced by chaos-aligned (anarchic) weapons is most likely a lawful abjuration spell, while one that turns the target's skin to stone and can be damaged by adamantine is a transmutation spell. The caster adds points of Damage Reduction to the effect by increasing its LP cost, with a maximum DR score of 15/(choose).

Energy resistance works similarly, but instead of choosing what can pierce the protection, the caster selects what the protection guards against. The caster can make a spell that guards against more than one type of attack, but he adds the base cost of energy resistance again.

In both cases, the caster may pick a unique restriction that limits the number of hit points that the reduction or

Protection Effects

Effect	LP
Damage Reduction	Base +10
Every 5 points of DR	+2
Energy Resistance	Base +8
Every 3 points of resistance	+1
Maximum hit points absorbed	—
5 per caster level	-3
10 per caster level	-2
Walls	—
5 hit points per caster level	+7
10 hit points per caster level	+15
5 ft. x 5 ft. per caster level	+0
10 ft. x 10 ft. per caster level	+2
Barriers	—
physical	+7
attacks	+5
creatures	creature's CR+2
energy	+8
supernatural	+5
Spell Resistance (SR 12 + caster level)	+15

resistance can absorb before the effect wears off. Each round the target is protected against attack, he subtracts the damage absorbed from a hit point total and, when this total is depleted, the spell ceases to protect the character.

Walls are usually combined with a damaging effect by making them out of a certain energy type, but they can just stand there and be an obstacle.

Barriers are intangible defences that block the passing of certain effects. The effects that can be blocked are specific; the caster selects a type of effect the barrier will ward against, such as a specific creature (goblins, dragons, golems), a specific energy (fire, cold), a specific attack (bludgeoning, ranged, piercing), etc. 'Supernatural' is a catch-all category describing supernatural and spell-like abilities, including incorporeality and creatures with an alignment descriptor. The warded effect will not be able to pass unless it makes a normal Will saving throw in the case of creatures and creature attacks, a caster check in the case of supernatural effects and energy attacks, or not at all for objects thrown.

Note that the protection can be cast upon a person, object or area.

Combined Effects

A wizard's spell research is exceptionally strong, as it can combine several effects together for powerful, if costly, spells. The process is simple – add all the LP costs for the effects so that the spell does everything the caster wants. However there are two other ways in which to combine effects in a single spell; optional and scaled combinations.

Optional Combination: This combination tags an effect to another in case it fails. The second effect does not activate unless the target succeeds its saving throw against the first effect. The second optional effect has no saving throw, but it cannot be more severe than the first.

Scaled Combination Effects

Effect	LP	Primary Effect LP Cost			
		1-6	7-12	13-18	19+
Primary effect	-4	Tier 1	Tier 1	Tier 1	Tier 1
First Scale	-5	—	Tier 2	Tier 2	Tier 2
Second Scale	-6	—	—	Tier 3	Tier 3
Third Scale	-7	—	—	—	Tier 4

Effect Tiers

Tier	HD Scale	Hit Point Scale
Tier 1	Up to 6 HD	—
Tier 2	7-12 HD	100 hp
Tier 3	13-18 HD	150 hp
Tier 4	—	200 hp

The Games Master can decide that an optional effect is more powerful than the first effect and ban it. The optional effect is assembled normally, using the same range and limitations as the first effect, but it may have its own duration. The optional effect costs half the LPs it would normally cost if it were an individual spell.

Note that death effects can have their own optional effect, but the first effect (instant death) is so dire that this type of spell may not use this particular optional combination rule.

Scaled Combination: This combination affects different targets with different effects, indicating that the spell is not as effective against more powerful creatures. The caster selects a primary effect as the most severe one and picks effects for a first scale, and possibly a second and third scale, creates an effect for each scale and deducts the indicated modifier from the cost of each scale. The original cost for each scale must be equal or lower than that for the one above it and no cost can be reduced below +1 LP.

Depending on the LP cost of the primary effect, the spell will affect different sorts of targets with the primary effect or any of its scales, with the tiers signifying a range of Hit Dice or hit points remaining. The caster decides which tier column he wants during the creation of the spell.

For example, a spell called *desiccation* transforms a target into a dust statue for 1 minute per level at close range (14 LPs); the primary effect targets creatures of creatures of up to 6 Hit Dice (tier 1). To target stronger creatures, he assigns a first and second scale. The second scale paralyzes second tier creatures (7–12 Hit Dice) for 1 round per level (10 LPs), and the second scale stuns third tier creatures (13–18 Hit Dice) for 1d4 rounds (9 LPs). Combining the different effects in a scaled combination reduces -4, -5 and -6 from each scale, for a sum of $10 + 5 + 3 = 18$ LPs for the final, combined effect.

STEP TWO: DETERMINING SCHOOL

After the effect has been defined, Player and Games Master go over it, to decide which school that best describes it. Sometimes, the effect's elements will dictate precisely to which school and subschool the spell belongs.

Abjuration: If the spell wards against something, grants protection, bars entry, creates barriers, removes lasting harmful effects or negates effects and abilities in use (not in a way to harm anything), then it is an abjuration spell.

Conjuration: If the spell brings about something out of nothing, it is probably a conjuration spell. Conjurations are further defined by a subschool:

- ✦ *Calling:* When the spell calls a creature that already exists in another plane and the creature remains regardless of circumstances, it is a calling spell.
- ✦ *Creation:* When the spell creates a substance, object or creature out of nowhere, it is a creation spell.
- ✦ *Healing:* Reserved for divine magic, wizards *cannot* create healing spells.
- ✦ *Summoning:* Like calling, but the spell's energy sustains the creature's presence until the spell's end. Summoned objects remain in place regardless.



- ✦ *Teleportation*: When the spell transports creatures or objects from one place to another, it is a teleportation spell.

Divination: If the spell discerns some form of information or makes something known to the caster, it is a divination spell. Divinations are often further defined by the following subschool:

- ✦ *Scrying*: If the spell creates an independent visual sensory organ through which the caster can see or hear, it is a scrying spell.

Enchantment: If a spell affects or modifies the mind or behaviour of the target, it is some form of enchantment.

- ✦ *Charm*: If the spell changes the way the target regards the caster, it is a charm.
- ✦ *Compulsion*: If the spell forces the target to a course of action or modifies how its mind works, it is a compulsion.

Evocation: If a spell creates or manifests some form of energy or force to achieve a result, it is an evocation spell.

Illusion: If the spell creates a false impression about the existence of something but the creation remains unreal, it is an illusion spell. Illusions are further defined by a subschool:

- ✦ *Figment*: If the spell creates false sensory input that everyone can perceive, it is a figment.
- ✦ *Glamour*: If the spell changes the way its target is perceived by one or many senses, it is a glamour.
- ✦ *Pattern*: If the spell creates a false sensory input that affects the perceivers' mind, it is a pattern.
- ✦ *Phantasm*: If the spell creates an impression that only the caster and the target perceive, it is a phantasm.
- ✦ *Shadow*: If the spell creates an illusion effect that has partial existence by infusing it with material from the Plane of Shadows, it is a shadow.

Necromancy: If the spell deals with the dark energy of unlife, ways of inflicting direct harm without an external factor, instant death or manipulations of life force, it is a necromancy spell.

Transmutation: If the spell changes the qualities or material characteristics of a target, from cosmetic alterations to full structural renovations, it is a transmutation spell.

STEP THREE: ADD ELEMENTS

The caster may now know what kind of spell he is creating and its basic effect upon the world but he must determine all of its additional factors in this step. Determining range, duration and so forth all serve to either expand a spell's focus or to channel it into a single devastating effect.

Range

A spell is more useful when the caster can deliver it at a distance and therefore range is a substantial advantage. The different ranges are detailed in *Core Rulebook I* except extreme and universal ranges. An extreme range is expressed as 1 mile + 1 mile per caster level, while universal range is anywhere in the same plane of existence as the caster.

For a fixed range that does not increase with caster level, find its closest equivalent in the given ranges (close, medium, long or extreme) and subtract -1 from the LP cost.

Range

Range	LP
Personal	+0
Touch	-2
Close	+0
Medium	+2
Long	+3
Extreme	+4
Universal	+5

Duration

Just like range, how long the spell lasts affects the usefulness of the spell. Durations are always expressed in time units which follow a progression of round, minute, 10 minutes, hour, day, week, month and year. The duration can be a random number of time units, usually determined with d4 or d6, or it can be a fixed number. One of the most common durations fixes the number of time units to caster level, with the spell growing more and more useful as the caster becomes more powerful.

Instantaneous effects come and go, leaving behind them lasting consequences that have nothing to do with the spell's duration. Damage effects are always instantaneous in duration.

Intermittent durations mean that the spell works on and off. The caster must first select a normal duration for the effect and later determine that it is intermittent. An intermittent spell elicits a saving throw each time it

Duration

Duration ¹	LP
d4	+2
d6	+3
additional die	+1
+1	+1
rounds	x1
minutes	x1.5
10 minutes	x2.5
Hours	x3
Days	x4
Weeks	x4.5
Months	x5
Year	x6
Permanent	+6
Intermittent	+3
Instantaneous	+0
Per level	+2

¹ Time unit per caster level is determined by choosing the +1 option (+1 LP), multiply it by the time unit desired and the 'per level' option (+2).

becomes active again, regardless of whether the target already saved against previous instances of the spell, or the intermittence can have other unforeseen effects, such as with *blink*.

Aiming

Who or what the spell will affect gives the final hard parameter for the spell's effect. In rough terms, the aiming of a spell can be specific targets or an area, each of which can be further refined by number and by shape respectively.

Aiming at specific targets is not the same as the specific target limitation (see below); a target aim means simply that the spell only affects what is being targeted, not an area, while the limitation restricts which kind of targets the spell can affect. The number of multiple targets can be fixed, or it can depend on the character's caster level, in which case it can also be fitted with a maximum cap of targets affected.

Spells with no area or target are usually those that invoke creatures and things into being.

Areas can be given a square shape measured by a fixed number of feet per side, or as a variable number of feet per caster level. Cylinder and sphere shapes use this number of feet as their diameter, while cones and lines depend wholly on the spell's range.

Aiming

Aiming	LP
<i>Target</i>	—
One target	-2
Multiple targets	—
Fixed	+1 per 2 targets
1 per level	+2
1-5 cap	-3
5-10 cap	-2
10+ cap	-1
<i>Area</i>	—
No area	+0
Diameter/side ¹	—
Fixed	+1 per 5 ft.
Per level	+2 per 5 ft.
Cone	—
Burst	+1
Emanation	+2
Cylinder	+2
Line	+0
Sphere	—
Burst	+0
Emanation	+1
Spread	+1
Creatures/Objects	see Limitations
Shapeable	+1

¹ Affects cylinders, spheres and defined areas only. Cones and lines are defined by the spell's range.

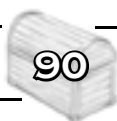
Protection

Victims of a spell can defend against it with a saving throw but for powerful spells this option is not always available. The caster can equip his spell with the following options:

Armour Class Defence: In addition to a saving throw, the target of a spell can defend against it with its Armour Class. This entails a touch attack roll on the caster's part, which can be made ranged by making the spell into a ray or may be a melee touch attack, which puts the caster at immediate risk from the target.

Saves: The caster can establish how the target's saving throws work with his spell. The first thing to decide is which save to use; Fortitude, Reflex or Will. The spell's effect will indicate which kind of save is most apt to guard against it. Fortitude saves defend the target against spell that target his body and health, Reflex saves protect against spells that could be avoided (usually area spells) and Will saves protect against spells that affect the mind or spirit.





Protection

Protection	LP
Armour Class Defence	—
Ranged touch attack (ray)	-4
Touch attack	-5
Saves	—
No save	+4
Save halves	+0
Save negates	-1
No SR	+5

The caster can make his spell more powerful by designing it as unblockable by a saving throw, which greatly increases its cost, although this is a more likely option for ray spells which already must contend with the target's Armour Class.

Finally, a save can either halve or negate the effect. Logic must dictate this choice, as effects that cannot be halved by their nature must therefore be negated. The Games Master has the final say whether a spell can be halved or negated by a successful saving throw. Note that the caster may include an optional effect in case of a successful save, as explained earlier.

Spell Resistance: The caster can decide that Spell Resistance does not affect his spell, but it is the Games Master who has final approval on this choice.

Limitations

A spell may be designed with limitations to restrict its usefulness, therefore lowering its power and its level. The first kind of restriction is that of a specific target, meaning that the spell only works on a designated kind of target, such as a monster type ('only affects undead'), a specific creature ('*magic circle against ghosts*'), a specific magic school or subschool ('*dispel enchantment*' or '*scrying shield*'), a particular descriptor ('protects only against death effects') or a wider definition of targeting only allies or only enemies in the spell's area.

Another limitation is similar to a scaled combination in that it restricts its effect to creatures that have a specific number of hit points remaining, or whose Hit Dice fall within a certain range.

If the spell can be cancelled or countered by existing environmental conditions, it counts as a limitation. An example is *stinking cloud* which can be dispelled by wind, either mundane or magical. The caster chooses which environmental condition can cancel the spells when he designs the effect.

Another type of cancellation would refer to other spells; to count as a limitation, the countering spell must not

be designed to specifically counter the affected spell but have other effects that include countering the spell in design as a logical by-product. An example of this is *darkness* as it can be cancelled by *light*, which was designed to serve an utilitarian purpose and counters *darkness* only because it is logical that it would do so. Upon creation, the caster decides which specific spell or type of spells can counter the one he is designing, with its benefit depending on how rare the spell is. Both of these limitations must somehow make sense with the spell's effect and the Games Master has the final word on whether to allow a limitation of this kind or not.

A decreasing effect means that the spell loses power as it travels from its point of origin and depends on whether the aim is defined as targets or as an area and whether the power decrease is a half-effect or incremental. If affecting targets, the effect halves in power for all victims after the first for half-effect decreases and it halves for every victim after the first if incremental. If affecting an area, the effect halves for victims standing in the outer half of the area in a half-effect, and if incremental halves for every 10 feet that the victim stands away from the point

Limitations

Limitation	LP
Specific target	—
monster type	-3
creature	-5
magic school	-2
magic subschool	-4
descriptor	-5
alignment	-2
Enemies/Allies only	+2
Remaining hit points	—
10 hit points	-5
20 hit points	-4
50 hit points	-3
100 hit points	-2
150 hit points	-1
Hit Dice range	—
Less than 6 HD	-4
Less than 12 HD	-2
Less than 18 HD	-1
Cancelled by environment	-3
Cancelled by spell	—
0-3 rd level	-3
4 th -6 th level	-2
7 th -9 th level	-1
Decreasing effect	—
Half-effect	-3
Incremental	-5
Language dependent	-3



Casting Components

Component	LP
Casting time	—
1 standard action	+0
1 full-round	-1
1 minute	-2
10 minutes	-3
1 hour	-4
Components	—
No material component	+3
No somatic component	+3
No verbal component	+3
Focus	-1
Costly material component	-1 LP per 100 gp
XP component	-1 LP per 50 XP

of origin. If the spell does not have an effect that can be halved, the victims gain a +2 bonus to their saving throw. This is a one-time bonus for victims of a half-effect but it is a stacking bonus for victims of an incremental decrease (the bonus increases by +2 for every victim after the first, or for every 10 feet of distance from the point of origin).

Finally, the language-dependent descriptor is a limitation by itself in that only creatures understanding the wizard's words will be affected by the spell. Language-dependent spells are almost always mind-affecting spells as well.

Limitations are assigned and their reduction to LP cost applied after the cost of the effects is calculated.

Physical Manifestation

The physical manifestation of a spell is mostly cosmetic and depends on the concept the caster set out to achieve from the beginning when designing the spell, although this manifestation will often determine which school it belongs to and sometimes how it can be dispelled. A spell can manifest in several ways:

Energy: The spell is a burst of energy, generally intangible but always noticeable. Damage spells are the most notorious users of energy manifestations, although other effects can use them as well, such as a spell protecting against undead manifesting as a burst of sunlight or short sparks of electricity messing with a person's mind for an enchantment spell.

Matter: The spell manifests as some form of matter. Conjunction spells include the creation or invocation of matter as part of their effect but other spells may use it to justify their effects, such as a spell that continually deals damage manifesting as a dancing sword which disappears when the spell ends.

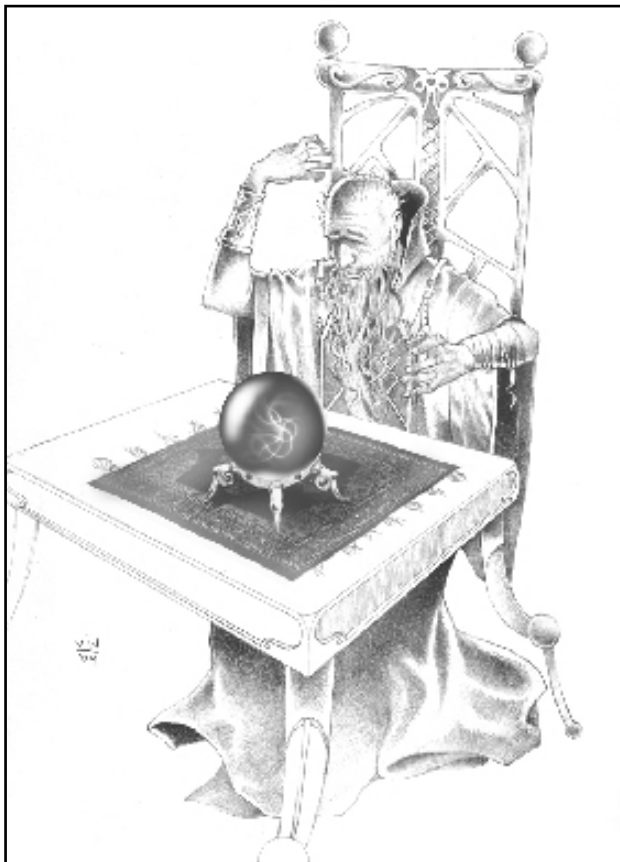
Creatures: The effect the caster designs for the spell can be caused by the sudden appearance of living beings to carry out the caster's commands. This is mostly a cosmetic effect but it can be a justification for making the spell into a conjunction spell. The spell in the initial example, *buzzing doom*, uses bees as a justification for dealing damage and injecting poison on the spell's target.

Casting Components

The last step when designing a spell for research is to determine the components for its casting. Defining which components are required has little impact rules-wise, but if the caster removes the given casting prerequisites of a spell, then it becomes more powerful. Also, an effect that is already too powerful for the wizard can be made less onerous to his magical capacity by imposing costs that must be paid at the time of casting, such as costly components or an experience cost.

STEP FOUR: DETERMINE SPELL LEVEL

The final step in the research is to determine its spell level. Add up all the LP costs from the various elements in the spell and divide it by 3 (round up). The Games Master can raise or lower this level as he sees fit for his



Spell Research Costs

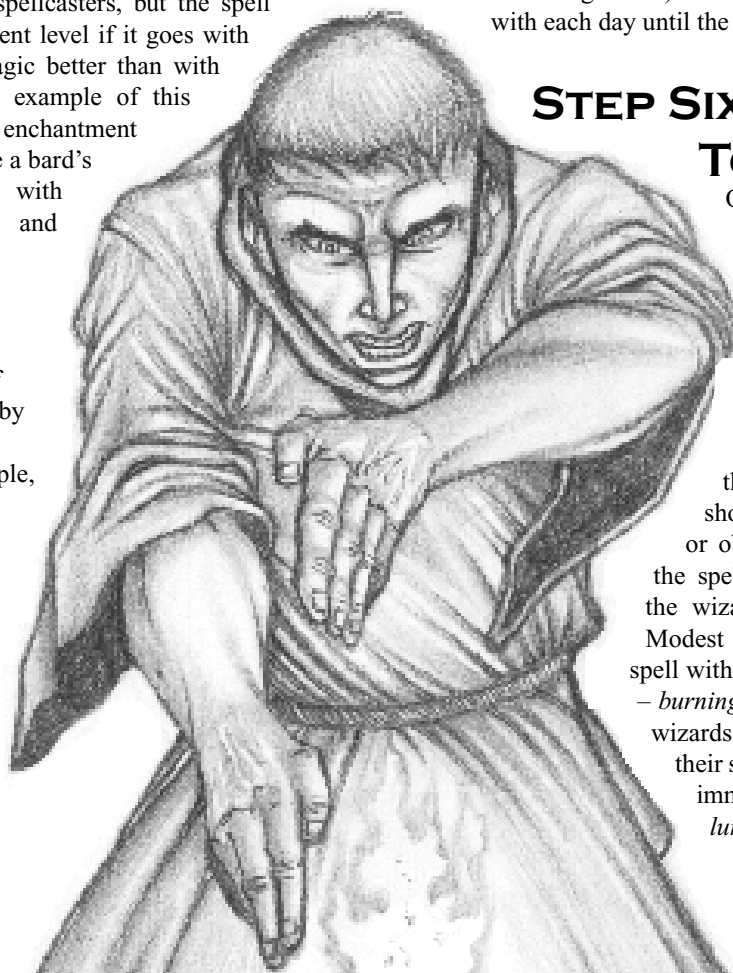
Spell's Level	Cost
0	50 gp
1	100 gp
2	400 gp
3	900 gp
4	1,600 gp
5	2,500 gp
6	3,600 gp
7	4,900 gp
8	6,400 gp
9	8,100 gp

campaign. A spell level 0 is achievable if the total LP cost is a negative value.

By principle, the spell belongs to the Sorcerer/Wizard list, but it is unique to the character and only exists in his spellbook until he makes it into a scroll and shares it with other wizards or teaches it to a sorcerer. As time passes, the Games Master can determine that other casters can learn their own version of the new spell.

The first candidates would be bards as they are also arcane spellcasters, but the spell can have a different level if it goes with their style of magic better than with a wizard's. An example of this are spells of the enchantment school, which are a bard's specialty along with some divination and illusion spells.

Later, divine spellcasters may learn a version of the spell granted by their patron. The spell in the example, *buzzing doom*, would make an ideal druid spell.

**STEP FIVE: FINAL RESEARCH**

Now that all the information is ready, it is time to make the spell, which even for the simplest of them is not an easy task.

As with the creation of a magic item, the wizard needs a place where he can work undisturbed, with all the materials available and within easy reach. Researching a spell requires a lot of material for components that must be used and restocked as the spellcaster uses the age-old method of trial and error.

The cost for researching a new spell is the spell's level squared and multiplied by 100 gp.

Researching a new spell is a series of Spellcraft checks with a DC equal to 15 + the spell's level. The time it takes a wizard to create a new spell works like making an item with the Craft skill; multiply the cost of researching the spell by 10 and use this as a target number. Multiply the result of each successful Spellcraft check by the check's DC to determine his progress towards meeting the target number. Each Spellcraft check takes one day of work (as with a magic item) and the multiplied results add together with each day until the target number is met.

STEP SIX: FINISHING TOUCHES

Once the spell is completed, the wizard can safely write it down in his spellbook at no additional cost, all expenses having been covered during the research phase. He must also now decide what the exact material components of the spell are (as determined in the Add Elements stage). These should be thematically, classically or obviously linked to the effect of the spell. Of far more importance to the wizard's ego is naming the spell. Modest wizards normally label a new spell with a terse explanation of its effects – *burning moonlight*, for instance. Other wizards of a more egocentric bent label their spells with their name, to serve to immortalise themselves – *smorga's lunar death blast*, for instance.

Magical Schools

The most common method for a wizard to learn his craft is through apprenticeship with a master. This tutelage is often performed for free or in exchange for services, which means the apprentice literally becomes his master's assistant and servant for the duration of his training. There are exceptions to this rule, in the form of magical schools. These schools are institutions devoted to the training and education of new generations of wizards and can range from small affairs, where a handful of masters educate another a dozen students, to grand colleges sponsored by a kingdom or a powerful wizard's guild.

Few characters will have the chance to build and maintain their own magic schools, but prices are included just in case a character has one or two dragon's hoards available.

THE INSTITUTION

Magic schools are institutions which people will tend to respect (or fear) – any place where two or more people congregate that can shoot fire from their fingers is a cause of concern, regardless of its size, location and characteristics. In some cases, the institution is accepted and recognised by the public and the authorities of the land upon which the school is built. Other times the institution works in secrecy, training their charges away from the eyes of the ignorant.

When creating a magic school, Games Masters can hand pick the different elements or generate them randomly by rolling on the appropriate tables; many of the different elements have no effect on others except as factors for the atmosphere and intrinsic features of the school.

Sponsorship

A magic school is a very expensive thing to run and so it stands to reason that somebody important is paying for it. A magic school has several options for sponsorship:

Supernatural: A few schools are founded and funded by supernatural concerns. These can be as individual as an old dragon wishing puny humanoids to master magic properly, or as encompassing as a deity of magic promoting his field of divinity (in which case the school would also train clerics and paladins). Supernatural sponsorship ensures that resources will seldom be scarce but it also means that the goals the academy serves are unknown and may later prove to be counter to the interests of the mortal races of the world. The tuition in this kind of schools is often free but the admission

protocols will be very strict to ensure that only the worthy and capable are taught magic.

Supernatural agencies will most often hide themselves as the source of the school's support, assuming a disguise to run the school as its dean or part of the ruling council, or even as the lowliest janitor with access to all areas of the campus. Going public means that the school is well-regarded or the supernatural sponsor is trusted and appreciated, but even in these cases the sponsor will not be easy to reach, as it is likely to have enemies.

Government: State-sponsored magic schools pledge the service of its students to a worldly power who pays the bills. Graduating wizards are expected to serve the government in one form or another for a period of time, after which they are free to pursue their own interests. Such schools are seldom very large, but their staff are competent and their class rooms and labs are stocked with resources of sufficient quality and numbers. Depending on how important the powers-that-be consider the process of training their wizards, the school will receive a proportionate share of the nation's treasury and other resources. Tuition fees in state-sponsored magic schools tend to be cheap or sometimes non-existent but students trade this advantage for service to the power that pays for their studies. Admission is not very strict, but the more subsidised the tuition is, the more demanding the admission will be.

The power behind a state-sponsored school is well known; the head of government himself. Definitely not available as a part of school business, the power names a delegate to run the school. This does not need to be a spellcaster, but he must possess the administration skills necessary to run a large institution; something that many wizards are not very adept at.

Religious: This kind of sponsorship is similar to supernatural sponsorship but, instead of the school being founded by the direct will of a supernatural agency, it was created by an established church. The church's religion will definitely include magic as an integral part of its belief system, so it is often a church devoted to a deity of magic or knowledge. Clerics and wizards share the responsibilities of training the school's apprentices and there may even be shared classes for divine and arcane spellcasters (abjuration and knowledge of extraplanar beings are just two of such shared subjects). Tuition fees depend greatly on the resources of the church and may go from free (with strict admission) to high (with laxer entry parameters).



Sponsorship

d20	Sponsor	Sanction Modifier ¹	Example
1–3	Supernatural	+0	A gold dragon founds a school to spread the use of magic among mortals
4–8	Government	+8	Nationally Certified Wizards are given privileges over common spellcasters
9–12	Religious	+5	The Church of She’kana, Lady of Light, builds a school to train the goddess’ army of spellcasters
13–18	Guild	+2	A circle of like-minded wizards found a school to make sure magic is practiced correctly
19–20	Independent	+0	A retired adventurer settles in his tower and makes an open call for apprentices, of which he will accept three

¹ Apply the sanction modifier when rolling randomly to determine the sanctioning and recognition of the school.

As with state-sponsored schools, the head of the sponsoring church is not usually the head of the school itself, but another member of the religious order serves in that capacity. This person will often be both a divine and arcane spellcaster, well versed in all methods of magic and able to handle anything the teachers or students are up to at any time.

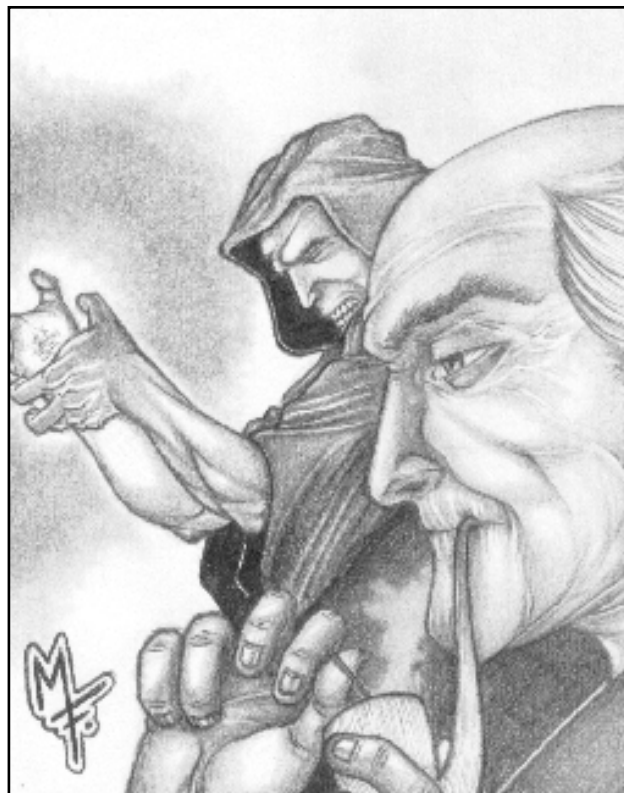
Guild: One of the most dangerous organisations a country may host is a wizards’ guild. This institution will likely hold incredible power and may even pull enough strings to be the real governing force in the country. On the other hand, it may also be an honest gathering of like-minded professionals united for the common purpose of seeking knowledge and understanding. Whatever the orientation, a magic school sponsored by a guild will also be the guild’s headquarters and actually works in very similar manner to a normal artisans’ guild, with masters and journeymen performing their work and guiding apprentices through their training. Guild schools offer their services to any who can afford them and fund their operation by a combination of the members’ guild fees and the students’ tuition fees. Devoted members even take up adventuring in order to obtain resources, both monetary and material, to maintain the school’s functions. They also tend to take apprentices with them as a kind of field exercise.

Guild members are not particularly public but can be reached with a day’s worth of questioning and gathering information. They may be devoted to their research, regard conducting school business as a bother, or be truly focussed on the education of new wizards.

Independent: A retired adventurer wizard that settles down and puts all his loot to good use is considered an independent sponsor, since he does not answer to any authority save his own and any wizard who reaches the point where he can pay for his own academy is definitely not to be trifled with. Judicious founders will surround themselves with people to advise them on how to run an institution and to teach classes, which does not exclude the possibility of a circle of wizard adventurers

pooling their resources and acting as the school’s first ruling council and core magisterial body. They could possibly maintain the school by continuing their adventuring careers but more often than not they must sustain themselves through the school’s own operations, charging high tuition fees and offering expert services in order to keep the money flowing. Admission depends mostly on the founders’ criteria.

The heads of an independent school are famous and it is their reputation that calls students to their side. As experienced adventurers, such wizards command fear and respect without really trying, although their ability as teachers is not related to their ability to blast dragons out of the sky.





Sanctioning and Recognition

A school's recognition can be independent to its sponsoring, although both tend to go hand in hand. A sanctioned school is recognised by a higher power, be it a government, a guild or even society in general. A school without a sanction may be operating illegally (but again, who would go against a building full of people who fling *fireballs?*), or in total secrecy, only acknowledged by small circles.

Underground: An underground school works in the shadows and is hidden from all but the interested. It stands apart from everything and everyone, conducting its activities without consideration of what the laymen would think. Underground schools often operate contrary to the law of the country they reside in, or practice and teach a style of magic that is forbidden and persecuted, or its activities are deemed to go against the best interests of the people. The facilities of an underground school can follow their name and be located beneath the surface, or in otherwise hidden locations. They are small by necessity and therefore accept few students – not that there are too many applicants in the first place, given the school's situation.

Occult: Occult schools are also very out of the way, not by necessity like underground schools but out of preference. They may send out invitations to prospective students but otherwise part of the test for admission is finding the school in the first place. They can be in a far off location with entrances hidden by magic or be built in a different plane altogether, with magic being the only means of reaching its facilities. People are aware that the school exists but cannot give real directions, only hints and rumours; it is up to the prospective applicants to find either an entrance or another student from the school that will lead them there.

Public: A public magic school is not necessarily open to anyone who wants to cross its threshold; its designation as 'public' means that it stands in the open, its existence accepted as another fact of life. A public school either has the permission of local authorities to exist or does not need it. It could be built inside the gates of a burgeoning city or in the middle of nowhere. While actual access can be restricted, people know where the school's entrances are located and can point anyone towards them; in fact,

the people surrounding the school may have created businesses to cater to the students and teachers in the school, probably perishing should the school disappear. People from neighbouring settlements may actually be employed by the school as mundane staff that carry out the more grudging tasks of maintaining a magic school.

Dependant: Official sponsorship is the staple of a dependant school, which is very similar to a public school except for the fact that its teachers and graduates have an official sanction. That is, they are recognised by the organisation that sponsors the school and carry with them whatever prestige and rights such recognition entails. An example of this is a kingdom that requires spellcasters to purchase a licence to cast spells and conduct magical business while inside the city walls. A graduate or teacher from the state-sponsored magic school immediately possesses such licences and need only identify themselves as members of the school to waylay any suspicions.

Size

The size of a school does not necessarily describe the actual size of its buildings, but rather the number of people toiling at their tasks, the quality of the education imparted within its walls and the resources available to teachers and students. Given that magic is about breaking the rules of reality, there are several exceptions to the rules; a school defined as Fine in size could have much better resources if the master is a retired adventurer with a sizeable portfolio, while one defined as Colossal can be a relatively new state-funded school that teaches only the basics of wizardry to each new generation of nobles.

School Philosophy

Every school has a founding principle, even if the founders do not state it as such. The school's philosophy can be defined as a single or complex alignment and this philosophy attracts teachers and students of particular bents, as well as determining what sort of magic and other disciplines are taught in its hallowed halls. School philosophies are grouped by their moral and ethical alignment.

Sanction

d20	Sanction	Size Modifier ¹	Example
1–4	Underground	–2	A renegade school founded in a land where magic is illegal
5–9	Occult	+0	A mysterious organisation that no one is sure truly exists
10–15	Public	+2	A guild-sponsored school accepting apprentices as they would for any other trade
16–20	Dependant	+4	A state-sponsored school that trains the army's combat wizards

¹ Apply the size modifier when rolling randomly to determine the school's size.



Magic School Size

d20	Size	Modifier ¹	Multiplier ¹	Population	Example	Facilities
1–2	Fine	+1	1/5	2	Master and apprentice	Wizard's tower
3–4	Diminutive	+2	1/4	3–5	Master and students	Wizard's tower plus cottage
5–7	Tiny	+4	1/3	6–10	Small class	Small house
8–10	Small	+6	1/2	11–20	Workshop	Medium house
11–13	Medium	+8	x1	21–50	Guild	Large house
14–16	Large	+10	x2	51–100	Exclusive school	Manor
17–18	Huge	+12	x3	101–200	Institute	Small Keep
19	Gargantuan	+14	x4	201–500	Large institute	Large Keep
20	Colossal	+16	x5	501–1,000	Magical college	Campus/Castle

¹ Apply the size modifier and multiplier to the school's resources and tuition fees.

Lawful Schools

A school where rules and order are considered sacrosanct is the academic's heaven, with orderly students who obey the rules or are expelled, and where the books in the library are stacked in such a way that it is easy to find anything. Lawful schools have several rules of conduct and detailed systems to qualify students, advancing them in grades, circles or other tiers of advancement and sometimes even grading their behaviour.

Lawful Good: Schools following a lawful good ethos have rules that govern its students' and teachers' behaviour, but are able to bend a little for causes and events that would benefit people. Such a school would find extenuating circumstances in the case of a student that steals a book from the library in order to stop a demon that a second student unwittingly unleashed. Lawful good schools are not afraid to operate in public, except when their goals oppose an evil government or force that dominates an area. People know and respect the school and see them as potential forces of help and protection, even if they mistrust magic due to its obscure nature.

Lawful Neutral: A school that respects tradition above all is lawful neutral. In this kind of school, the rules set down by the founders are basically holy writ and none may defy them. Even those breaking the rules for a good cause can expect to be punished and receive no consideration, as it is the fact of breaking rules that takes prevalence over any reason for doing it. Such schools enforce their rules because they judge magic to be a dangerous force that can only be learned through discipline and strict regard for regulations.

Lawful Evil: There are few schools following this creed, but those that do are a nightmare to their students. There are actually few rules, but those that exist are enforced ruthlessly. Older students are implicitly encouraged to establish their dominance over their novice fellows. The affirmations of superiority take the form of cruel pranks and abusive treatment that authorities overlook, as their goal is to forge wizards of strong spirit capable of wresting the truth of the universe from the claws of its possessors.

Neutral Schools

Fellowships and guilds that offer instruction, neutral schools have very loose regulations and leave the minutiae of training to the teachers' judgement. In such an institute, teachers and students advance at their own pace, with titles being more an administrative tool than a true measure of a student's prowess or privileges. There is an order to the school's methods but it relies more on the expertise of individual masters and students than on standardised tradition.

Neutral Good: A school that has guidelines for good behaviour and proper conduct but maintains them simply as guidelines is neutral good. Students and teachers are judged more on their intentions than their actual deeds, provided that the intentions were good and they can prove it. Teachers foster their students' curiosity and let them think for themselves, not letting them draw any hasty conclusions.

Neutral: A true neutral school makes no judgement about the pursuits of its teachers and students. For the ruling and magisterial bodies what matters is the pursuit of knowledge above all and applications of its power are left to the individual conscience of its practitioners. As

School Philosophy

d20	Alignment	d20	Alignment	d20	Alignment
1–2	Lawful good	10–11	Neutral good	16–17	Chaotic good
3–7	Lawful neutral	12–13	Neutral	18	Chaotic neutral
8–9	Lawful evil	14–15	Neutral evil	19–20	Chaotic evil

long as these personal goals are achieved and no extreme research has negative effects on the school, teachers and students are more or less free to do what they will.

Neutral Evil: This kind of school takes the overall philosophy of academic freedom to its worst extremes. Neutral evil schools have no trouble in letting its teachers and students conduct the most ghastly experiments in the name of magic and knowledge. For these schools, the end justifies the means, and the means can get very bloody.

Chaotic Schools

A school without real principles or a true guiding objective are rare and by necessity small. They are more likely to be small guilds of like-minded teachers grouped together than true academic institutions. Competition between both teachers and students is fierce, as they all strive to out-do one another and prove who is the better wizard or apprentice. Chaotic schools need strong leadership in order to remain organised and the favoured system is that of a single master for one or two journeyman and three or four apprentices, and no more, since anything more complicated stresses the non-existent infrastructure of the chaotic school.

Chaotic Good: These schools triumph because their teachers are highly motivated and truly do have the nurturing of their charges as their main objectives. Chaotic good institutes teach that no rule in the world should come between a person and his dreams, but respect for the dreams of others is paramount. Such schools tend to be generous with their resources, although responsibility and accountability with these resources is encouraged.

Chaotic Neutral: These schools have short lifespans or very strong leadership that keeps the members together. Blowing things up is fine for the teachers and students, as long as the result is interesting. The reason why there are not many chaotic neutral schools is that their irresponsible philosophy does not earn them any friends and graduates get no prestige and seldom any recognition for having studied there.

Chaotic Evil: Of all the possible school philosophies, the chaotic evil model is the most self-destructive – but it also produces the strongest wizards. The relationship between master and student is based on the long tradition of the backstab. Trickery is all a part of spellcraft and students of a chaotic evil school learn that the best way to get ahead is by stepping on others on the way up – leaving them writhing on the ground if possible.

ADMISSION

Admission to a magic school depends on many factors, as explained above. The more selfish schools will ask for a fortune that they keep even if the aspirant fails the entrance tests, while the most altruistic will let anyone attempt admission, although success is not guaranteed. Regardless of any cost of paying for admission, most schools will have admission criteria that screens out applicants unsuited for the study of magic, or at least to studying in that particular school.

Many schools use more than one method for admission, sometimes even changing the entire system to fit a particular applicant according to arcane advice.

Prerequisites

One of the screening methods employed by magic schools is to test if an applicant covers some basic prerequisites for entry.

Intelligence Score: The minimum Intelligence score to enter a magic school is 13 for the most accepting institutes, but this can go as high as 16 for more exclusive schools. Tests to determine that the applicant is capable of grasping complex arcane formulae are usually written tests (DC 10 + minimum Int bonus). An applicant can take 10 on this test – in fact, taking time over this kind of test is often encouraged by the admission tutors, as these results almost always conclusively prove whether an applicant is basically intelligent enough for the school's curriculum.

Knowledge: Aside from raw intelligence, some schools require applicants to already have some grasp on theories of the arcane. This is represented by a minimum prerequisite of ranks in Knowledge (arcana) or Spellcraft. For schools admitting laymen for training in the magic arts, this can be as low as 1 rank, but more advanced institutes ask for 5 to 8 ranks. Again, a simple test proves whether the applicant meets the prerequisites via a Knowledge (arcana) or Spellcraft check (DC 10 + minimum ranks required) and applicants are normally allowed to take 10 on this check.

Spell Level: Schools that only accept spellcasters to refine their training, rather than novices who must be taught the basics, ask the applicant to prove spellcasting ability. Wizards' guilds are famous for this prerequisite, as they only accept individuals they already consider their peers. Some schools ask merely for proof of spellcasting potential (so any spell will do) but more restrictive ones may ask for particular spells, or spells of a certain level or school.

Alignment: Few schools test an applicant's ethical and moral fibre, but those who do rely mostly on magic or on



complicated tests that offer the applicant a set of ethical and moral choices to test his mettle. An applicant may try to lie his way past this test with a Bluff check (examiners would have a Sense Motive bonus of at least +10).

Fee: There might be an admission fee, depending on the Games Master's judgement. An admission fee is usually around 500 gold pieces multiplied by the school's size multiplier (see the Magic School Size table).

Admission Trials

Admission tests are a rather mundane means of screening applicants and magic schools are definitely not mundane; they have devised other means of selecting suitable candidates for joining, a few of them include:

Password: The school's entrance is protected by a password which is either magically etched into any magical barrier the school may have, or simply in the possession of the old gate guard (who turns out to be the second most powerful wizard in the faculty). Applicants must find out what the password is in order to be allowed in. They may ask questions answerable with 'yes' or 'no', search for it in the inscriptions above the gate, or simply find a student and ask him directly.

Riddles and Puzzles: Another test of the applicant's intelligence and resourcefulness is to protect the entrance with a riddle or a puzzle (or both). As with the password method, the riddle may come from a *magic mouth* or

from the mundane lips of a mortal guard. Only by finding the right answer can an applicant pass into the school grounds. Puzzles are a most sophisticated form of riddles, ones with a physical form. An applicant must solve the puzzle to enter, which can be as simple as moving a set of rings from one peg to another in the proper order, to something as complex and dangerous as a labyrinth.

Finder's Right: If the school is hidden, simply finding its entrance is a proof of the applicant's resourcefulness and perseverance. The most enigmatic of these entrances lie in mundane locales but connect to the magic school through arcane means, either teleporting the person or transporting him to the demiplane (or outer plane) where the school resides.

Test of Patience: Taking a cue from monk monasteries, some magic schools put forth a simple trial; that of patience. An applicant must be able to withstand hours, days or even longer periods while standing or sitting in front of the school's gates, waiting to be called inside.

Encounters: The worst nightmare for a prospective student is to be dropped into a zone where he must fight fierce beasts and other students for the right to join the school. While only evil schools materialise these threats, others may also use the promise of an encounter to test the applicant's courage. Most of the time, an encounter trial does not involve combat, but offers the applicant choices to test his calibre.



Invitation

Some schools reserve the right of admittance to such extent that they only accept applicants that they have already invited. Expert diviners look for spikes in arcane talent amongst the population, watching any potential recruit for a while and then sending the information back to the school, who will later extend an invitation to those individuals that show a potential for the magic arts. Sorcerers receive many such invitations as the surveyors mistake their in-born talent for wizardly potential, and they may gloss over a thoroughly mundane individual who could become a good wizard only by applying his prodigious intelligence.

Tuition Fees

After an applicant has been accepted, there is the matter of tuition fees. These fees are optional, depending on the resources, sponsorship and philosophy of the school – they may not apply if the school's authorities deem that they need no more money, or are feeling generous and decide not to charge its students. Whether the fees apply is ultimately up to the Games Master. A monthly tuition



fee runs to around 100 gp multiplied by the school's size multiplier (see the Magic School Size table).

A student that pays his tuition on time is given a badge enchanted with an *arcane mark* that identifies him as an active student, giving him access to the school's resources. The *arcane mark* is set to fade in a month, and must be renewed when paying for another month's worth of tuition fees. Students can pay several months in advance if they wish.

RESOURCES

Characters may wonder what they will get out of their admission and tuition fees. The school's resources are open to its students, most of the time for free, although particularly unique resources may be limited either by demand from both teachers and students conducting their own research, or by offering discounts to registered students.

Library

Every magic school has a library, without exception. Even 'schools' composed of only a master and his apprentice will count, with the master's personal collection forming the library's archive. A library will aid in student and teacher research in various subjects, which boils down to a bonus on a character's Knowledge and Spellcraft checks; basically, a character complements his own lore with the material found in the library's books.

A school library has a total bonus equal to the school's size modifier multiplied by 10. Distribute the total bonus amongst the different Knowledge and Spellcraft skills.

In addition to the texts on normal knowledge, a school's library may contain several spellbooks and grimoires donated by graduated students and teachers, these books being the ones those spellcasters no longer use. The magical part of a library is much more restricted; the Games Master is free to refuse any student access to the magical books on several grounds, from masters not wanting their apprentices to find any shortcut on spell research, to school policy restricting spellbook access to students of certain levels.

A school library has a percentage chance to contain any given spell from any source. This base percentage may be increased or decreased as the Games Master sees fit, normally when certain scrolls are especially rare or common in the school's locale. The base percentage is equal to:

(10 – spell level) x 10 + school's size modifier = base percentage chance of spell being present in school's library

Laboratories and Workshops

Most schools have a number of laboratories and workshops devoted to one of many magical endeavours.

- ✦ *Alchemist Lab*: This lab contains everything needed to use the Craft (alchemy) skill as well as the Brew Potion feat.
- ✦ *Constructs Workshop*: This is a large hangar-like space that allows the construction of two Large-sized constructs. It has its own forge for the construction of iron golems and shield guardians, as well as tools for creating constructs of other materials.
- ✦ *Crafts Workshop*: This workshop has the tools for making the base objects for magic wondrous items, staves, rods and wands, as well as non-metallic armour and weapons.
- ✦ *Forge*: Most wizards do not visit a forge of their own volition, so the school's forge is staffed with its own smith, which can be an expert or one of the few wizards with an interest in forging his own materials. The forge can be used to create metallic arms and armour.
- ✦ *Jewellers' Workshop*: The fine tools used for the jeweller's craft differ from the tools used in larger base items. In this workshop, a wizard can craft magic rings and wondrous items that take the form of jewels. Many use them to craft the adornments of arms, armour and other magic items.

School Laboratories and Workshops

Size	Chance of Lab or Workshop	Cost Percentage
Fine	35%	—
Diminutive	40%	—
Tiny	45%	—
Small	50%	95%
Medium	55%	90%
Large	60%	85%
Huge ¹	65%	80%
Gargantuan ²	70%	75%
Colossal ³	75%	70%

¹ These schools usually have multiple laboratories. If this type of workshop is present, roll 1d4 – this is the number of laboratories of this type present.

² These schools usually have multiple laboratories. If this type of workshop is present, roll 1d6 – this is the number of laboratories of this type present.

³ These schools usually have multiple laboratories. If this type of workshop is present, roll 1d10 – this is the number of laboratories of this type present.



- ✦ *Scriptorium*: In a scriptorium, students and teachers have the special inks and papers used in the creation of magic scrolls. This room is also often used for copying spells into spellbooks.

Depending on its size, a school has a different percentage chance of having one of each lab or workshops rolled separately. Fine and diminutive schools are somewhat of an exception, as single masters can have remarkable resources, especially if they are retired adventurers. The Games Master should assign the resources of single masters according to their history and personality.

Using the school's facilities gives certain advantages to any wizard using them, be they masters or apprentices. The cost of material components for anything the wizard creates in the school is a fraction of its real price, depending on how well-equipped the lab or workshop is. The reduction of material cost is applied before calculating the item's experience point cost, another aspect that makes membership in a school more attractive to wizards who like to create magic items.

Specimens

A few schools have access to strange creatures as part of the education they offer to apprentices. Schools aligned to good only keep non-sentient monsters, but the evil ones have no qualms about holding humanoids captive for both study and experimentation.

A school bestiary has a percentage chance to contain any given creature. The base percentage is equal to:

$$100 - (\text{creature's CR} \times 7) + (\text{school size modifier} \times 2) = \text{base percentage chance of creature being present as a school specimen}$$

If the chance is ever 0% or less, the school does not have that creature. The presence of a live specimen means that there are facilities to hold it and staff to care for it (see the School Grounds and Staff sections).

Spell Components

The school's laboratories and stores stock all spell components a wizard could need. While on school grounds, a wizard is considered to have access to all spell components. He still has to pay for costly components as normal but he does not need to adventure to acquire them; the school's stores already paid someone else to get them.

Special Chambers

Most schools are equipped with one or more special chambers for the practice of magic disciplines requiring calm and concentration. In

smaller schools, teachers and apprentices must make do with their own rooms (if they have any) or with a corner of the classroom but larger ones have chambers devoted to the arts of scrying and summoning, which demand that the caster knows what he is doing and be completely sequestered.

Access to these chambers is open and free to registered students but there may be a queue for using them. The first percentage in the Special Chambers table defines whether the chamber in question is available and the second is the likelihood that it is free to use when a character requests it. If a chamber is occupied, roll 2d12 to determine in how many hours it will be free for the character to use (provided he writes his name down in the queue). Both chambers increase the save DCs of divination and conjuration spells cast within them by +3.

Lessons

Of course, a school's most important asset is its magisterial body and its ability to impart knowledge. Lessons take up most of a student's day and involve him taking copious notes during his teacher's lectures, whether the subject of a particular lesson is mundane knowledge or even the casting of particular spells.

THE CURRICULUM

The main reason aspirants apply to enter a school of magic is because they want to *learn* magic. A school offers a unique education in that its students not only learn about subjects only a noble hopes to be educated in, like history and philosophy, but also gain powers beyond the purview of normal folk.

The curriculum of a school of magic is defined as the classes it imparts and what benefits students gain by attending them.

Special Chambers

School Size	Scrying		Summoning	
	Chance of Chamber	Chance of use ¹	Chance of Chamber	Chance of use ¹
Fine	—	—	—	—
Diminutive	—	—	—	—
Tiny	—	—	—	—
Small	60%	80%	50%	85%
Medium	65%	75%	55%	80%
Large	70%	70%	60%	75%
Huge ¹	75%	65%	65%	70%
Gargantuan ¹	80%	60%	70%	65%
Colossal ¹	85%	55%	75%	60%

¹ If occupied, it will be free in 2d12 hours

Tiers of Advancement

A student's progress is measured in tiers, particularly in lawful schools. Tiers give students a sense of where they are regarding their education and also provides wizards with some sort of social hierarchy by which they stage social games. The tier system depends greatly on the school in question. The two most common grading schemes are that of Circles and Grades. Both are basically the same; levels of learning measured by the power of the spells that the wizard can cast as well as the thoroughness of his knowledge.

Circle System

In the circle system, the most important measure of a wizard's power is the level of the spells that he can cast. There are five circles of hierarchy, often depicted with the most advanced circles being inside the less advanced, symbolising that there are fewer and fewer people with the capacity to delve into the deeper secrets of magic. Aside from magic, students in a circle-based system are free to pursue other kinds of education, provided they do not overlook their magic training.

1st Circle – Novice: These students are recent admissions to the school, whose knowledge of magic is rudimentary or even non-existent. They are mostly young people in their teens or pre-adolescent years, although a few of the more organised schools accept children into this circle.

Requirements: None.

Benefits: Access to school's resources.

2nd Circle – Apprentice: Reaching the second circle means showing a certain adeptness in the work of magic. Apprentices have weak powers, but at least they can work magic and have enough knowledge to help more advanced students and masters with their own projects.

Requirements: 2nd level spells.

Benefits: As novice, +2 to Charisma based checks against novices.

3rd Circle – Initiate: The last circle where the attendant is called a 'student', members of the 3rd circle are an equivalent to journeymen in normal guilds; not masters yet, but recognised as having enough expertise to offer their services. They act as leaders of the students, managing student groups and assuming roles of quasi-real power in the school's hierarchy. At the final stage of the 3rd circle, a student graduates from the school.

Requirements: 4th level spells.

Benefits: As novice, +4 to Charisma based checks against apprentices and novices.

4th Circle – Master: Graduates that are recognised as fully capable of conducting their own learning and imparting it to others. Masters remain in the school after graduation, either perfecting their learning without

guidance, or joining the magisterial body as teachers. Sometimes, masters take non-teaching positions such as that of master librarian, or more humble administrative roles such as director of admissions.

Requirements: 6th level spells.

Benefits: As novice except they get an individual room, +6 to Charisma based checks against initiates, apprentices and novices.

5th Circle – Grand Master: Members of the 5th circle are the pinnacle of achievement in a school of magic; through guided effort and later by independent research, they have learned the highest secrets of magic and none may dispute their authority. They are invited to become teachers and members of the school's ruling council, and may contend for the position of dean.

Requirements: 8th level spells.

Benefits: As master, +8 to Charisma based checks against initiates, apprentices and novices, +2 to Charisma based checks against masters.

Grade System

Grades are more numerous than circles and not only measure a student's magical prowess, but also take into consideration their knowledge of less arcane matters. Grades are often called 'years' as in some schools this is the period of time students are supposed to take when advancing between the grades, although it is altogether possible for slower students to take more than one year to complete a grade. Faster students tend to fool around with the free time their mental adroitness grants them, especially during the earlier grades, but as they mature and taste the secrets of magic, they race through the ranks to become accomplished wizards very quickly.

1st Grade: Novices are expected to pass an admission test that confirms that they are interested in magic and know at least some of the basics. Many schools offer remedial course (called 0 grade by registered students) by which applicants learn the rudiments of magic theory that will allow them to join the school proper. At the end of 1st grade, the student gains his own spellbook.

Requirements: 1 rank in Knowledge (arcana).

Benefits: Limited access to school resources.

2nd Grade: At this level, the student learns basic magic skills as well as a little advanced magic theory. He trains in learning and mastering the most basic spells as a foundation of deeper knowledge. By the end of this grade, the character fills his spellbook with all 0-level spells and becomes a 1st level wizard, choosing a specialisation if desired.

Requirements: 3 ranks in Knowledge (arcana), 1 rank in any other Knowledge skill, 0 level spells.

Benefits: As 1st grade.



3rd Grade: Third year students gain a few liberties and are encouraged to take some extracurricular activities that will help in their progress. Most students become the personal assistant to more advanced students, but the more restless ones get permission to test their new-found skills in the field as novice adventurers. The school may maintain a roster of adventurers on the payroll to keep an eye on the students, or the student can go out on his own. Most teachers dislike this approach, but are ready to congratulate any student that returns alive and with ruffled feathers.

Requirements: 4 ranks in Knowledge (arcana), 1 rank in any other Knowledge skill, 1st level spells.

Benefits: As 1st grade, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

4th Grade: Students that reach 4th grade have proven their dedication by passing the first trials of magical learning. They are still treated as apprentices and have little respect as wizards in the school's hierarchy, but they can claim greater mastery of magic, which is in itself a reward.

Requirements: 6 ranks in Knowledge (arcana), 4 ranks in any combination of Knowledge skills, 2nd level spells.

Benefits: Full access to school resources, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

5th Grade: By reaching 5th grade, the student has proven his expertise at mastering basic magic, as well as his capacity for learning more powerful spells. 5th year alumni are valued assistants to advanced students and teachers and have greater leeway in their personal projects, which includes adventuring. They may even become mentors to lower grade students, although they are still not allowed to have their own apprentices.

Requirements: 8 ranks in Knowledge (arcana), 8 ranks in any combination of Knowledge skills, 3rd level spells.

Benefits: Full access to school resources, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

6th Grade: Beginning at 6th grade, the student gains the respect of his peers and is considered an advanced student. He gains preferential access to school resources, which means that his petitions will take precedence over those of lower grade students. Attendance for advanced classes is limited in number, as very few people have the patience, dedication and capacity to learn the secrets of magic taught at this level.

Requirements: 10 ranks in Knowledge (arcana), 10 ranks in any combination of Knowledge skills, 4th level spells.

Benefits: Preferential access to school resources, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

7th Grade: This is the last year when the student is still considered as such. His access privileges are bumped up one notch over 6th grade students and they are allowed to conduct personal research and activities in the school's laboratories, usually in preparation for their final exams, which often consist of the creation of a new spell (see Chapter 8, Spell Research).

Requirements: 12 ranks in Knowledge (arcana), 12 ranks in any combination of Knowledge skills, 5th level spells.

Benefits: Preferential access to school resources, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

Graduate: Students that return to hone their training after they have graduated are held in high esteem. Their tuition fee is almost exclusively payment for access to the school's resources, although there are postgraduate classes imparted to these advanced students.

Requirements: 14 ranks in Knowledge (arcana), 14 ranks in any combination of Knowledge skills, 6th level spells.

Benefits: Preferential access to school resources, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

Masters: Many of these students pay for their tuition and earn additional income by becoming teachers. At this level, masters are teaching themselves, researching the school's libraries and applying their ideas to practical experiments. There are several unofficial degrees between masters, based on their personal power and achievements, but they are all regarded with universal awe by undergraduate students.

Requirements: 16 ranks in Knowledge (arcana), 16 ranks in any combination of Knowledge skills, 7th level spells.

Benefits: Preferential access to school resources, bonus to Charisma based checks against lower grade students equal to (grade – lower grade).

The Subjects

Each school has its own curriculum, imparting knowledge according to the designs of its dean and ruling council. The largest schools (which are lawful by necessity) have one or more teachers for each subject, imparting the same class for different grades by delving into deeper secrets of the matter as students advance in the school's tier system.

The most common subjects amongst larger schools are:

Cosmology: Students of this subject learn of what lies beyond the ken of mortals and how these forces affect the world.

Subject: Knowledge (religion) and Knowledge (the planes).

Geography: On this course, students learn the lands of their world, including what lies beneath the surface.

Subject: Knowledge (geography) and Knowledge (dungeoneering).

History: Here, students learn about past events, including the lineage and customs of rulers, past and present.

Subject: Knowledge (history) and Knowledge (nobility and royalty).

Handcrafts: A series of workshops that teach students how to fabricate items for later enchantment.

Subject: Craft skills.

Item Creation: This course often bridges between the Handcrafts and Magical Practice courses. Early courses only deal with scroll scribing, but advanced modules deal with complicated items.

Subject: Scribe Scroll and other Item Creation feats.

Languages: In these varied courses, students learn to communicate in a different language.

Subject: Speak Language.

Magic of Augury: Students learn how magic can be used to gain useful information.

Subject: Spells of the divination school.

Magic of Protection: Students learn how to protect themselves magically against all sorts of threats, from mundane to supernatural.

Subject: Spells of the abjuration school.

Magic of Transformation: Students learn that everything in the world can be changed through the power of magic.

Subject: Spells of the transmutation school.

Magic of Creation: Students learn to bring things into existence from nothing, whether bringing it from somewhere else or creating it on the spot.

Subject: Spells of the conjuration school.

Magic of the Dead: Students learn how to manipulate negative energy through magic.

Subject: Spells of the necromancy school.

Magic of Trickery: Students learn how to fool the senses and create patterns and glamers.

Subject: Spells of the illusion school.

Magic of the Mind: Students learn that thought and emotion are simply targets for magic.

Subject: Spells of the enchantment school.

Magic of Energy: Students learn to convert arcane energy into physical manifestations.

Subject: Spells of the evocation school.

Magic Practice: A mix of class and workshop in which students learn the mechanics of spellcasting.

Subject: Spellcraft, Decipher Script and spells of the universal school.

Magic Practice (Advanced): This course is normally reserved for experienced students only. It deals with stretching and expanding the magical prowess of its students.

Subject: Metamagic feats.

Magic Theory: Teaches the underlying principles of all magical phenomena, from spells to creature's special abilities.

Subject: Knowledge (arcana), Concentration.

Natural Resources: In this class, the students learn to recognise the elements of nature and how they can serve as potential ingredients in magical research.

Subject: Knowledge (nature), Survival.

Political Relations: This course helps students become aware of how to deal with people; useful for getting permission to build a tower, or for wizards intent on a career as court magicians.

Subject: Diplomacy and Sense Motive.



Smaller schools might combine courses and teachers, such as having a single class teaching conjuration and evocation. Students are expected to attend all classes, although specialist wizards are exempt from classes relating to their prohibited schools.

Taking a course has its benefits, as the knowledge is fresh in the student's mind as he assimilates it. A character taking lessons at a school of magic selects one course per Intelligence modifier; while he is at school and one week after suspending his studies, the character gains a +1 competence bonus to skill checks related to a course's subjects. Courses that teach spells gain no mechanical benefit.

RULES OF THE INSTITUTION

Running adventures in a magic school can be as fulfilling as cavorting around in the wilderness or dark dungeons; school politics can be as cut-throat as those of any royal palace and the different classrooms and laboratories hold secrets as tantalising as those of any forgotten crypt. Students of a school of magic can emerge as powerful wizards without ever having set foot outside the school's wall – the reason for this is that magical studies can be an adventure in and of themselves. Students do not advance as quickly as adventuring wizards, as they do not have a chance to test their abilities in real situations, but the way of the wizard is the way of knowledge and a magic school provides plenty of that.

Taking Lessons

Studying is the main activity conducted in a magic school and it is this activity that helps students to build up enough experience to advance in wizard class levels and, with that, to advance in circle or grade.

Lessons take up eight hours of the day, during which a character attends different classes, has a meal and walks from classroom to classroom. Although this can be boring to portray, the benefit is that the character is building up competence bonuses for the real challenge of studying – the tests. For every month spent studying in the school, the character gains a +1 competence bonus to any checks involving his next exam, to a maximum of +5.

After classes are done, the character is free to pursue whatever catches his fancy, which in reality becomes doing homework and studying for further classes, but such is the life of the apprentice wizard. Nonetheless, there are plenty of activities that can occupy a student's time.

Audacious students can ask permission to go on adventures; they must take at least one month's worth of classes per exam just so he knows what the lessons were about and then he is allowed to go off on his own or with companions of his choice. He must return to sit the period's exam and, while he does not enjoy the bonus that studying constantly gives, his collected experiences in the field give him a head start towards meeting the prerequisites to advance in grade or circle.

Exams

Exams are special encounters for students of a magic school. Taking an exam is just like fighting a monster; the student 'fights' an exam with his collected knowledge and training until he defeats the exam and accrues the experience from doing so, representing his progress during the course of his studies. If the character gains enough experience to gain a level, he can only gain a wizard level with any experience gained from exams. Once he does, he gains the spells and spends skill points according to the classes and exams he took, representing all that he learned during his studies. There is one exam scheduled for every four months of game time; if the character is out adventuring, he is advised to return or fail the test automatically.

Exam Characteristics

As encounters, exams have the following characteristics:

Type: Exams are classified into the following types; each type determines how a student can solve it.

- + **Knowledge:** A knowledge test can be solved by applying skill checks. The type of exam will determine which skills are acceptable.
- + **Practical Test:** This is a test of the character's mastery of magic; it can be solved by applying caster checks and casting spells.

Exam Characteristics

CD (1d8)	Obscurity	CD (1d8)	Obscurity
1 or less	+0	10	+7/+2
2	+1	11	+8/+3
3	+2	12	+9/+4
4	+3	13	+9/+4
5	+3	14	+10/+5
6	+4	15	+11/+6/+1
7	+5	16	+12/+7/+2
8	+6/+1	17	+12/+7/+2
9	+6/+1	18	+13/+8/+3
10	+7/+2	19	+14/+9/+4
11	+8/+3	20	+15/+10/+5

✦ **Composite:** Most tests are of this type, combining skill (individual skills allowed determined by the type of exam), caster checks and spellcasting.

Complexity Dice: This represents how long the exam is and how potentially hard it may be to solve it. This is akin to a creature's Hit Dice. The exam rolls d8 to determine its complexity points. To solve the exam, the character must reduce its complexity points to 0.

Difficulty Class: An exam can pose extremely difficult questions or be very easy to solve. The DC is the target number that skill and caster checks must equal or surpass in order to deal 'damage' against the exam's complexity points, and is akin to a creature's Armour Class.

Obscurity: This is the base attack bonus that the exam uses to 'attack' the student. All exams deal 1d6 points of nonlethal damage (see later).

Special Questions: Not all exams comprise of simple questions; some of them are armed with questions designed to confuse, make the student lose time or even to confound his belief in his own knowledge. An exam can have any number of special questions, which increase its Challenge Rating.

✦ **Diagram:** The student is required to draw a diagram explaining a concept, usually a magic diagram. Once per test, the exam may require a student to make a Spellcraft check (DC 10 + exam's CD). If he fails, he spends 1d4+1 rounds doing nothing but drawing the diagram; if successful, he deals +1d6 points of complexity damage to the exam.

✦ **Essay:** An essay is a nightmare for the student, for there are no pointers to what the right answer could be. Twice per test, an exam can use an essay to increase its DC by +3 for one round.

✦ **Multiple Choice:** An exam armed with multiple choice question seems easy on first glance, but the options are so similar that the student can be confused and mark a wrong answer, only to go back later and revise it. Three times per test, the exam can try to

confuse the student. The target can resist with a Will save (DC 10 + exam's CD); if he fails, he suffers an effect similar to a *confusion* spell for 1d4 rounds. Roll to determine the effects each round:

d8	Behaviour
1	Wallow in desperation and suffer 1d4 points of nonlethal damage
2-3	Act normally
4-6	Do nothing but babble incoherently
7-8	Write a wrong answer and 'heal' 1d4 points of complexity damage to the exam

✦ **Specific Question:** The exam can target the student's least favourable score. Three times per test, the exam may force the student to attack with its lowest skill bonus from those allowed in the exam's type.

✦ **Trick Question:** The exam purposefully tries to deceive the student. Three times per test, the student must make a Will save opposed by the exam's attack roll. If the exam wins, it heals 2d4 points of complexity damage.

✦ **True/False:** A question that may only be answered by deciding if a statement is true or false; such statements use twisted logic and must be read very carefully. All of the exam's attacks deal +1 points of nonlethal damage for the next three rounds.

Challenge Rating: An exam's challenge rating determines how much experience the student gains by solving it. To determine an exam's CR, use the following formula:

$$\text{Base CR} + \text{SQ modifier} + \text{duration modifier} = \text{Final CR}$$

The base CR is based on how difficult it is for students to answer the questions – the exam's DC defines its base CR. Special questions grant additional attacks and defences to the exam, increasing its CR. Finally, students may have an additional pressure if they have a time limit in which to solve the exam. The base duration for an exam is equal to its CD + 3 rounds. For every round the time limit is lower than the base duration of the exam, the CR increases by +1.

Circle/Grade: This is the circle and grade for which the exam is recommended. It is based on its final CR. The only effect on actual testing is that a harder exam may yield more experience to the student, but makes it more likely that he will fail.

Exam Challenge Rating

Exam's DC	Base CR	Special Questions	CR modifier
Less than 15	0	Multiple Choice	+2
15-19	1	Essay	+1
20-24	2	True/False	+1
25-29	3	Diagram	+2
30-34	4	Trick Question	+2
35-39	5	Specific Question	+1
40+	6		



Student Options

The student has several options available to him as he tries to defeat the test.

Skill Attack: The character makes a skill check using his highest skill bonus from those allowed by the exam's type. Each successful check deals 1d6 points of damage plus the student's Intelligence modifier.

Caster Check: Instead of a skill check, the student may want to try to make a caster check against the DC. If the check succeeds, the damage inflicted is 1d10 plus the student's Intelligence modifier. However, if the check fails, all further skill checks by the student suffer a -1 penalty.

Magic Boost: A resource available only to spellcasters and representing a practical part of a test, the character may sacrifice a prepared spell in order to gain a bonus to one skill or caster check. The bonus is equal to the spell level sacrificed.

Cram Session: This can only be performed the night before the exam. The student tries to take in everything he believes the exam will cover. He must make a Concentration check (DC equal to the exam's). If he is successful, he gains four more rounds to complete the test; if he fails, he suffers 2d4 points of nonlethal damage before starting the test.

Exams and Tiers

Exam CR	Circle	Grade
1	1 st	1 st
2	1 st	1 st -2 nd
3	2 nd	2 nd -3 rd
4	2 nd	4 th
5	2 nd	4 th
6	2 nd	5 th
7	2 nd	5 th
8	3 rd	5 th
9	3 rd	6 th
10	3 rd	6 th
11	3 rd	6 th
12	3 rd	7 th
13	4 th	7 th
14	4 th	7 th
15	4 th	Graduate
16	4 th	Graduate
17	4 th	Graduate
18	5 th	Master
19	5 th	Master
20	5 th	Master

Taking the Exam

A student takes an exam using a modified version of the combat rules, treating the exam as an opponent. The following differences apply:

- ✦ Rounds last 5 minutes instead of 6 seconds.
- ✦ Each round, both the student and the exam only get one standard action.
- ✦ Initiative is rolled each round and the student adds his Wisdom modifier instead of his Dexterity modifier.

During his action, the student can take any of the options available to him (except a cram session, which happens before the actual test). His goal is to reduce the exam's complexity points to 0 by dealing damage to it.

On its part, the exam will try to delay the student so that he does not finish in time, or it will try to exhaust him by 'attacking' him. The exam makes an attack with its base attack bonus and the student's Armour Class is considered to be 10 + his Will save bonus. For purposes of the test only, the student has a number of nonlethal hit points equal to double his hit points. Once the exam deals an amount of nonlethal damage equal to the character's original hit points, the student does not fall unconscious, but is tired by the testing and suffers a -2 penalty to all further checks against the exam. If the exam manages to deal an amount of nonlethal damage equal to character's (doubled) hit points, the character still does not fall unconscious, but he must make a Will save with a DC equal to the exam's DC. If successful, he may continue the exam but suffers an additional -2 penalty to all further checks against it. If unsuccessful, the student simply fails the exam. He may walk out of the examination, fall unconscious from sheer terror or rip up the paper in anger - whatever the situation, the student fails.

Grading the Exam

If the character reduces the test's complexity points to 0 before the allowed time, he passes the test with a 100% grade and earns the amount of experience for defeating a creature of the listed CR.

If the character cannot finish the test when his time is up, his grade will depend on just how much damage he managed to deal to the exam in the allotted time. Divide the exam's remaining complexity points by its total complexity points. If the resulting number is 0.5 or less, the student failed the test and earns only 1/10th of the experience he would have earned. If the number is higher, multiply the experience award by the number to determine how much experience the character earns for passing the test, although not as well as he could have.

THE PERSONNEL

A magic school is not only its buildings and laboratories; most importantly, it is the people making it work that give it its worth as an educational institute. From the almighty dean to the lowliest scullery maid, every worker in the magic school has something to offer, if only by virtue of living where miracles are taught.

Dean

The dean, also called the Grand Master, is the person in charge of making all the important decisions about the school, even whilst he conducts his own research and keeps working as a magician. A magic school's dean holds all the secrets of the institute, from the passwords needed for the entrance gates to the location of every secret passage and chamber. In some schools, the dean is attuned to the very structure so that he knows exactly what is happening inside his school at any given time.

In the case of a sponsored school, the dean is the person with the highest pay to reflect his greater experience in things arcane and mundane. A dean receives no pay if the school is considered 'his' – though he has access to all the school's resources for free.

Councillors

A school's ruling council is headed by the dean and staffed by a variable number of people, depending on the school's size. The councillors are usually the heads of each academic department, although in schools when there is one teacher per subject, or a single teacher is in charge of many subjects, the whole teaching body will form the council. Other staff members may also be part of the ruling council, such as the school's chamberlain or the master librarian.

The council's responsibilities include deciding the overall direction of the school, as well as deciding on rewards and punishments for students who make a name of themselves because of their great achievements or unruly and irresponsible behaviour.

Master Librarian

A magic school's library is too much of a responsibility for a simple librarian, so the post of master librarian exists, overseeing the work of a few ordinary librarians under his authority or performing all the work himself. The master librarian is always a wizard, although sometimes bards take the job as they have a knack of knowing where every piece of lore is located and can answer students' questions without needing a reference.

The master librarian has access to all the books in the school's collection, including all spellbooks and

scrolls, although there may be some books of such dire importance or power that only the dean can access them.

Teachers

Teachers run the gamut from retired adventurers to active legends in their fields. Not all of them are necessarily wizards, some of them are not even adventurers but all of them are of medium or high level, having seen enough of the world and its secrets that they may impart their wisdom on the younger generation.

Other Staff

Wizards do not handle all of the chores that keep a school running, but employ several people hired from neighbouring settlements or brought specifically to the school from afar. The ruling council screens any new staff member so as not to let in any person without the stomach to clean up some of the more unusual messes that students of magic are prone to create. The following are usually 1st or 2nd level experts in their fields and their salary per month includes payment for lesser staff such as stable hands under the stable master, scullery boys for the cook, etc. Note that many will have the Iron Will feat in place of any other feat, to represent the fact that they are exposed daily to magic. Even a simple maid can also have a couple of ranks in Knowledge (arcana) as well, as all workers in a magic school tend to encounter the bizarre and unearthly on a regular basis.

Alchemist: A specialist in brewing concoctions and creating complex substances. A mundane alchemist is in charge of the different laboratories and will assist teachers and masters alike with their experiments.

Armourer: A smith that crafts and maintains the armours of the school's warriors or assists in the crafting of the base items for magical armour. Normally only present in large schools (as the blacksmith can take care of most lesser problems in smaller schools), one armourer will be needed for every 50 armed men the school employs.

Blacksmith: Certainly not a specialist in any field, the school's blacksmith will be a proficient forge worker, capable of aiding students create a number of items and also general repair work.

Beast Master: This specialist knows how to care for a single type of exotic creature. A single beast master can care for six creatures of the species he is familiar with but if the school includes more than one type of exotic creature, additional beast masters must be hired.

Captain of the Guard: The leader of the school's guards and foot soldiers, as well as the overseer of the estate's defences. Sometimes he can be a mercenary wizard and on rarer occasions he sits on the ruling council.



Castellan: The person responsible for the school's structures and their maintenance – often organises the maids into rotas and arranges for workmen to fix problems with buildings.

Chamberlain: The chamberlain runs the day-to-day affairs of the school, including liaising between the school's ruling body and other staff.

Cook: For every 50 people living in the school, a cook must be part of the staff. The head chef will often have a social position roughly equivalent to the captain of the guard or chamberlain.

Foot Soldier: Regular warriors that provide a basic defence for the school.

Groundskeeper: Depending on the school's size, this person is in charge of taking care of the gardens, may also serve as a ranger and explorer and is often the first person dispatched to track down a student's rogue conjuration project.

Guardman: A sentinel that is specially trained to keep an eye on his surroundings. A guardsman is more disciplined and better trained than a regular foot soldier.

Librarian: The person who assists the master librarian in maintaining the school's collection of books and records. A particularly trusted librarian may be in charge of the secret library and earns triple the amount listed.

Maid: Wizards are notoriously lazy when it comes to housework and every school staffs maids to clean, wash and keep the corridors and different rooms clean. They are under the chamberlain's orders and in the largest schools are replaced with *unseen servants* in dangerous areas.

Sacristan: The sacristan is responsible for keeping the chapel and other religious places in running order and a good state of repair. He may well be the only cleric in a magic school.

Sage: An expert in tracking down and researching obscure knowledge. He works closely with the librarians and may impart some classes himself, although he is not necessarily a spellcaster.

Stable Master: This person is responsible for the care of all normal mounts and animals in the school. One stable master is needed for every 20 such creatures.

Test Subject: For the benefit of students, schools keep a staff of professional test subjects, people brave or desperate enough to earn their daily bread by being subjected to students' spells. Good schools limit their

Staff List

Staff Member	Cost per Month
The Dean	10,000 gp
The Master Librarian	2,500 gp
A Councillor	+1,500 gp
A Teacher	2,000 gp
Alchemist	600 gp
Armourer	150 gp
Beast Master	100 gp
Blacksmith	100
Captain of the Guard	1,500 gp
Castellan	200 gp
Chamberlain	400 gp
Cook	5 gp
Foot soldier	5 gp
Groundskeeper	20 gp
Guardman	10 gp
Librarian	25 gp
Maid	2 gp
Sacristan	15 gp
Sage	1,000 gp
Stable Master	10 gp
Test subject	50 gp
Weaponsmith	150 gp

live testing to enchantment, some transmutations and conjurations and otherwise spells that a master can dispel or reverse with no lasting harm to the subject. Evil schools do not pay their test subjects; they usually kidnap them and these unfortunates are never heard of again.

Weaponsmith: As vital as the armourer, the weaponsmith makes and cares for the weapons of the school's warriors and makes the base items for magic weapons. Normally only present in large schools (as the blacksmith can take care of most lesser problems in smaller schools), one weaponsmith will be needed for every 50 armed men the school employs.

THE SCHOOL GROUNDS

A magic school is given its soul by its institutions and its personnel, but its body is equally as important and it is sometimes what students remember best.

Location

A school's location dictates many of its characteristics as several needs arise from each particular environment. Its level of sponsorship, as well as its sanctioning will also determine how visible or accessible the school is, regardless of its location. A public, state-sanctioned school built in its own demiplane will nevertheless have

access routes that are widely known by anyone living near them, for example.

The school's location also increases the cost of construction and, with the Games Master's approval, influences admission and tuition fees. Apply the size multiplier in the Magic School Size table to the final construction cost and to the final fees.

Element-Attuned

These extraordinary locations could very well be in another plane for all purposes but still remain on the Material Plane, albeit surrounded by exotic locales that pose unique construction complications. Schools built in such locations have special access points and are built with protective guards or special arcane processes to make construction possible, let alone habitation. The advantage of this is that not only is the school very defensible but also students refrain from ditching classes to take a stroll outside.

Aerial: Aerial schools float in the sky. The builders of an aerial school have many options for getting a large structure to hover but all of them are costly. They could build a structure normally and then raise the whole chunk of ground it is built upon, leaving a nice space for a new lake below. Alternatively, they could use powerful elemental magic to solidify the clouds to provide a foundation. Whatever the case, the school is unreachable by anything without the power of flight, although there can be one or many access points connecting the aerial structure to the ground below, such as a force elevator, a teleportation circle or an aerial ferry.

An aerial school may hover on top of a city, although this is inadvisable as discarded experiments or collateral effects can have an effect on the ground around and below the school, but the institution is treated as a suburb for matters of accessing it. Suffice to say, the school is quite visible from afar, even if from below it looks like a cloud that does not move.

Underground: An alternative to building high above is building down below. Constructing underground is much easier, since the only specialists needed are dwarven and gnomish engineers who are quite adept at underground construction. While the most common underground schools are built in the manner of dwarven holds, with carved caverns connecting with each other, other designs include building a normal structure inside a huge cave, using crystals and magic to simulate normal daylight. Life in an underground school can be a bit claustrophobic if it is built to dwarf or gnome specifications, which is why they are only hired as consultants, not as designers. The access points to an underground school can be as mundane as a tunnel going down to teleportation circles or permanent *phase doors* if the builder wants the school

to have the ability to seal itself in. The entrances are often contained inside a structure on the surface which connects to the school proper and serve as both a buffer to the shock of living underground as well as an early warning system and first line of defence.

Building an underground school under a city is a bad idea from the point of view of the construction process, although with a few pumps the school could connect to the city's sewers as if it were a normal building. The risk of undermining the structures above should anything happen below is very great and, if constructed in an urban area at all, the underground school only has its access points inside the city walls.

Underwater: Building underwater stands between building in the air and underground in terms of difficulty. For one, the construction needs to be performed by creatures that breathe water or do not breathe at all, or a crew armed with *water breathing* items. Many schools are built on the surface and then sunk to an appropriate spot. Underwater schools need powerful enchantments to keep the water out of its installations and to provide air to its residents. Permanent *walls of force*, *globes of invulnerability* and equivalent magics are basic necessities for underwater construction. Accessing the school's grounds is harder even than for aerial schools, which is why most underwater construction is seldom deep enough to cover the whole structure, leaving a tip protruding to serve as the school's docks. This approach works best when building in a lake but the ocean may demand that the school be several feet underneath the surface of the water at its highest point.

School Location

d%	Location	Multiplier
<i>Element-attuned</i>		
1–4	Aerial	x4
5–12	Underground	x2
13–17	Underwater	x3
18–21	Volcanic Plains	x4
<i>Extraplanar</i>		
22–24	Astral Plane	x3
25–29	Demiplane	x4
30–31	Elemental Plane	x4
31–34	Ethereal Plane	x3
35–38	Outer Plane	x3
<i>Civilised</i>		
39–63	Suburb	x1
64–83	Urban	x0.75
<i>Wilderness</i>		
84–00	Any	x1.2



Underwater schools combine the inaccessibility of an aerial structure with the invisibility of an underground one, although there are more underwater creatures that might pose a problem simply by wandering near the access points.

Volcanic Plains: The advantage of building near active volcanoes is that there is plenty of material that exists in a form that is easy to mould by magic. The disadvantage is that it is a very hostile environment for building and habitation. The grounds must be protected from the occasional eruption and made safe for living by keeping the toxic fumes not only out of the buildings, but even away from the immediate vicinity. A volcanic school does have the best defences available, as the masters can direct the destructive energy of the volcano towards any enemy. Access points are most often teleportation circles that stand several miles away from the school's grounds, so as to save anyone the danger of normal travel near an active volcano.

Extraplanar

The best option for an isolationist school is to build practically off the face of the world. Extraplanar schools offer a rich environment in which to work magic, as arcane energies flow according to different laws. The main advantage of extraplanar school is that the only way to reach them is through powerful magic, although this is balanced by the fact that the creatures that already live and travel through the planes are more powerful and dangerous than anything found in the Material Plane. On the other hand, this also gives both masters and apprentices a unique chance to interact with the denizens of the most magical places in existence.

Astral Plane: Despite the advantages of building on a timeless, weightless, magic-rich place, there are very few schools that set up business in the Astral Plane. They wish their apprentices to age (and commensurately mature) while they undergo their studies, not to mention the shock of travelling between the alien conditions of this plane and the familiar ones of the Material Plane. An astral school will often have students and teachers of a very exotic breed, as astral travellers are invited and hired into the magisterial body. Astral schools must have powerful defences, for astral marauders are very dangerous and may attack from practically anywhere.

Demiplane: Creating a demiplane is difficult and often done with the favour of a powerful supernatural being, perhaps the school's patron itself. Demiplanes are the most secure of extraplanar locations, as it allows the builders to define every aspect of the school's environment, including how gravity works. This is the most common extraplanar location for magic schools.

Elemental Plane: Building in an Elemental Plane is unadvisable, as it exacerbates all the difficulties and dangers of elementally-attuned terrain (see above). The Plane of Air is the most friendly for construction, but it complicates travel from and to the school's grounds. The Plane of Earth follows, as there is not much difference from building underground except for the occasional earthquakes and tectonic shifts that may obliterate any cavern built without protective magic. The Plane of Water and Fire are very hostile to construction, particularly the latter. Only with the aid and permission of its inhabitants can a viable school be built in such harsh environments.

Ethereal Plane: The main factors that dissuade school masters from building in the Ethereal Plane are the ghosts and other creatures that make this plane their home. The drab and colourless environment can be more oppressive even than underground construction and affects the performance of students and teachers alike. The most common use of the Ethereal Plane in the construction of a magic school is not in the location of the entire structure, but only of select rooms such as evocation laboratories, where any powerful blast is contained and cannot damage anything in the Material Plane.

Outer Plane: If a school is located in an Outer Plane it is because it has the blessing of a powerful being whose home is on that plane, for the inhabitants of Outer Planes are very reticent to accept outsiders, particularly the accident-prone apprentices of a magic school. The school obeys the laws of the plane it is built in, which may cause complications when travelling to and from its buildings. It generally enjoys alliances with the plane's inhabitants, otherwise it would exist in a state of constant war and the cost of maintaining warriors as well as constructing defences would deter from the real purpose of a school.

Civilised

A civilised environment is sometimes more desirable than any exotic construction method, for not only does such a location reduce costs (as craftsmen and workers are readily available), it also keeps the school in touch with the world at large. Building around civilised areas also ensures a steady influx of applicants that find it easier to be aware of and access the school than if it were built far away. In addition to students, the school can also maintain a staff of mundane workers – should they feel uncomfortable living in the company of wizards and their magic, replacements can be easily arranged.

Suburb: A suburban school is not built inside a city's walls but is within a day's walk of the nearest settlement. While most magic schools are built near large cities, it is not strange to find them in the vicinity of small towns. Such a school may have begun as a wilderness location but the relative safety of the land around it attracted

settlers who cater to the needs of masters and students, or who seek employment as mundane staff. Suburban schools are always walled and keep a garrison of guards on staff in order to protect the school's inhabitants... mostly the students, as most masters are quite capable of taking care of themselves.

Urban: A school built inside a city may appear as folly on first glance, as the danger of runaway experiments is great. These will cause more damage when they burst forth into a packed city market than if they had simply detonated or run amok in isolation. An urban school, however, has many advantages, as it sits on top of a hub of activity. Graduates and teachers can find easy employment even if the school operates in secret. Masters have access to materials brought by trading caravans and have a greater chance of finding adventurers willing to take up missions of recovery and exploration.

Wilderness

A wilderness school is built far from civilisation. Forests and plains are the most common sites for building a school, although it is quite possible to build in harsher climates such as cold mountaintops or scathing deserts. Whatever the case, wilderness magic schools have elements in common – they need to be defended and supplied with the necessary materials for studying and living, including food. Each type of wilderness environment has its own requirements but they all add up to the same increase in construction costs. There may be special roads connecting the school to other settlements, which means the school may well become a stop for trading routes, as merchants seek to brave the wild expanses to take advantage of the opportunities of such potentially good clients as cloistered wizards.

Common Structures

These are the most common structures found in magic schools.

Aerie: This special holding pen is designed to hold flying creatures, which can be homing pigeons and hunting hawks, or griffons and pegasi.

Auditorium: This looks like a very large lecture hall and sometimes acts as such. Not all schools have an auditorium, as public ceremonies are often held in the courtyard or the mess hall but those of Huge size or larger will often use them to address their student body.

Classrooms: The basic room of a school, classrooms are divided in two kinds – lecture halls and practical labs. Lecture halls are simply row upon row of benches or desks where students sit and take notes from the lecture of a teacher. Most classrooms place the teacher in front but some revolutionary teachers (particularly bards)

prefer to stand at the centre of a circle. Practical labs are not as complete as the school's true laboratories but serve to teach basic practical aspects of magic. The teaching of dangerous or special types of magic is conducted in other, purpose-built chambers.

Corridor: A simple stone corridor leading into entrances and rooms.

Courtyard: A school can have several courtyards, all of them paved or with a few lawns for adornment. The statues in a magic school are often guardian golems, which can only be directed by the masters. The main courtyard of a magic school serves for ceremonies involving the whole alumnus body, such as graduations or special announcements. The rest of the time it serves to look impressive, much in the same way as official political and civic buildings use similar courtyards.

Dormitories: Most magic schools are also boarding schools that offer their students a place to sleep. A few schools keep the dormitories in a separate building from the rest of the school, to better control student access to sensitive areas. In schools built near or inside cities, a dormitory building could even be outside of school grounds. Individual dormitories are private rooms and usually reserved for the teachers, important guests or advanced students who have earned the right of privacy, group dormitories accommodate from two to six students, using bunk beds and chests to keep the students' personal effects. Common rooms are the least private of dormitories and the kind usually assigned to novice apprentices, who squeeze into dormitories by the dozen.

Dungeon Cell: Many students joke around that their dormitories are little more than holding cells but they really have no idea of what they speak. The dungeon cells of a magic school are designed to hold all kinds of threats, from ordinary thieves seeking to steal its secrets, to masters gone insane and wielding immense magical power. The cells have thick walls and shackles attached to them, plus special hand-restraining manacles to impede the use of material or somatic components and gags to block the use of verbal ones. Particularly dangerous prisoners are placed in a *resilient sphere*, a *sequester*, *forcecage*, or a handy *imprisonment*, which make the use of dungeon cells somewhat redundant.

Gardens: There are many purposes for gardens in a magic school. The cheapest and most common purposes are recreation and landscaping, with such gardens providing a semblance of beauty and tranquillity much needed by stressed-out students.

The second type of gardens are botanical greenhouses, which nurture and grow a huge variety of herbs needed for alchemical experiments in a protected environment.



These gardens supply all the materials necessary for Craft (alchemy) checks and to brew potions. A botanical garden provides the same benefit as an alchemist's lab (see the Resources section). If a school has both alchemy labs and botanical gardens, treat the benefits of the alchemist's lab as if the school were one size category larger.

A third variety of garden is reserved for dangerous botanical specimens, namely plant creatures. These gardens are more like specimen holding pens than true gardens.

Holding Pens: Very similar to dungeon cells but intended to hold animals of all varieties.

Laboratories: These are the places where masters and advanced students work with the help of apprentices, who get practical education while furthering the work of a more experienced wizard. The different types of laboratories and workshop, as well as their effects, can be found in the Resources section earlier in this chapter.

Landing Platforms: Built atop towers, these surfaces provide space for a Huge flying creature to set down. Only the largest schools have landing platforms, as the courtyard usually serves this purpose quite well.

Library: A library is seldom a single room; most schools store their books in interconnected rooms, organised by subject. The library in the Structures table represents one

such room, with sufficient shelf space on walls and in the middle of the room for an average of 15 books per 5-foot square. Some rooms in a library can be designated as studying space, containing chairs and large desks instead of being chock-full of books. Particularly important books and collections can have a room all to themselves, magically and mechanically secured against theft.

Mess Hall: This large room has enough space for the whole magisterial and alumnus bodies, although it is full only on special occasions. Students and teachers can eat their meals here, with overly lawful schools having specific times or even ceremonies for each meal, while less strict regimes allow attendants to eat when hunger strikes them. Only registered students and special guests get to eat for free; other visitors must pay as if eating at an inn.

Special Chambers: Given the nature of a magic school, there are chambers that are not found in any other type of structure, save perhaps in a wizard's tower. These chambers are:

- ✦ *Blast Room:* This room has a sheet of lead behind the walls, which are enchanted to absorb damaging spell energy and change colour depending on the amount of damage the spell would have caused.
- ✦ *Summoning Chamber:* This room has an invocation circle inlaid on the floor, sometimes with grooves where magical dust is poured, other times with mithral or other metal that ensures that the circle will not be broken by accident. As stated earlier, a summoning chamber increases the save DC of any conjuration spells or rituals by +2.
- ✦ *Scrying Chamber:* A sound-proofed room with very comfortable accommodations which allow any occupant to focus on divination magic more easily. Any divination spells cast in the scrying chamber have their save DC increased by +2. If the spell does not have a save DC, it is cast at +1 caster level.

Treasury: The school's treasury is one of the better protected locations in the whole structure, along with the repositories of magical artefacts and dangerous grimoires. The walls are the thickest of all inner rooms of the structure (10 feet thick), lined with lead and possibly warded by several spells. The whole room could even be in another plane.

Structural Properties

The structures that make up a magic school are not ordinary buildings (if only by virtue of their tenants) and generations of wizards have added enhancements and additions of both a mundane and magical nature.



Any structure can be enhanced by one or many of the following properties. Treat magical enhancements as magic items with their own cost in gold and experience added to the room's normal cost.

Displacing Entrance: This entrance has a special locking enchantment. People not authorised to cross it emerge from another doorway instead of into the room they were trying to enter. This is usually into the dean's antechambers, a prefect's office or some other embarrassing and compromising location for the would-be trespasser. Upon enchantment, the caster decides whether to allow correct entry to people speaking a password or bearing a badge and also decides where the entrance will dump intruders (anywhere within a thousand miles of the portal).

Structure (10 ft. x 10 ft. area)	Cost
Auditorium	500 gp
Aeries	300 gp
Classrooms	—
Lecture hall	125 gp
Practical lab	200 gp
Corridor	275 gp
Courtyard	80 gp
Dormitories	—
Individual	180 gp
Group	230 gp
Common	250 gp
Dungeon cell	125 gp
Gardens	—
Recreational	200 gp
Botanical	400 gp
Dangerous botanical	600 gp
Generic room (for storage, etc.)	100 gp
Holding pens	250 gp
Laboratories	—
Spell research	125 gp
Alchemist lab	180 gp
Constructs workshop	500 gp
Crafts workshop	125 gp
Forge	180 gp
Jewellers' workshop	180 gp
Scriptorium	125 gp
Landing platforms	150 gp
Library	125 gp
Mess hall	350 gp
Special chambers	—
Summoning chamber	2,500 gp
Scrying chamber	1,000 gp
Blast room	4,500 gp
Treasury	450 gp

Moderate evocation, strong conjuration; CL 11th; Craft Wondrous Item, *contingency*, *teleport*; Cost +74, 250 gp + 2,970 XP.

False Wall: This is nothing more than a simple application of the *illusory wall* spell. A caster may use it to cover up an entrance, a door or a passage. Wizards use this enchantment mostly to confuse, as it is relatively easy to bypass.

Moderate illusion; CL 7th; *illusory wall*; Cost +280 gp.

Folded Space: A room can be made larger on the inside than it is on the outside by magical means. Each application of this property increases 20 feet to each interior dimension of the room.

Moderate conjuration; CL 7th; Craft Wondrous Items, *secure shelter*; Cost + 28,000 gp + 1,120 XP.

Hidden: A hidden room or passage is not obvious without a thorough search or previous knowledge of the secret entrance's existence. The cost of making a hidden room or passage depends on the DC of the Search check needed to find it.

Cost: +500gp (DC 15), +1,000 gp (DC 20), +1,500 gp (DC 25), +2,000 gp (DC 30).

Lead Walls: A thin sheet of lead can be inlaid around the walls of a room. This stops many divination spells and makes the casting of others more difficult.

Cost: 60 gp per 10 foot square covered.

Locked Entrance: This does not refer to a simple lock, but to a magical one. This is nothing more than a simple application of the *arcane lock* spell and even students would be allowed to cast it... except that masters would not want a student able to bypass the lock. The cost of putting an *arcane lock* depends on the DC of the *dispel magic* caster check to dispel it.

Faint abjuration; CL 3rd (DC 14), 9th (DC 20), 14th (DC 25); *arcane lock*; +60 gp (DC 14); +180 gp (DC 20) or +280 gp (DC 25).

Warded Entrance: This entrance is enchanted primarily on summoning rooms and is a series of four arches, each of them impeding the passing of outsiders of each alignment, either because they escaped a summoning circle or possessed a student who miscast the summoning.

Faint abjuration; CL 5th; Craft Wondrous Item, *magic circle against (chaos, evil, good and law)*; Cost +61,875 gp + 2,475 XP.



Survival Tactics

A wizard is a complicated character to create, play and develop. Magic being what it is, Players must familiarise themselves with the Spells chapter of *Core Rulebook I* as they write new spells on their character sheets, for many spells are rule sets of their own, obeying their own logic and standing as satellites to the core rules that all other characters abide by. With the whole spectrum of arcane magic at their behest, wizards must make many hard choices in their adventuring careers.

Knowing what spells to learn and prepare is only one part of the task of playing a wizard; once a Player becomes used to his character's powers and flexibility, he must now face the choice of deciding what role the wizard will play. His choice of spells to learn and prepare depend as much on the character's personality as on tactical decisions made out-of-character; no Games Master will blame a wizard that is not into abjuration if he prepares *dispel magic* when he knows that the party will face another spellcaster.

GENERAL OPTIONS

Wizards are more than the spells in their spellbooks; they need a foundation in the form of their personal interests, personality and actual character before they start building their spellcasting persona around their core being.

Choosing Skills

Because of the staggering power of their magic, wizards have the lowest amount of skill points for a class. But there is a catch to this – wizards are very smart. As Intelligence is the wizard's prime ability score, putting points in it has the secondary effect of increasing the character's skill points, giving the character the effective skill points of a druid or even a bard.

The wizard's focus on knowledge is considered in his class skills, as he and the bard are the only ones to have all the Knowledge skills as class skills. As the wizard has few other class skills, he is in the position of being the party's walking reference library.

The Player should consider his character concept before assigning skill points, as the wizard is not particularly gifted in this area, even if he does have extra points due to his Intelligence modifier. A wizard should assign points in skills that somehow reflect his personal interests and upbringing. A seeker of lost lore will have more ranks in Decipher Script than an action-oriented wizard, who will focus more on Concentration. If the character is training to become a court wizard, then Knowledge (nobility and

royalty) is the way to go, while Craft (alchemy) is vital for the laboratory-type who will later grow into a crafter of magical items.

Deviating from the bookworm or artisan type generally implies choosing cross-class skills and here the wizard must be even more choosy. Wizards usually combine and complement their choice of skills to the style of magic they will develop (especially if they specialise). An enchanter, for example, will find it very useful to have Bluff and Diplomacy, while a diviner will be better served by Search, Spot and Sense Motive.

Regardless of any of his choices, a wizard should always devote skill points towards keeping Knowledge (arcana) and Spellcraft maxed out, as these two skills will determine his effectiveness in many official and alternate rules regarding magic. Spellcraft is particularly vital, as it allows the wizard to add discovered spells to his spellbook.

Choosing Feats

After the fighter, the wizard is the class that receives the most bonus feats during his career, enabling him to choose a direction and hone his capabilities as a wizard. Like a fighter, the wizard has many choices to specialise or generalise, although the choices are not as numerous as the fighter's. With the whole range of metamagic feats, both in *Core Rulebook I* and in many d20 supplements, the wizard can shape his magic to his liking. He could also pursue a career in crafting magical items.

Wizards have the advantage that their bonus feats do not normally organise in trees, so he rarely needs to have a particular feat in order to have another, with his caster level being the only real limitation to Item Creation feats. Considering that item creation costs quite a lot of money and experience, these feats are normally taken at later levels, when created items can be sold for quite a price, doubling the character's investment, not to mention increasing their usefulness.

Wizards gain the Scribe Scroll feat for free at 1st level, and no wizard should be shy about writing a few of his rarely prepared spells on one, so that he can stop worrying whether he will need the spell on a given day or not. If he does, he can always read from the scroll instead of wasting spell slots that accomplish things more suited to the wizard's current conditions.

As for character feats, the wizard should choose Metamagic and Item Creation feats only if he is in a hurry to learn them, as he will have additional chances from his

wizard bonus feats. Character feats should be reserved to reflect the wizard's personality and preferences, even if they are of a non-magical nature. Combat Casting is a must for any adventuring wizard that expects to find himself in the middle of melee, Augment Summoning is only for the spellcaster who intends to learn all the *summon monster* spells. Magical Aptitude is generally a waste of a feat, given that wizards do not need Use Magic Device for more than half the existing magic items and their high Intelligence modifier assures that they do not need the bonus to Spellcraft.

Roleplaying Wizards

There are many ways in which a wizard can be portrayed as more than a collection of spells, although that selection is partly what defines him, reflecting his personality. A good and caring wizard will not have too many necromancy spells in his book, while one who delights in blowing things up will have little use for illusions.

Magic is a hard and demanding mistress and only people armed with patience and ambition can master its complicated formulae before even hoping to probe its deeper mysteries. Even the most timid of magic students must have a core of strength in himself to be able to rein in and control magic and such strength may shine in the most unexpected of circumstances.

One of the first choices the character has for reflecting his personality is the wizard's specialisation or lack thereof; although not all necromancers are deranged would-be liches and not all evokers are detonation maniacs, the stereotypes surrounding each school have some truth in them. It takes a certain kind of personality to pursue with particular interest any schools' field of expertise, from the morbid interest in death of a necromancer to the inquisitiveness of a diviner.

Outside from magic, feats and skills are a good tool to set a wizard apart from others, defining his personal interests. Adventuring wizards should definitely invest in feats and skills that cover up their short-comings, such as the Great Fortitude and Lightning Reflexes feats, although Improved Initiative is a major boon when the wizard's artillery just *has* to work before the fighters charge into melee.

Atypical skills, even when they are Knowledge skills, can add depth to the concept of a wizard, if its justified beyond not knowing where to allocate excess skill points. A wizard needs reasons to study fascinating but rare subjects like the planes, or thoroughly mundane ones like nobility and royalty.

FAMILIARITIES

A wizard's familiar is more than just a fashion accessory or even a source of bonuses to certain skills. A familiar is also a tool and a companion; a second set of eyes to look for trouble and a weapon of last resort.

The different familiars offer an assortment of benefits that are more or less equivalent with each other, depending on what the Player wants for his character, but the numerical benefit alone should not be the only reason for choosing a certain familiar. Keep always in mind that familiars are not average animals, they are quite smart and can follow complex instructions and eventually relay precise information to their masters. Birds are excellent scouts and lookouts but are too conspicuous to be effective spies, which is the earth-bound animals' role thanks to their generally small size.

The third criterion to choose a familiar is a purely roleplaying one; simply choose an animal that matches the character's personality, because the benefits it grants will most likely fit the character as well.

PREPARATION IS THE KEY

Perhaps the most important aspect of a wizard's life is the preparation of his spells. Of all the spellcasters, he casts a comparatively low number of spells per day, so he must be very careful as to which ones he will prepare.

The saying goes that forewarned is forearmed and this takes a greater meaning for a wizard, who works much better when he has an idea of what will confront him the following day. Gathering intelligence about the next day's challenges is half the work of a well-prepared wizard, but he should also leave some room for improvisation.

A wizard can choose his spells as he wishes, with the availability only limited by in-game factors. Intelligence is gathered in many ways depending on the type of challenge to be faced. If exploring a dungeon, the wizard should research its history and legends. If the ruins of a temple are rumoured to abound with undead, the wizard knows he should pack a few necromancy spells as well as abjuration to protect his allies from the abilities of such creatures. Knowing that the dragon lairing near the mountain is blue and knowing that blue dragons are immune to electrical attacks will keep the wizard from preparing *lightning bolt*.

However, a wizard cannot possibly be prepared for all eventualities and he should also prepare his spells according to his personal style of magic. About half of his prepared spells should be tailored with foresight and intelligence, with the other half catering to his personal



preferences. That way, both he and his party become used to his capabilities and know how to include him in any plan.

During his early levels, the wizard has a chance to get used to his spells and explore every application they may have. As his spellbook fills up, he should already be familiar with some basics he can fall back on, as he learns the details of his new spells. The best way to learn the use and application of spells is by actually casting them in real situations, which will often give the wizard new ideas on how to use them.

Metamagic

As the mage increases in power, low level spells still have their uses as they can take up higher slots with metamagic feats. Since applying metamagic requires the wizard to prepare spells as such beforehand, he must weigh the benefits of losing a spell of the new, higher level against adding capabilities to the lower level spell.

For example, an 11th level wizard has the option of preparing a maximised *lightning bolt* rather than preparing *chain lightning*. If he is expecting to face multiple opponents, then *chain lightning* is the best option, as he will deal 11d6 points of damage to the primary target (average of 38 hit points damage, or 19 if the target saves) and 5d6 to as many as 11 secondary targets (average of 17 hit points damage each, or 8 if they save). If the wizard knows that he might be facing a single powerful opponent, then a maximised *lightning bolt* is the best answer, for it will simply deal 77 hit points of damage (38 if the target saves). Optionally, he could prepare a widened *fireball* that could easily encompass many of the targets that the *chain lightning* would have targeted, dealing 10d6 damage to all targets (average 35 hit points damage each, or 17 if they save).

SPELL HUNTING

The wizard gains two spells every time he gains a level, but he should by no means be limited to this for their spell acquisition. Of all the classes, the wizard is the only one that can increase his arcane reservoirs by personal effort, purchasing, finding and otherwise negotiating for new spells, copied from scrolls and the spellbooks of fellow wizards. The greatest treasure a wizard can find in a lost trove is not a wondrous item or a magical staff (although this comes very close) but a spellbook. Even if it contains spells he cannot yet cast, the wizard can start studying the effects of the new spells so that, when he can cast them, he already knows how they work and what they can do.

The wizard is not in much control of which spells he finds in scrolls and lost spellbooks but he knows what he

is looking for when visiting a magic shop or bargaining with a fellow wizard. Both kinds of spell acquisition present their own challenges and have their own recommendations.

When purchasing a spell from a scroll, the question of cost and benefit enters the equation. Sometimes, a low level (and cheaper) spell will be more useful for a character's purposes than a high-level spell. The wizard should already have an idea of what he wants before crossing a store's threshold or approaching a travelling vendor; even if he does not find the specific spell he wants, he may settle for equivalents or substitutes that achieve a purpose close to what he had in mind. If a character wants a way to paralyse opponents, he might be looking for *hold person* but he can count himself fortunate if his provider instead offers *ghoul touch*.

Bargaining with another wizard offers challenges its own; not only must the wizard have a clear idea of what magic he is looking for, he must also be clear on which of his spells he is willing to trade. A fair equivalence for trading spells is based on spell level, trading a number of spell levels for an equivalent number (two 1st level spells for one 2nd level spell, for example).

Spell-trading between characters should be conducted by roleplaying the exchange and such relations are usually cordial to the point that allied wizards end up having very similar spellbooks. For trade with Non-Player Character wizards, the character must be ready for some hard bargaining. He must extol the virtues of the spells he is offering, making them appear as the magical panacea for all ills. Here is where the wizards who spent points in Bluff and Diplomacy come into their own, as they might just fool another wizard (who really should have spent points in Sense Motive) into accepting a lesser spell in exchange for a greater one.

SPELL PURPOSES

A method for knowing which spell to prepare is to classify them by purpose. These purposes overlap the classification of spells by magical school, but they often cross school boundaries. Some spells are found in multiple categories (once again indicating their range of use). Also, spells mentioned in a category will also include their *mass*, *lesser* and *greater* versions.

All-Purpose: Spells that serve too general a purpose and whose use depends on the spellcaster's imagination.

Spells: *Arcane mark, dispel magic, limited wish, permanency, planar binding, polymorph, polymorph any object, shades, shadow conjuration, shadow evocation, shapechange, simulacrum, telekinesis, temporal stasis, wish.*

Communication and Information Gathering:

Espionage, reconnaissance, coordination and other tactical concerns are the purview of communication and information gathering spells, but they play a role so unique that they deserve to be separated from other tactical enchantments. Whenever the party or the spellcaster needs to find something out, and relay it so that the information becomes more useful, he must resort to the spells of this kind.

Spells: *Analyze dweomer, arcane eye, arcane sight, clairaudience/clairvoyance, comprehend languages, contact other plane, detect magic, detect scrying, detect secret doors, detect thoughts, detect undead, discern location, dream, identify, illusory script, legend lore, locate creature, locate object, magic mouth, message, prying eyes, read magic, scrying, sending, telepathic bond, tongues, vision, whispering wind.*

Crippling and Indirect Harm: After general combat and direct harm spells, crippling spells begin to see more uses outside of actual combat situations.

Imprisonment for example, is not only a way to keep a menace from causing harm to anyone but it is also a method to hide someone important from harm until the situation calms down. Crippling spells make for excellent threat tools during interrogations or other interactions; merely mentioning *blindness/deafness* or, more traditionally, *bestow curse* is enough to scare many into co-operating with the wizard.

Spells: *Bestow curse, binding, blindness/deafness, cause fear, colour spray, confusion, contagion, crushing despair, daze, daze monster, deep slumber, dispel magic, eyebite, fear, feeblemind, flare, flesh to stone, forcecage, ghoulish touch, glitterdust, halt undead, hideous laughter, hold monster, hold person, hypnotic pattern, imprisonment, insanity, irresistible dance, mage's disjunction, magic jar, maze, mind fog, nightmare, power word blind, power word stun, rainbow pattern, ray of enfeeblement, ray of exhaustion, reduce person, reverse gravity, scare, scintillating pattern, shatter, sleep, slow, soul bind, symbol of fear, symbol of insanity, symbol of pain, symbol of sleep, symbol of stunning, symbol of weakness, touch of fatigue, touch of idiocy, trap the soul, waves of exhaustion, waves of fatigue.*

Deception and Concealment: Some spells seem ideally developed for combat situations, like *invisibility* which grants a number of advantages to an attacker, but

most of them are actually more useful when used outside of combat, in situations that require stealth and secrecy. Sometimes, even the use of deceptive and concealing spells point at something suspicious; spellcasters should take steps to use these spells in as opportune a way as they can manage, especially if other spellcasters are present to detect the effects.

Spells: *Alter self, disguise self, erase, false vision, ghost sound, hallucinatory terrain, illusory wall, invisibility, invisibility sphere, mage's private sanctum, magic aura, major image, minor image, mirage arcana, misdirection, mislead, nondetection, obscure object, permanent image, persistent image, phantom trap, programmed image, project image, rope trick, screen, secret page, seeming, sequester, silent image, veil, ventriloquism.*

Direct Harm: Direct harm spells see most of their uses in battle but depending on the kind of spell, it could have secondary uses. Fire spells might be used to ignite larger fires in sabotage tasks, or negative energy spells could



be aimed at bolstering undead rather than harming living beings.

Spells: *Acid arrow, acid fog, acid splash, baleful polymorph, bestow curse, blight, blindness/deafness, burning hands, chain lightning, chill touch, circle of death, cloudkill, cone of cold, delayed blast fireball, disintegrate, disrupt undead, energy drain, enervation, finger of death, fireball, flaming sphere, freezing sphere, horrid wilting, ice storm, incendiary cloud, lightning bolt, magic missile, meteor swarm, phantasmal killer, polar ray, power word blind, power word kill, prismatic spray, ray of enfeeblement, ray of exhaustion, ray of frost, scorching ray, shadow evocation, shatter, shocking grasp, shout, sunburst, symbol of death, touch of idiocy, undeath to death vampiric touch, wail of the banshee, weird.*

Enhancers: Because of their relatively short duration, many enhancer spells are useful in combat or for completing simple tasks that do not require too much time. A spellcaster should consider what his companions can already do and judge whether to prepare spells to give them new abilities or strengthen the ones they already have.

Spells: *Animal growth, bear's endurance, bull's strength, cat's grace, darkvision, eagle's splendour, enlarge person, false life, flame arrow, fox's cunning, haste, heroism, keen edge, magic weapon, mnemonic enhancer, moment of prescience, owl's wisdom, rage, transformation, true strike.*

General Combat: These spells have dual offensive and defensive purposes but are generally useful in combat and cannot be classified as purely offensive or defensive.

Spells: *Animate dead, blink, clenched fist, control undead, create greater undead, create undead, crushing hand, displacement, fire shield, forceful hand, glitterdust, grasping hand, gust of wind, interposing hand, mage's faithful hound, mage's sword, prismatic spray, spectral hand, summon monster I-IX, summon swarm.*

Non-Combat Interaction: These spells are used in social encounters mostly, and for a great variety of effects that go from removing obstacles to doling out punishment or paving the way for making new allies.

Spells: *Charm monster, charm person, geas/quest, suggestion, symbol of persuasion.*

Movement and Travel: This magic has two different purposes, which can be served in one way or another by any of the spells in the list; those purposes are bypassing obstacles (a reactive use) and reaching a goal (a proactive approach) – both purposes sometimes overlap.

Spells: *Astral projection, dimension door, endure elements, ethereal jaunt, etherealness, expeditious retreat, fly, gaseous form, gate, jump, levitate, mount, overland flight, passwall, phantom steed, phase door,*

plane shift, refuge, shadow walk, spider climb, teleport, teleport object, teleportation circle, water breathing.

Prevention and Protection: Although most preventive protection spells are geared towards warding off conditions encountered in combat, those same conditions also appear in non-combat situations, with an extreme case being a jaunt to the Elemental Plane of Fire, where *protection from energy* is as useful as it is against a red dragon's attack in the Material Plane. Some of the more reactive spells come in handy when dealing with environmental hazards as well; a *telekinetic sphere* can save the life of a spellcaster trapped under a landslide or help the party carry an imprisoned enemy.

Spells: *Antimagical field, antipathy, blur, globe of invulnerability, guards and wards, iron body, mage armour, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, mind blank, mirror image, protection from arrows, protection from chaos, protection from energy, protection from evil, protection from good, protection from law, protection from spells, repulsion, resilient sphere, resistance, resist energy, shield, spell turning, stonewall, telekinetic sphere, wind wall.*

Tactical: By their very nature, tactical magic has many different applications, with the most common being changing the nature of the battlefield to the advantage of the spellcaster's party, the detriment of the enemy or pulling off the feat of achieving both at the same time.

Spells: *Alarm, arcane lock, banishment, black tentacles, command undead, contingency, darkness, demand, dimensional anchor, dimensional lock, dismissal, dominate monster, dominate person, explosive runes, fire trap, fog cloud, foresight, ghost sound, grease, hold portal, mage's lucubration, obscuring mist, prismatic sphere, prismatic wall, pyrotechnics, see invisibility, sepia snake sigil, sleet storm, solid fog, statue, stinking cloud, suggestion, sympathy, time stop, transmute mud to rock, transmute rock to mud, true seeing, wall of fire, wall of force, wall of ice, wall of iron, web.*

Utilitarian: These spells have too many applications to count. Even a single utilitarian spell can have many applications, even during combat.

Spells: *Animate rope, continual flame, control water, control weather, dancing lights, daylight, detect poison, fabricate, feather fall, floating disk, gentle repose, instant summons, knock, light, mage hand, mage's magnificent mansion, magic mouth, major creation, mending, minor creation, move earth, open/close, prestidigitation, secret chest, secure shelter, shrink item, stone shape, tiny hut, unseen servant, wall of stone.*

MAGE IN MELEE!

This should be a general cry that alerts everyone in the party that the wizard is where he should not be – in the middle of close combat. Wizards should take great pains to remain behind the party's combatants and even the support spellcasters, standing as far from the main conflict as the range of their spells permit them. However, the best-laid plans go to waste after the first round of combat and there will surely be occasions where wizards must duck and weave and start thinking on their feet about combat tactics.

The Five-Foot Step

This very useful tactical movement helps spellcasters get out of an enemy's immediate threat area so they can cast their spells unhindered, without needing to take the chance of failing due to casting defensively. Be warned, however, not to back yourself into a corner.

Attacking

The wizard is not a spellcasting machine like the sorcerer; his range might be unlimited but his opportunities are certainly not and he must recognise when to cast his spells and when to save them. The wizard should take some time to observe and analyse the capabilities and tactics of his fellow party members; after all, he *is* the best suited for tactical analysis. Getting a feel for the group's abilities allows the wizard to know when the others can get by without his magic, contributing to the battle with mundane, even if ingenious means.

The crossbow is a godsend to wizards, who do not have time to learn the workings of other ranged weapons and should avoid using a melee weapon at all costs. Crossbows pack a potent punch for wizards, who are not used to combat with weapons and if they create their own enchanted weapons, they can increase their capabilities without needing to train in combat.

Other weapons ideal for the wizard are the alchemical substances. A wizard with sufficient ranks in Craft (alchemy) and access to a laboratory can create scores of useful substances without needing to spend experience on magical potions and other magic items and, since they are not spells, they are not negated by effects that protect against magic. Consider the use of a thunderstone against making a *scroll of shout* or a well-thrown vial of alchemist's fire compared to a *wand of burning hands*. Even a vial of lamp oil can do wonders when combined with a proper fuse.

With these options available, the wizard can consider whether it is really worth mowing down weak foes that the fighters could have taken care of in a couple of turns, wasting magic that could have whittled down

more powerful enemies that the fighters will be hard-pressed to defeat. Take for an example a monster with a high AC and Damage Reduction with a weakness for magic; melee attacks are reduced and even rendered ineffective (if they hit at all) while the wizard's *magic missile* always hits and always deals damage. But if the wizard used *magic missile* to deal with a bunch of goblins encountered earlier, he deprives himself of a very useful weapon for that day.

Spell Resistance

Wizards are used to their attacks having a 'fire-and-forget' property; they cast the spell and the effects take place, without needing to roll anything in most cases. Spell Resistance is one of the exceptions cases and frustrates many spellcasters. When faced with an opponent with a high Spell Resistance, the wizard should look for alternatives between his prepared spells so that, instead of aiming at a target for which he needs to roll something (his caster level in this case), he casts spells that are not hindered, such as tactical spells that affect the surroundings rather than the creature, or enhancements to his allies.

Protection

As selfish as it may sound, the wizard should always make sure that he is safe and then worry about the rest of his party. By making sure that he is not taken out in the first few rounds of combat, the wizard maintains magical superiority for his party, providing support or devastating magical attacks. This is why *mage armour* and *shield* should never be out of the character's list of spells to prepare if he expects to see combat, although *wall of force* is a much better alternative.

Once he is protected, it is time to take care of the party's main combatants, making sure they are not frightened, stunned, immobilised, charmed or otherwise neutralised by the supernatural or spell-like abilities of an opponent. Other types of party members can take care of themselves against attacks of both mundane and magical kinds, so the wizard can then fully concentrate on making his mark in the encounter.

Friendly Fire... Is Not

The main constraints a wizard feels during combat are, surprisingly, his own allies. Some of the most powerful spells in his repertoire target areas instead of individual creatures and he runs the risk of affecting his own allies by setting loose a spell at the wrong moment. He should discuss this with the party, making clear that they are not to advance, charge or otherwise engage with the enemy until *after* the smoke from the *fireball* clears. The wizard should keep a variety of attack forms in stock so that he can face different situations accordingly, without wasting spell power or harming his own friends.



Caeron looked infinitely bored as he stirred the contents of a small flask hanging over the burner. He wished he were somewhere else, anywhere else, but here. He looked around, thinking of something. He swiftly cast a simple incantation and the liquid in the flask began to bubble.

'Mistress! It is ready!' He announced to the figure hunched over a scriptorium.

'Do you think I am daft?' Mistress Selene said without taking her eyes from the notes she was taking. 'That mixture takes at least half an hour to boil and it has been only twenty minutes. And you still have to practice your silent chanting; I heard you.'

'Damn!' Caeron cursed low, watching how the bubbles disappeared. 'Mistress... why can we not heat this pot by magic? I have seen you cast fire spells in the evocation classes.'

'There is a simple reason.' Selene turned around and smiled at her young apprentice. 'One of the most basic ingredients of magic is patience. If you complain at half an hour of boiling dragoncrown extract, I cannot imagine you performing a ritual taking hours.'

'But at least with rituals you are doing something important.' Caeron countered. 'Here, it's just shaking a glass stick.'

'And you think that it is not important?' Selene replied. 'The paste you are making can be used to trace the lines of a summoning circle; if the mix is not perfect, there may be gaps in the circle's formation and a demon could escape from that circle. Stirring makes sure that the paste is pure, so that no demons escape its confines. See my point?'

'More or less, mistress.' The boy turned back to stir the mix. 'But I still think we could do it with magic.'

'My old master had a very long exposition on the folly of using magic for everything. My explanation for you is quite simple.'

Mistress Selene leaned back in her griffonbone chair and smiled slowly. The murky sunlight seeping in through the windows glinted on her rings, amulet, elaborately embroidered cloak and diamond-encrusted tiara. Flicking her steel-grey hair over one shoulder, she fixed her student with a hard gaze, just a trace of a smile on her lips.

'Because if you don't follow my instructions to the letter, I will personally turn you into a mithral diagram. Then we can see how long you can contain a demon.'

Caeron held his mistress' eyes for a moment, then swiftly returned to stirring the mix. He had no doubts whatsoever that Selene would follow through on her promise. She was a college legend, powerful enough that even the other masters regarded her askance. Her adventuring years had left her with unorthodox methods and an inscrutable teaching style. He shivered as he remembered previous punishments she had handed out for infractions against her rulings. Caeron liked to aggravate masters as much as any other student, but Selene was an exception.

Abruptly, Mistress Selene looked up from her scrolls, keen blue eyes staring out of the window. A moment later, a scream echoed through the school grounds, causing Caeron's stirring to falter. Gripping a scroll from her desk, Selene prepared to leave the classroom – and then turned to face Caeron, her smile stretching across her face.

'Well, apprentice. You'd best bring your dragoncrown mixture. It appears we have yet another demon loose on the grounds.'

The scream cut off, but was soon replaced by a number of others and some terrible crunching sounds. Caeron stood gingerly, unhooking the flask from its stand. Shouts and orders were now filtering through the window.

'One way or another, I'm sure you can prove your skills at re-sealing him within a circle...'

DESIGNER'S NOTES

This was an interesting project that went flying from beginning to end. Fresh from combining magic and technology in *OGL Steampunk*, writing this book yanked me back to a world of pure magic, where science is merely a servant of arcane designs. I cannot say that it went down easily, but compared to my work in other Quintessentials, it came out without too much effort.

Like fighters, wizards are one side of the genre's coin; one of the elements of 'sword and sorcery'. Creating options not yet explored by other sources proved a little difficult. I had not only to complement the excellent material in the original *The Quintessential Wizard*, but I also had to manage not to step on the toes of three years' worth of *Encyclopaedia Arcane*. Luckily, magic is a vast field and there will still be scores of books that can be written about it – I still feel like I only scratched the surface of the subject of wizards and their craft.

Spell Research was something I had wanted to do for some time as I noted the similarities and apparent structure beneath the game's magic system. As I delved deeper, I discovered that such structure is very shaky and depends on many judgement calls about what 'game balance' is. I took the main features of most of the existing spells and distributed them along a framework which could be used to draw equivalents to truly unique effects that would create equally unique spells. I must admit I am a fan of toolkits and I could not resist the temptation to make this chapter into one.

Another interesting chapter was Magic Schools, which gave me the chance to honour a classic in fantastic literature, where a hot-shot young wizard learns about magic and must deal with dark forces he unwittingly unleashed. I am not talking about the bespectacled kid with the lightning-shaped scar, but about Ged, also known as Sparrowhawk from Ursula K. LeGuin's *Earthsea* series. The school of magic depicted there was not a whimsical place to have all sort of exciting adventures; it was a mysterious and foreboding place where young men and women were taught to mess with the fabric of reality. With that (and yes, also with that *other* school of witchcraft and wizardry) in mind, the chapter flowed pretty consistently, until new things began to pop up in my mind and I had to go back to previous sections and write them in before I forgot about them. All in all, I hope this becomes a useful tool or even a temporary crutch for Games Masters who want to answer the question of who taught magic to his campaign's wizards.

Of the rest of the chapters, *Tricks of the Trade* gave me the chance to write about some of my pet ideas regarding a world that functions with magic but are in and of themselves too small and disconnected to be made into a full *Encyclopaedia Arcane* sourcebook. I had to generalise a lot in order to make the material as generic as possible but also as accessible as I could make it so that Games Masters could tailor it to their own campaign. The vagaries of constellations and exact geographical features are not something that worries Games Masters when they have to deal with half a dozen adventurers wrecking every other plan they devise.

All in all, this book was an interesting experience that helped me get reacquainted with the original magic-user after a rather long binge of playing fighter types.

Alejandro Melchor



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The Advanced Quintessential Wizard



CHARACTER _____
 CLASS _____
 CHARACTER CONCEPT _____
 RACE _____
 PATRON DEITY / RELIGION _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____
 FIGHTING STYLE _____

ABILITY SCORES

HIT POINTS

ARMOUR

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR



= 10 +

CLASS

ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

AC WHEN FLATFOOTED	[]
AC VERSUS TOUCH ATTACKS	[]
MISS CHANCE	[]
MAX DEX BONUS	[]
ARMOUR CHECK PENALTY	[]
ARCANE SPELL FAILURE	[]
SPELL RESISTANCE	[]

WEAPON AND ARMOUR PROFICIENCIES

[]

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (2) CROSS CLASS ABILITY KEY MODIFIERS TOTAL ABILITY RANKS MISC

APPRAISE ✓	Y / N	INT	[]	[]	[]	[]
BALANCE ✓★	Y / N	DEX	[]	[]	[]	[]
BLUFF ✓	Y / N	CHA	[]	[]	[]	[]
CLIMB ✓★	Y / N	STR	[]	[]	[]	[]
CONCENTRATION ✓	Y / N	CON	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
DECIPHER SCRIPT	Y / N	INT	[]	[]	[]	[]
DIPLOMACY ✓	Y / N	CHA	[]	[]	[]	[]
DISABLE DEVICE	Y / N	INT	[]	[]	[]	[]
DISGUISE ✓ Y / N	CHA	[]	[]	[]	[]	[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]	[]	[]	[]
FORGERY ✓ Y / N	INT	[]	[]	[]	[]	[]
GATHER INFORMATION ✓	Y / N	CHA	[]	[]	[]	[]
HANDLE ANIMAL	Y / N	CHA	[]	[]	[]	[]
HEAL ✓	Y / N	WIS	[]	[]	[]	[]
HIDE ✓★	Y / N	DEX	[]	[]	[]	[]
INTIMIDATE ✓	Y / N	CHA	[]	[]	[]	[]
JUMP ✓★	Y / N	STR	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
LISTEN ✓	Y / N	WIS	[]	[]	[]	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]	[]	[]	[]
OPEN LOCK Y / N	DEX	[]	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
RIDE ✓	Y / N	DEX	[]	[]	[]	[]
SEARCH ✓	Y / N	INT	[]	[]	[]	[]
SENSE MOTIVE ✓	Y / N	WIS	[]	[]	[]	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]	[]	[]	[]
SPEAK LANGUAGE	Y / N	NONE	[]	[]	[]	[]
SPELLCRAFT	Y / N	INT	[]	[]	[]	[]
SPOT ✓	Y / N	WIS	[]	[]	[]	[]
SURVIVAL ✓ Y / N	WIS	[]	[]	[]	[]	[]
SWIM ✓★★	Y / N	STR	[]	[]	[]	[]
TUMBLE ★	Y / N	DEX	[]	[]	[]	[]
USE MAGIC DEVICE	Y / N	CHA	[]	[]	[]	[]
USE ROPE ✓ Y / N	DEX	[]	[]	[]	[]	[]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.

SPELLBOOK

1 ST LEVEL	PREPARED?	4 th LEVEL	PREPARED?
		5 th LEVEL	
2 nd LEVEL		6 th LEVEL	
		7 th LEVEL	
3 rd LEVEL		8 th LEVEL	
		9 th LEVEL	

SPELLCASTING

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input style="width: 40px; height: 20px;" type="text"/>	0	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	1 st	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	2 nd	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	3 rd	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	4 th	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	5 th	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	6 th	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	7 th	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	8 th	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	9 th	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>
<input style="width: 40px; height: 20px;" type="text"/>	SPELL SAVE DC MOD		

SCROLLS AND POTIONS

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
FAMILIAR'S NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ALLIES, ENEMIES, CONTACTS AND PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

MAGIC SCHOOL

LOCATION:

POSITION & TIER:

SPONSOR:
SANCTIONING:
PHILOSOPHY:
NOTABLE STAFF:

HISTORY, RESOURCES AND SPECIAL NOTES:

CHARACTER CONCEPT
BONUSES & PENALTIES

CAREER PATH
BONUSES & PENALTIES

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