

ADVENTURER CONQUEROR KING SYSTEM™

ARYXYMARAKI'S ALMANAC OF UNUSUAL MAGIC



Matt Jarmak

Dragon 2.2
VOA+H&P





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ARYXYMARAKI'S ALMANAC OF UNUSUAL MAGIC

The ancient almanac of unusual magic, penned by the wizard-lord Aryxymaraki in the time before the Day Without Night, has been rediscovered...

Within the pages of Aryxymaraki's Almanac of Unusual Magic, you will find four new kinds of magic-user, each of which uses magic in new and exciting ways:

- Dwarven earthforgers inherit an ancient tradition allowing them to draw on the spark of the divine found in all creation to power their magic.
- Gnomish alchemists are experimenters whose concoctions range from 'helpful and safe' to 'incredibly poisonous'.
- Terran engineers are scientists and builders from another time, whose inventions and tinkering certainly appear magical to most non-technological societies.
- Warlords draw on the chaotic energy of battle, taming it with their practiced tactics and leadership to ensure that their side wins.

These new classes are built for use with Autarch's Heroic Fantasy Handbook, which provides rules for ceremonial and eldritch magic. Because they use eldritch magic, the new spells (and tactics) described for the gnomish alchemist, the Terran engineer, and the warlord constitute more than one hundred new eldritch spells usable in any campaign that includes eldritch magic, even one that doesn't include any of these new classes. Of course, it wouldn't be an ACKS supplement without full builds for all of the classes and spells, and the source factors for gnostic magic, allowing you to build your own content to expand what's in the Almanac.

Magic is all around you. Are you a forger of creation, an engineer of wonder, an alchemist of the unknown, or a lord of war? Discover what kind of unusual magic speaks to you, with the help of this Almanac!



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INTRODUCTION

Welcome to Aryxymaraki's Almanac of Unusual Magic! Magic gives mortals the power to change the laws of the world, even if only temporarily. A force like that can be expressed in hundreds of different ways; some more unusual than others. In this almanac, we explore the unusual. Mages, clerics, loremasters, can all be tossed aside; they are far too common for us to be concerned with. Interested? Then let us continue.

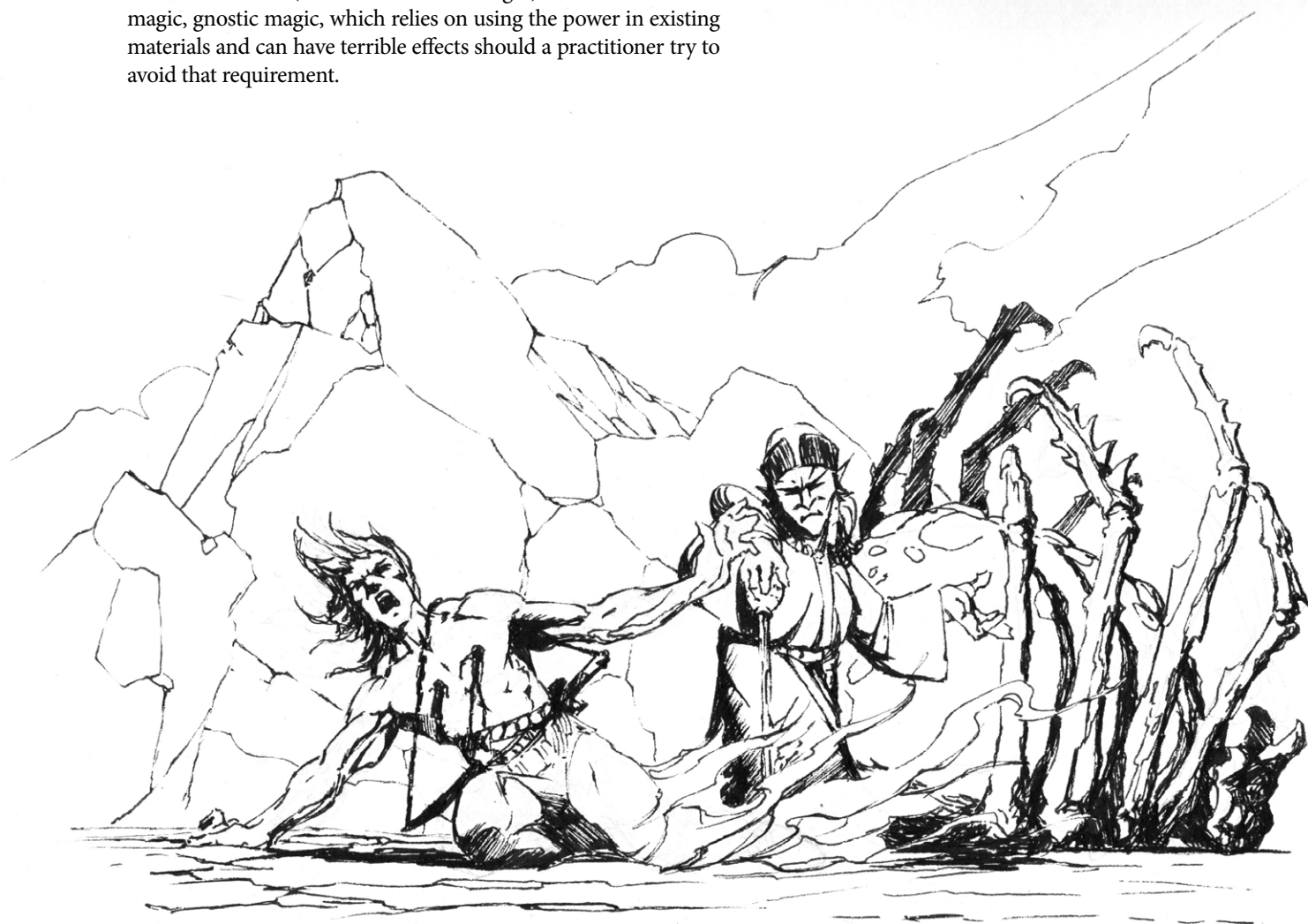
Within these pages, you will find four new kinds of magic, each of which uses magic in new and exciting ways. Dwarven earth-forgers inherit an ancient tradition allowing them to draw on the spark of the divine found in all creation to power their magic. Gnomish alchemists are experimenters whose concoctions range from 'helpful and safe' to 'incredibly poisonous'. Terran engineers are scientists and builders from another time, whose inventions and tinkering certainly appear magical to most non-technological societies. Finally, warlords draw on the chaotic energy of battle, taming it with their practiced tactics and leadership to ensure that their side wins.

All of these classes use variants on ceremonial magic, introduced in the Heroic Fantasy Handbook. Three of them use eldritch magic, and many of the spells on their spell lists are described in that book. The fourth (the dwarven earth-forged) uses a new kind of magic, gnostic magic, which relies on using the power in existing materials and can have terrible effects should a practitioner try to avoid that requirement.

Every campaign is a law unto itself, and you as Judge can include as many or as few of the elements of the Almanac in your campaign as you desire. Each class is entirely self-contained, and none of them rely on the addition of any of the others. Because they use eldritch magic, the new spells (and tactics) described for the gnomish alchemist, the Terran engineer, and the warlord constitute more than one hundred new eldritch spells usable in any campaign that includes eldritch magic, even one that doesn't include any of these new classes.

Of course, full builds for all of the classes and spells, and the source factors for gnostic magic, are included as well, allowing you to build your own content to expand what's in the Almanac. Build your own gnostic spellcasters, or use the additional spell design factors to create your own new spells. Even in a book that's largely new player options with these new and exciting classes and spells, we include something for the Judges out there.

Magic is all around you. Are you a forger of creation, an engineer of wonder, an alchemist of the unknown, or a lord of war? Discover what kind of unusual magic speaks to you, with the help of this Almanac!





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DWARVEN EARTH-FORGING

WHAT IS DWARVEN EARTH-FORGING?

The dwarven vaults of old were miracles of both engineering and art. Hewn from the living stone and shaped with its own grain, even their walls and doorways would represent a great value of historical art to those of today, much less those parts that were actually intended to be art. The techniques used to craft these vaults were lost a long time ago. However, on rare occasions, a dwarf may manifest abilities that are similar to those used in the ancient days. These dwarves are called earth-forgers, and they use their power to create and protect art. Perhaps one day, if earth-forging were to be refined sufficiently, the days of the old vaults could return.

Dwarven earth-forging represents a new kind of magic, **gnostic magic**. Unlike other kinds of magic, gnostic magic relies entirely upon the power existing within materials. If it is used to create an effect without appropriately gathering its power, the power is drawn directly from the caster, with potentially deadly results. The same effect can occur on any attempt to affect souls; dwarves may forge earth and stone, but only gods and madmen forge souls.

Gnostic magic does not have discrete spells the way that other kinds of magic do. Instead, its power is organized into **invocations**. An invocation can be cast at any level available to the caster, and will have slightly different effects at each level, but all effects of an invocation will be thematically related. However, a gnostic spellcaster will know far fewer invocations than another spellcaster might know spells, often only one or two. As a result of this, it is common for gnostic spellcasters to organize themselves into groups based on the invocations they know, and for their training and abilities to vary to match the invocation or invocations known.

To demonstrate the ancient art of gnostic magic, we have a new class, the **dwarven earth-forgers**, whose innate talents have allowed them to channel the power within materials to reshape their form. There are also three invocations presented, along with the orders and varied training that earth-forgers offer to those who master each invocation. We of course also have the secrets of gnostic magic, for you to create your own gnostic spellcasters and to create additional invocations.

Power is all around you. Take it up, and forge the earth itself!

THE DWARVEN EARTH-FORGER

Prime Requisites: Int, Wis

Requirements: Con 13, Int 9, Wis 9

Hit Dice: 1d6

Maximum Level: 10

The dwarven earth-forgers is the inheritor of an ancient and nearly forgotten art among the dwarves: gnostic magic. The ancient tradition of gnostic magic teaches that all matter, flawed as it is, yet contains a spark of the divine, and that through wisdom it can be liberated or used in service of the caster. It is said that in ancient times, to visualize a thing was enough for their forebears to craft it, out of whatever material happened to be to hand. Those times are long gone, but a remnant of a remnant yet remains. It is tradition among the few earth-forgers who remain to believe that their art, in times of antiquity, was what inspired the worship of the craftpriests.

Dwarven earth-forgers are not trained for combat, but the everyday toil of a dwarf's life accustoms them to a certain degree of struggle and hardship. Dwarven earth-forgers' familiarity with bearing burdens allows them to wear leather armor or lighter, but they may only fight with a club, dagger, staff, or sling. They may not dual-wield weapons or use a shield, though they may wield weapons in two hands for increased damage when appropriate. They advance in attack throws by two points every six levels (as a mage), and in saving throws by two points every four levels (as a cleric). They may not cleave, regardless of their level. A dwarven earth-forgers may use any magic items usable by mages.

All dwarven earth-forgers are taught to make things in mundane fashion before they can learn to reshape them at a fundamental level. Unlike a craftpriest, however, their focus is on making things that are beautiful, rather than things that are functional. All dwarven earth-forgers are **journeyman artists**, possessing two ranks in an Art proficiency of their choice.

In addition, all dwarven earth-forgers are taught the **deep structure of earth and stone**. Dwarven earth-forgers, at first level, receive one rank in a Knowledge proficiency as part of their training. The specific Knowledge proficiency should be chosen by the dwarven earth-forgers, but must relate in some way to knowledge or structure of physical objects. (Examples would include architecture, natural philosophy, or geology.)

At first level, dwarven earth-forgers are able to **learn and cast gnostic ceremonies in the runic tradition**. Unlike other ceremonial spellcasters, dwarven earth-forgers know only one ceremony at first level, determined by their choice of **sigil of creation** (see below). The ceremonies available to dwarven earth-forgers are referred to as **invocations**. They may cast an invocation at any level equal to or less than the maximum level listed on their progression table, below, for their class level. The invocation will describe its effects at each level in its description. When they perform an invocation, they may choose which level to perform it at; they do not need to prepare it ahead of time. The maximum level they can perform an invocation at is listed on

DWARVEN EARTH-FORGER LEVEL PROGRESSION		DWARVEN EARTH-FORGER CEREMONY DETAILS		
EXPERIENCE	TITLE	LEVEL	HIT DICE	MAXIMUM CEREMONY LEVEL
0	Dwarven Smith-Prentice	1	1d6	1st
2,600	Dwarven Anvil-Striker	2	2d6	1st
5,200	Dwarven Hammer-Shaper	3	3d6	2nd
10,400	Dwarven Slag-Quencher	4	4d6	2nd
20,800	Dwarven Iron-Graver	5	5d6	3rd
41,600	Dwarven Steel-Hardener	6	6d6	3rd
85,000	Dwarven Foundry-Caster	7	7d6	4th
170,000	Dwarven Earth-Forged	8	8d6	4th
350,000	Dwarven Vulcan-Lord	9	9d6	5th
530,000	Dwarven Vulcan-Lord (10th)	10	9d6+2*	5th

*Hit point modifiers from constitution are ignored

their progression table. Like other ceremonial casters, a dwarven earth-forged performing an invocation must make a ceremony throw, with a target number determined by their class level and the level at which they are performing the invocation. A dwarven-earth forged's ceremony throw is as normal for ceremonial casters, given in HFH (page 108), and is affected by everything that affects the ceremony throw for any other ceremonial caster. However, their **attention to detail** gives them an additional +3 bonus to all ceremony throws. Dwarven earth-forged may craft trinkets beginning at 1st level, and talismans beginning at 5th level. For the purpose of creating and using trinkets, each level of an invocation should be treated as a different ceremony, requiring a unique trinket of appropriate level for it. Because dwarven earth-forged use gnostic magic and not eldritch magic, they may not interact with the trinkets and talismans of eldritch ceremonialists (not even those that are also in the runic tradition), nor may eldritch ceremonialists interact with their trinkets or talismans. Because they do not use ceremonial codices, they may not learn ceremonies from a ceremonial codex, and may not perform an unknown ceremony from a codex (unless the Ashley J. Williams memorial rule is in effect, see HFH page 109). Except as described here, a dwarven earth-forged follows all normal rules for ceremonial magic as described in HFH. More information on ceremonial magic can be found in HFH (page 105).

Dwarven earth-forged may also **extemporaneously perform ceremonies**. Extemporaneously performing ceremonies functions very similarly to extemporaneously singing spells. Instead of making a spellcasting throw, they must make a ceremony throw as normal for the level of ceremony they are attempting to perform, with a -2 penalty (in addition to any bonus or penalty for time taken to perform the ceremony). This means that their throw to extemporaneously perform ceremonies is modified by their Wisdom and all other modifiers they have to ceremony throws such as talismans and attention to detail, instead of being modified by their Charisma and ranks in Performance proficiencies as a spellcasting throw would be. Extemporaneously performing ceremonies is subject to all of the restrictions on extemporaneous spellcasting, including the restriction on having a similar effect already in your repertoire (but see **expanded knowledge**, below). Unlike extemporaneous spellcasters, dwarven earth-forged may

not extemporaneously perform ceremonies that are of a level higher than their maximum ceremony level as shown on their progression table.

All dwarven earth-forged, in order to maintain the metaphysical balance necessary to channel gnostic power through materials, must hold to a **code of behavior**. They must always consider it preferable, all other things being equal, to protect any work of art. They must always consider it necessary, whenever possible at all, to protect any work of great art. (Any item whose value is at least twice its 'normal' value is considered a work of art. Any item whose value is at least one hundred times its 'normal' value is a work of great art. For example, a sword is normally worth 10gp. A sword worth 20gp would be considered a work of art, while a sword worth 1,000gp would be considered a work of great art.)

In addition, gnostic magic can be dangerous if used improperly. All gnostic spells cast must operate on something existing, rather than creating something new out of thin air, or the caster is exposed to great risk. The invocations available to a dwarven earth-forged all abide by this restriction, but dwarven earth-forged performing ceremonies extemporaneously may be at risk. Should they cast any spell or perform any ceremony that creates something out of nothing, or otherwise does not meaningfully interact with existing materials and energy, they immediately suffer Corruption equal to **twice** the spell or ceremony's level. Spells that that raise the dead, create undead, or otherwise deal directly with souls and soul-energies are even more dangerous, immediately inflicting **four times** the spell's level as Corruption. Gnostic magic does not create corrupting weaknesses in its casters like eldritch magic does. If a gnostic caster (such as a dwarven earth-forged) would suffer a corrupting weakness due to Corruption, they instead suffer an immediate mortal wound. Apply only their Wisdom modifier to the d20 roll for this mortal wound. Except as described here, the effects of Corruption function for gnostic casters as they do for eldritch casters (HFH page 96).

The Truth Grins Memorial Rule: Instead of rolling 1d6 to determine the mortal wound suffered for Corruption, the Judge may instead select the most ironic option in the row determined by the d20 roll.

DWARVEN EARTH-FORGER ATTACK AND SAVING THROWS

LEVEL	PETRIF. AND PARALYSIS	POISON AND DEATH	BLAST AND BREATH	STAFFS AND WANDS	SPELLS
1-2	9+	8+	11+	10+	11+
3-4	8+	7+	10+	9+	10+
5-6	7+	6+	9+	8+	9+
7-8	6+	5+	8+	7+	8+
9-10	5+	4+	7+	6+	7+

LEVEL	ATTACK THROW
1-3	10+
4-6	9+
7-9	8+
10	7+

At 5th level (Dwarven Iron-Graver), and again at 9th level (Dwarven Vulcan-Lord), a dwarven earth-forger's research has paid off with **expanded knowledge**. When dwarven earth-forgers gain expanded knowledge, they may either learn one invocation that they do not know, or they may choose to learn varied effects. If they choose to learn varied effects, they may select four basic spell effects from any combination of the Blast, Death, Healing, Protection, Summoning, Transmogrification, or Wall groups. They may then perform ceremonies extemporaneously and create magic items as if the chosen effects were part of a spell in their repertoire. When creating magic items with an effect known in this fashion, dwarven earth-forgers suffer a -2 penalty to their magic research throw.

Beginning at 5th level (Dwarven Iron-Graver), dwarven earth-forgers may brew potions, scribe scrolls, and craft talismans to aid them in the performance of ceremonies. Dwarven earth-forgers may collect and use divine power as clerics to aid them in their magical research.

Beginning at 9th level (Dwarven Vulcan-Lord), the dwarven earth-forger may craft magical constructs such as golems. Also at 9th level, the dwarven earth-forger may build a **vault**. Dwarves of the character's clan will be the first to come live under their roof, but those of other clans will join eventually. A total of 3d6x10 1st level NPC dwarves will come to help maintain and defend the vault at no cost to the character. A dwarven earth-forger is expected to employ only soldiers of dwarven descent, but may hire members of other races for other tasks.

The **attention to detail** possessed by dwarven earth-forgers grants them a +3 bonus on all proficiency throws, as well as a +3 bonus to all ceremony throws as mentioned above. Their **sensitivity to rock** grants them a +1 bonus to all surprise rolls when underground. Because of their experience underground, they may **detect traps** false walls, hidden construction, sloped passages, and so on on a throw of 14+, so long as they are actively searching. Like all dwarves, they are **hardy people**, and gain a +3 bonus to saving throws versus Blast and a +4 bonus to all other saving throws (already accounted for in their table, below). Finally, their training

among dwarves and study of dwarven enemies has taught them four **additional languages**: Dwarf, Gnome, Goblin, and Kobold.

SIGILS OF CREATION

At first level, all dwarven earth-forgers must choose a **sigil of creation**. Three sigils are described below: the Sigil of the Mountain's Bones, the Sigil of the Eternal Forge, and the Sigil of the Maker's Fire. A dwarven earth-forger's sigil determines the invocation they know, as well as granting them additional abilities at levels 1, 3, and 7.

SIGIL OF THE MOUNTAIN'S BONES

Followers of the sigil of the Mountain's Bones make up the majority of modern earth-forgers. They specialize in manipulating earth and stone, creating walls of stone for both protection and attack. At first level, they learn the **Invocation of the Mountain's Bones** ceremony. Also at first level, they learn to **climb walls** as a thief of their level, thanks to time spent around sudden walls.

Beginning at 3rd level, their knowledge of **bashing weak points** grants them a +4 bonus to all throws to bash down doors and similar acts of brute strength.

Beginning at 7th level, they become so comfortable with the bones of mountains that they can see through the darkness within them, gaining **infravision** to a range of 30'.

SIGIL OF THE ETERNAL FORGE

The Sigil of the Eternal Forge appeals to dwarven earth-forgers who wish to confront enemies more personally than the other earth-forgers. When armed with a freshly created weapon, they can be devastating in combat.

At first level, they learn the **Invocation of the Eternal Forge** ceremony. Also at first level, thanks to their training and ability to create weapons that fit their own **hand and style** perfectly, they are proficient with any axes or hammers that they personally create with the Invocation of the Eternal Forge.

Beginning at 3rd level (Dwarven Hammer-Shaper), the dwarven earth-forger's **defensive training** has advanced enough that they are also proficient with any shields that they personally create with the **Invocation of the Eternal Forge**.

Beginning at 7th level (Dwarven Foundry-Caster), the dwarven earth-forger's own gear is created with such a **perfect fit** that they receive a +1 bonus to initiative rolls while wielding any weapon or

shield, or wearing any armor, that they personally created with the **Invocation of the Eternal Forge**.

SIGIL OF THE MAKER'S FIRE

The Sigil of the Maker's Fire is the rarest sigil among dwarven earth-forgers, and for good reason. Not all agree that creating fire truly counts as creation, and it is only the role of fire in a forge that allows these earth-forgers to be accepted at all.

At first level, they learn the **Invocation of the Maker's Fire** ceremony. Also at first level, knowing that their strength lies in combat, these earth-forgers craft themselves a **personal talisman**, as per the proficiency (HFH page 76). Almost without exception, the talisman crafted aids ceremonies of elemental fire, because that is the only kind of ceremony they know.

Beginning at 3rd level (Dwarven Hammer-Shaper), followers of the Sigil of the Maker's Fire have completed training in **battle magic**, giving them a +1 bonus to initiative when casting spells or performing ceremonies. Additionally, they are treated as two levels higher than their own level for the purpose of dispelling magic or penetrating magic resistance.

Beginning at 7th level (Dwarven Foundry-Caster), these dwarven earth-forgers are able to quickly recover with **unflappable casting**. When they automatically fail a ceremony by taking damage or being interrupted, they do not lose their action for the round. While they still suffer the effects of a failure, a botch, and a potential mishap, they do not lose their action for the round and may act and move normally.

DWARVEN EARTH-FORGER
PROFICIENCY LIST

Alchemy, Alertness, Armor Training, Art, Battle Magic, Bright Lore of Aura, Collegiate Wizardry, Craft, Contemplation, Diplomacy, Divine Health, Dwarven Brewing, Elementalism, Endurance, Engineering, Goblin-Slaying, Healing, Knowledge, Land Surveying, Loremastery, Magical Engineering, Martial Training, Mystic Aura, Naturalism, Performance, Personal Talisman, Quiet Magic, Second Sight, Sensing Power, Siege Engineering, Unflappable Casting, Vermin-Slaying

TEMPLATE	SHINE-SMITH (ETERNAL FORGE)
Proficiencies	Craft (Jeweler), Divine Health, <i>Art (Whitesmithing)</i> 2, <i>Knowledge (geology)</i>
Starting Equipment	Leather armor, dagger, copper ring set with azurite (35gp value), traditional runic implements (level 1), backpack, 1 week's iron rations, waterskin, 7gp

(The shine-smith follows the Sigil of the Eternal Forge.)

Shine-Smith Template: This pre-generated template represents a dwarven earth-forger who appreciates the finer things in life, like gems and jewelry. This template is ready for adventure. However, if your dwarven earth-forger's Int is 13 or higher, you may pick one or more additional general proficiencies before play.

NEW SPELLS

Invocation of the Mountain's Bones Range: Touch (120')

Gnostic 1 Duration: Indefinite

You summon forth a rushing wall of stone. You must touch an area of material of cubic footage at least equal to the cubic footage of the shape you wish to create, of either worked or unworked stone or earth. The stone you touch reshapes itself into the wall you create, covering a maximum of 500 square feet with a thickness of one foot. When drawing material from an area of greater than 500 cubic feet, the material drawn will be drawn in as close to a shallow square or circle on its surface as possible. The caster may not choose how to draw the material away, and may not shape it into pits and the like. (For example, a caster touches the stone wall of a cave. The Judge knows that this wall is part of a major cave system and has effectively infinite cubic footage for this purpose. The caster chooses to create an effect of 500 cubic feet; the material drawn creates a cylindrical depression in the wall 30' in radius and 2 inches deep, centered on the point where the effect extends from the cave wall.) The created wall may not reach more than 120' away from you. You may send the wall to strike a single creature at the end of the wall as it forms. The chosen creature suffers 1d6 points of damage unless they successfully save versus Blast; they suffer no damage on a successful saving throw. The wall may be evoked where creatures already are. Creatures who are within the area of the wall as it forms must save versus Blast; on a failed saving throw, they are forced out of the wall's area, to one side or the other of their choice. On a successful save, they may choose to stand atop the wall or to move to one side or the other of their choice. The created wall will last indefinitely, until dispelled or destroyed. The wall may be crudely shaped, to create blunt spikes, a fist, or similar features if the caster desires. The area must be reduced by half, but if this is done, the remaining 250 square feet of wall may take on whatever crudely shaped form the caster desires. If not shaped, the wall will always be a rectangular form.

If cast at a higher ceremony level, the effects of this spell are improved. For example, if cast at 4th level, the wall created will be 1,000 square feet, with a thickness of 5', able to reach 240' from the caster and dealing 5d6 damage (on a failed saving throw) to up to 1 creature + 1 creature per 5 levels of the caster.

Level 2: The maximum area of the wall increases to 1,000 square feet. The maximum distance from you it can reach increases to 240'.

Level 3: As above, and the damage dealt increases to 5d6, and you may target one creature plus one creature per 5 levels. All creatures targeted must be along the path of the wall, and one of them must be at the end of the wall.

Level 4: As above, and the thickness of the wall increases to 5'.

Level 5: As above, and the damage dealt to targeted creatures increases to 7d6, and you may target a total of 1 creature + 2 per 5 additional levels. As before, all creatures targeted must be along the path of the wall, and one of them must be at the end of it. In addition, you may readily shape the wall into nearly any shape



comprising its 5000 cubic feet. The wall must still be strongly bonded to the stone it was evoked out of. If the wall spans more than 20' unsupported, it must be shaped into buttresses and such, reducing its area by half.

Invocation of the Eternal Forge Range: Touch

Gnostic 1

Duration: Indefinite

You create an object up to 5gp in value out of stone, metal, and wood. The magic involved transmutes whatever items you use as fodder into the desired combination (for example, you can use only wood to power the creation of a steel sword). However, all parts of the created item must be stone, metal, or wood. You must have stone, metal, wood, or earth (worked or unworked stone and earth, but metal or wood must be unworked) of value at least equal to the item you wish to create. The value of unworked earth is 0.005gp (0.5 cp) per cubic foot, the value of unworked stone is 0.0625gp (6 cp) per cubic foot, and the value of worked stone is 0.25gp (2sp) per cubic foot. Metals and wood should be valued as per their value as a trade good; 2gp per stone for metal and 0.625gp (6sp) per stone for wood. For example, a war hammer is worth 5gp. To be able to create a war hammer out of unworked stone, you would need $(5gp / 0.0625gp) = 80$ cubic feet of stone. To create one out of ingots of common metal, you would need $(5gp / 2gp) = 2.5$ stone of metal. As with **Invocation of the Mountain's Bones**, the cubic footage used to create the item is drawn as close to evenly from a shallow square or circle on the surface of the material as possible, and the caster has no control over the shape of the material removed. The created item will last indefinitely or until dispelled. If dispelled, it will return to its component parts and fall apart.

If cast at a higher level, the effects of this spell are altered and improved. Each level's effect is in addition to the lower levels' effects.

Level 2: The item created may be up to 20gp in value. If the item created is a weapon, shield, or armor, the magic of its creation temporarily empowers it while wielded or worn by its creator. So long as the item remains wielded or worn by its creator, to a maximum of 1 round per caster's level after it is created, the creator will be protected with an AC of 7 against missile and melee attacks.

Level 3: The item created may be up to 40gp in value. If the item created is a melee weapon, the magic of its creation temporarily empowers it in the hands of its creator. So long as the weapon remains wielded by the creator, to a maximum of 1 round per caster's level, it will deal increased damage; 5d6 damage each time it is used to strike a creature, instead of the weapon's normal damage. Do not add a Strength modifier, class damage bonus, or any other weapon damage modifiers to this damage. When used in this fashion, the weapon cannot cleave.

Level 4: The item created may be worth up to 80gp. If the item created is a weapon of any kind, the magic of its creation temporarily empowers it in the hands of its creator. For one round per level of the caster, they will receive a +3 bonus to all attack throws made with the weapon.

Level 5: The item created may be worth up to 100gp per level of the caster. However, it will be created at the rate of only 100gp in the first round, then 10gp/minute thereafter. In addition, all of the effects of levels 2, 3, and 4 will function for any wielder of the created object, not only the caster. (They still only function for

a brief period after the item's creation, 1 round per level of the caster).

Invocation of the Maker's Fire Range: 150'

Gnostic 1 Duration: Instantaneous

You summon forth a blast of flame from an existing fire. Casting this spell requires an existing fire at least the size of a torch, as the flames are amplified and channeled at the earth-forger's desire. A torch used to power this spell is extinguished; a larger fire is reduced appropriately. The chosen flame may be anywhere within 150' of the caster. The flame gathers and rushes to a chosen point, also within 150' of the caster, where it explodes in a 5' radius. Creatures in the area must save versus Blast. On a failed save, they suffer 1d6 damage per level of the caster, up to a maximum of 3d6, and any readily flammable garments or body parts are lit aflame as per **kindle flame** (HFH page 141). On a successful saving throw, they take half damage, and are not lit on fire. Unattended flammable objects within the area are lit on fire as per **kindle flame**.

If cast at a higher level, the effects of this spell are altered and improved.

Level 2: The flame may instead be amplified and shaped into a wall, 1" thick. The source of flame must be within the caster's reach, and the wall of flame must extend outward from the source of flame. The wall may have a surface area of up to 1,000 square feet, and may be shaped in any way the caster desires. It may be evoked where objects and creatures already are. The wall of flame is impermeable to vision and light. Creatures of less than 4 HD cannot pass through it. Creatures inside it when it is summoned, or who pass through it later, suffer 2d6 points of fire damage. The wall of flame deals double damage to undead, or to cold-using creatures or creatures who are accustomed to cold. The fires rage for 1 turn before going out.

Level 3: When cast to create a blast of flame (as per the level 1 effect), the effects of the blast are significantly improved. It deals 1d6 damage per level in a 20' diameter sphere. Creatures who fail their saving throw are additionally lit on fire as per **kindle flame**. Creatures who successfully save take only half damage, and are not lit on fire. Unattended objects in the sphere are lit on fire as per **kindle flame**.

Level 4: When cast to create a wall, the shape created may be up to 1,200 square feet, and the base damage dealt to creatures is increased to 4d6.

Level 5: When cast to create a blast of flame, you require only a spark to ignite the blast, which you can generate with a flint and steel or similar object as part of casting the spell. In addition, the damage is increased to 1d6+1 per level.

SECRETS OF DWARVEN EARTH-FORGING

CLASS BUILD

Class Build: HD 1, Ceremonial Gnostic 3, Dwarf 3.

Racial requirement increased from Con 9 to Con 13 for flavor/world-building purposes. This class is rare and having requirements of Con 13, Int 9, Wis 9 helps enforce that (only 14% of dwarves have the required stats at all).

Dwarven earth-forgers reduce their repertoire to one spell per level. Apostasy tells us that four spells is worthy of one proficiency; this reduction is therefore worth five (because the earth-forger can cast five levels of spells) custom powers. These custom powers are not all gained at level 1, because the earth-forger would not have access to all of these spells at level 1. Instead, one is gained at level 1, one at level 3, one at level 5, one at level 7, and one at level 9. Due to their complicated relationship with their repertoire, the dwarven earth-forger may not research spells. Because they are Prayerful, this does not grant them any additional power; treat it as if their deity simply did not allow them to alter their repertoire. Also because they are Prayerful, their repertoire size is not increased by their Intelligence modifier.

Dwarf 3 grants three bonus general proficiencies, giving the dwarven earth-forger a total of three general proficiencies, four custom powers at level 1, and additional custom powers unlocked at levels 3, 5, 7, and 9.

As a dwarf, they require an additional 30,000 XP per level after 8 to advance in levels.

POWERS AT LEVEL 1:

1 custom power = Armor Training, allowing them to wear (and cast spells in) leather armor.

2 custom powers = Extemporaneously perform ceremonies

1 custom power = +2 bonus to extemporaneously perform ceremonies, reducing the penalty to -2

General proficiencies: Art x2, Knowledge x1

Levels 5 and 9: Apostasy, variant version for the Ceremonial Gnostic magic type as expressed in the earth-forger

SIGIL OF THE MOUNTAIN'S BONES

1st level – Climbing proficiency

3rd level – Dungeon Bashing, due to knowledge of structure rather than brute force

7th level – Infravision 30'

SIGIL OF THE ETERNAL FORGE

1st level – Proficient with any axes and hammers that you personally create by casting the Invocation of the Eternal Forge

3rd level – Proficient with shields that you personally create by casting the Invocation of the Eternal Forge

7th level – +1 bonus to initiative when wielding a weapon, shield, or armor that you personally created with the Invocation of the Eternal Forge

SIGIL OF THE MAKER'S FIRE

1st level – Personal Talisman

3rd level – Battle Magic

7th level – Unflappable Casting

MAGIC TYPE BUILD

Gnostic is a new magic type constructed for the Dwarven Earth-Forger (but of course, usable for your own custom classes in the future). It has the following source factors:

GNOSTIC MAGIC	
SPELL TYPE	TYPE MODIFIER
Blast	0.75
Death	1.5
Detection	n/a
Enchantment	n/a
Healing	1
Illusion	n/a
Movement	n/a
Protection	1
Summoning	1.2
Transmogrification	1
Wall	0.75
Total	7.2

Gnostic magic has a base XP cost of 2,775. The Dwarven Earth-Forger uses Ceremonial Gnostic, which has been calculated to have a base XP cost of 1,200. Because of their source factors, both Gnostic and Ceremonial Gnostic require an additional 150,000 XP per level after 8th to advance. Both Gnostic and Ceremonial Gnostic use the standard spell progression (as mage). Their costs and spell progressions per class point are:

GNOSTIC VALUE	XP COST	CASTING ABILITY	CEREMONIAL GNOSTIC VALUE	XP COST	CASTING ABILITY
1	695	1/3 Level	1	480	2/5 Level
2	1390	1/2 Level	2	900	3/4 Level
3	2080	2 3 Level	3	1200	Full Level
4	2775	Full Value	4	2400	Spells x 133%

Gnostic (and Ceremonial Gnostic) are a Prayerful magic type. Their base repertoires are respectively 2 (for Gnostic) and 5 (for Ceremonial Gnostic) spells per level. Gnostic's saving throw progression (Eldritch) receives 1 HP per level after 9th. (The dwarven earth-forger receives two, thanks to being a dwarf.) Gnostic magic uses the Eldritch saving throw progression and progresses saving throws by 2 per 4 levels. Gnostic and Ceremonial Gnostic have a code of behavior. This grants a class built with them one custom power at level 1 per point of class value (three for the dwarven earth-forger). Their code of behavior comes in a few parts; protect art, strongly protect great art, and all spells cast must alter something existing or gain Corruption (double spell's level for things that are summoned out of nowhere, four times for dealing with souls separate from matter). They may collect and use divine power as clerics. They may scribe scrolls and brew potions upon reaching 5th level. A Gnostic caster who reaches 11th level may create constructs, create crossbreeds, grant unlife if Chaotic, and cast ritual spells. Due to their lack of access to Enchantment, Gnostic casters may not create permanent magic items. Ceremonial Gnostic casters may create trinkets and talismans as normal, at 1st and 5th levels respectively.

Note that because Gnostic is a different magic type, and not merely a different tradition, it does not interact with Eldritch ceremonial magic the same way that different traditions can interact with each other. Gnostic casters, as Prayerful casters, do not keep ceremonial codices and cannot learn new spells by reading a ceremonial codex. They cannot use trinkets or talismans made by Eldritch ceremonial spellcasters, nor can theirs be used by Eldritch ceremonialists. Because Gnostic casters do not keep ceremonial codices, and cannot read the codices of Eldritch ceremonialists, it is not possible for a Gnostic ceremonialist to perform an unknown ceremony from a codex (unless the Ashley J. Williams Memorial rule is in effect, in which case treat them as any other non-ceremonialist). Except as described here, Gnostic ceremonial casters follow all the rules for ceremonial magic as described in HFH.

The system of Invocations as used by the dwarven earth-forger is an alternate presentation of their Prayerful spell repertoire. Because they have only one spell in their repertoire per level (thanks to tradeoffs), it was presented as a single spell that grows in power at each level. Mechanically, it is five different spells.

SPELL BUILDS

INVOCATION OF THE MOUNTAIN'S BONES

Level 1 – Blast - Range 120' (x0.9), 1d6 damage per level (27) max 1d (x0.1), target 1 creature (x1), save negates (x0.5), elemental (earth) (x1), draws on general environmental power source (x0.75), Gnostic (x0.75), subtotal 0.675 plus Wall – impermeable to creatures (25), impermeable to vision and light (10), forces back creatures that pass through (10), affected as stone (x0.75), may be crudely shaped by reducing area (x0.8), must be bonded to surrounding material (x0.75), wall is elemental (earth) (x1), range 0' (x0.4), duration indefinite (x2.66), may be evoked where

objects/creatures are (x2), 500 square feet (x0.75), 1' thick (x1), spell manipulates existing volume with noted characteristics (x0.67), save negates (x0.5), Gnostic (x0.75) subtotal 8.12, total 8.8

Level 2 – As above, except 1,000 square feet (x1.25) and Blast spell range increases to 240' (x1.2). Total increases to 13.53 (wall) plus 0.9 (Blast) = 14.43

Level 3 – As above, except Blast damage increases to max 5d (x0.7) and target increases to 1 creature + 1 per 5 levels (x2). Total increases to 13.53 (wall) plus 12.6 (Blast) = 26.13

Level 4 – As above, except wall thickness increases to 5' (x1.5). Total increases to 12.6 (Blast) plus 20.296 (Wall) = 32.896

Level 5 – As above, except Blast damage increases to max 7d (x0.9), may target 1 creature + 2 per 5 additional levels, and wall may be readily shaped by reducing area (x1). Total increases to 24.3 (Blast) plus 25.37 (Wall) = 49.67

INVOCATION OF THE ETERNAL FORGE

The 'specific environmental power source' for the Eternal Forge is value, in specific forms. The value of the item created is limited by the spell level, and also you must use materials equal in value to the item you wish to create. The value of unworked earth is 0.005gp (0.5cp) per cubic foot; the value of unworked stone is 0.0625gp (6cp) per cubic foot; and the value of worked stone is 0.25gp (2sp) per cubic foot. For metals and wood, use their value as a trade good; 2gp per stone for common metals and 0.625gp (6sp) per stone for common woods. The value of earth and stone was calculated as the raw materials cost of building a pit or a wall (25% of the cost of the construction) for unworked, and the cost per cubic foot of building a wall itself for worked stone.

New spell effect – Transmogrification – Only targets objects (x0.75)

Level 1 - Transmogrification –transform to a statue (or other inanimate object) (15), only affects particular type of creature/object (x0.5), target 1 creature (x1), only targets objects (x0.75), duration indefinite (x3.5), Gnostic (x1), range touch (x0.6), HD limited to caster level and 2x target level* (x0.75), subtotal 8.85

Level 2 – As above plus Protection – AC 7 vs missiles and melee (20), 1 creature (x1), self (x0.75), 1 round per level (x0.75), Gnostic (x1), subtotal 11.25, total 20.1 (rounded down to 20)

Level 3 - As above plus Blast – range 0' (x0.4), attack throw required (x0.35), 1d6 damage per level (27) max 5d (x0.7), 1 round per level (x4), target 1 creature (x1), Gnostic (x0.75) subtotal 7.938, total 28.038

Level 4 – As above plus Transmogrification – Gain proficiency-like ability (20), gain half proficiency (10), target 1 creature (x1), range self (x0.5), duration 1 turn (x0.7), Gnostic (x1), subtotal 10.5, total 38.538

Level 5 – As above, except level 1 effect no longer has a GP limit. Level 1 subtotal 11.8, plus level 2 effect functions for any wielder (range changed from self to 0', x1), level 2 subtotal 15, plus level 3

effect functions for any wielder (no change, but a breakthrough was required to gain this effect), plus level 4 effect functions for any wielder (range changed from self to 0', x0.6), level 4 subtotal 12.6, total 47.338

*(used as a reflection of the GP limit by spell level)

INVOCATION OF THE MAKER'S FIRE

New spell effect

Wall – Deals 4d6 damage to creatures that pass through – 40

Burning Sparks uses specific environmental power source. These spells use only general environmental power source; they require a fire of some kind, but do not scale their power based off the fire used.

Level 1 – Blast – 1d6 damage per level (27) max 3d (x0.33), blast is elemental (fire)(x1), draws on general environmental power source (x0.75), range 150' (x1), 10' diameter sphere (x1.25), save for half (x0.75), Gnostic (x0.75), subtotal 4.70 plus ignites flammable object (10), all other modifiers the same except save negates (x0.5), subtotal 3.51, total 8.21

Level 2 – Wall – Deals 2d6 damage to creatures that pass through (20), impermeable to creatures with less than 4 HD (20), impermeable to vision and light (10), not affected by physical and magical effects (x1), draws on general environmental power source (x0.75), may be readily shaped by reducing area (x1), wall is elemental (fire)(x1), range 0' (x0.4), duration 1 turn (x0.75), 1000 square feet (x1.25), 1" thick (x0.75), Gnostic (x0.75), no saving throw permitted (x1), may be evoked where objects/creatures already are (x2), total 15.82. Also, apparently deals double damage to undead and creatures who use cold or are accustomed to cold.

Level 3 – Blast – 1d6 damage per level (27), blast is elemental (fire) (x1), draws on general environmental power source (x0.75), range 150' (x1), 20' diameter sphere (x2), save for half (x0.75), Gnostic (x0.75), subtotal 22.78, plus ignites flammable object (10), all other modifiers the same except save negates (x0.5), subtotal 5.625, total 28.405

Level 4 – Wall - 4d6 damage (40), impermeable to creatures with less than 4 HD (20), impermeable to vision and light (10), not affected by physical and magical effects (x1), draws on general environmental power source (x0.75), may be readily shaped by reducing area (x1), wall is elemental (fire)(x1), range 0' (x0.4), duration 1 turn (x0.75), may be evoked where creatures/objects already are (x2), 1200 square feet (x1.5), no saving throw permitted (x1), Gnostic (x0.75), total 35.44

Level 5 – Blast – 1d6+1 damage per level (33), blast is elemental (fire)(x1), range 150' (x1), 20' diameter sphere (x2), save for half (x0.75), Gnostic (x0.75), subtotal 37.12, plus ignites flammable object (10), all other modifiers the same except save negates (x0.5), subtotal 7.5, total 44.62



3

GNOMISH ALCHEMY

WHAT IS GNOMISH ALCHEMY?

Gnomish Alchemy is a new subset of magic for ceremonial and eldritch magic. It is a kind of eldritch magic, and uses all of the same source factors and can theoretically access the full spell list. In addition, any spells designed for gnomish alchemy can be used by eldritch spellcasters without any change necessary (beyond determining their shade). Instead of its spells being categorized as Black, Grey, or White magic, they are categorized as Toxic, Tolerable, or Safe. Instead of risking Corruption when casting Black or Grey magic, they risk exposing themselves to Toxicity when using concoctions that are Toxic or Tolerable. And instead of comparing their Corruption to their Wisdom score, they compare their Toxicity to their Constitution score. Thanks to their distance from the magic, provided by their use of alchemy rather than direct ritual, they can blithely perform acts that would sear the soul of an ordinary eldritch caster. However, because their ingredients have difficulty doing things outside the physical, effects that are perfectly safe for ordinary eldritch casters may be among the most toxic for a gnomish alchemist.

Also presented is a new tradition of ceremonial magic, which can be used with either ordinary eldritch magic or with gnomish alchemy; the Alchemical tradition, with its own implements, mishaps, and so on. Alchemical ceremonialists draw upon the historical traditions of alchemy that have reached through many disparate cultures in the past, blending the beginnings of science with the mysticism of magic.

To demonstrate the uses of gnomish alchemy and the alchemical tradition, we have a new class, the Gnomish Alchemist, a gnome who has delved deeply into the esoteric art of alchemy and is skilled in its use. Many people in all kinds of settings might find the aid of a gnomish alchemist to be useful, as they combine the innate illusion powers of a gnome with the explosions and utility available from alchemy.

There are also 20 new spells on their spell list, which can be found at the back. These spells can be cast by any eldritch spellcaster who learns them; their shade of magic is provided along with their level of toxicity.

Finally, in the very back, the secrets of gnomish alchemy are revealed. Not only the class build value and choices made for the gnomish alchemist class, but also the spell build calculation of every one of the new spells, as well as a few new spell build effects that were derived to support these new spells.

Discovery awaits! Excelsior!

THE GNOMISH ALCHEMIST

Prime Requisites: Con, Wis

Requirements: Con 9, Int 9

Hit Dice: 1d6

Maximum Level: 11

Gnomish alchemists are tinkerers with secret knowledge, instead of with machines. They put together potions and powders, flasks and vials, to go beyond ordinary alchemy and craft magic.

Gnomish alchemists are not highly trained warriors, but they practice with the traditional weapons of their people. They may fight with a weapon and shield, but may not wield a weapon with two hands or dual wield. They advance in attack throws by two points every *four* levels (as a thief), but like their gnomish trickster brethren, they advance in saving throws by two points every *three* levels (as a fighter). They may cleave once each round per two levels they possess. They are not trained in the wearing of heavy armor, and may wear only leather armor or lighter. Their weapons knowledge is restricted to the traditional gnomish weapons of arbalest, crossbow, dagger, short bow, short sword, and war hammer. Gnomish alchemists may use any magic items usable by fighters, as well as any magic items usable by mages.

Before they learn to step beyond ordinary alchemy, the gnomish alchemist must first be trained in ordinary alchemy. All gnomish alchemists are **journeymen alchemists**, possessing two ranks in the Alchemy proficiency. Many, of course, rapidly become masters or grand masters later.

Gnomish alchemists tend to take after the **hearty constitution** of their dwarven ancestors, which is a very valuable skill when dealing with volatile chemicals. They receive a +2 bonus to all saving throws (already included in the table below).

Starting at second level (Gnomish Observer), the gnomish alchemist becomes able to **learn and cast gnomish alchemy ceremonies in the alchemical tradition**. The alchemist's selection of ceremonies is restricted to those in his repertoire. The number and levels of ceremonies that alchemists may have in their repertoire is listed on their progression table, but is increased by their Intelligence bonus. More information on ceremonial magic can be found in HFH (page 105). Though gnomish alchemy is a subset of eldritch magic, gnomish alchemists use a different spell list than other eldritch casters, which can be found below, after the gnomish alchemy and alchemical tradition descriptions (page 21-23). Rather than being classified as Black, Grey, or White, gnomish alchemy spells are classified as being Toxic, Tolerable, or Safe, and gnomish alchemists risk Toxicity instead of Corruption. For more on gnomish alchemy, see the section entitled Gnomish Alchemy below. Gnomish alchemists may craft trinkets beginning at 2nd level, and talismans beginning at 5th level.

When they learn to perform ceremonies at second level, gnomish alchemists also learn how to create a **deadly additive**. Creating a deadly additive requires one turn and the use of the alchemist's traditional implements, and causes the alchemist to gain 1 stigma. The additive may be applied to a weapon or ingested. If applied to a

GNOMISH ALCHEMIST LEVEL PROGRESSION			GNOMISH ALCHEMIST CEREMONY PROGRESSION						
EXPERIENCE	TITLE	LEVEL	HIT DICE	1	2	3	4	5	6
0	Gnomish Examiner	1	1d6	-	-	-	-	-	-
2,225	Gnomish Observer	2	2d6	1	-	-	-	-	-
4,450	Gnomish Tester	3	3d6	2	-	-	-	-	-
8,900	Gnomish Experimenter	4	4d6	2	1	-	-	-	-
17,800	Gnomish Researcher	5	5d6	2	2	-	-	-	-
35,600	Gnomish Junior Chymist	6	6d6	2	2	1	-	-	-
70,000	Gnomish Chymist	7	7d6	2	2	2	-	-	-
140,000	Gnomish Master Chymist	8	8d6	3	2	2	1	-	-
275,000	Gnomish Alchemist	9	9d6	3	2	2	1	1	-
410,000	Gnomish Master Alchemist	10	9d6+2*	3	3	2	2	1	-
545,000	Gnomish Alchemist Trismegistus	11	9d6+4*	3	3	3	2	2	1

*Hit point modifiers from constitution are ignored

GNOMISH ALCHEMIST ATTACK AND SAVING THROWS					
LEVEL	PETRIF. AND PARALYSIS	POISON AND DEATH	BLAST AND BREATH	STAFFS AND WANDS	SPELLS
1	13+	12+	14+	14+	15+
2-3	12+	11+	13+	13+	14+
4	11+	10+	12+	12+	13+
5-6	10+	9+	11+	11+	12+
7	9+	8+	10+	10+	11+
8-9	8+	7+	9+	9+	10+
10	7+	6+	8+	8+	9+
11	6+	5+	7+	7+	8+

LEVEL	ATTACK THROW
1-2	10+
3-4	9+
5-6	8+
7-8	7+
9-10	6+
11	5+

weapon, the weapon deals additional damage on its next successful attack within one hour. If ingested, the creature that ingested it takes damage immediately. The additive will magically resist dilution, and only a single creature can be harmed by ingesting it. In either case, the damage dealt is equal to 1d6 per level of the highest-level ceremony the alchemist can cast, with no saving throw permitted. If not applied or ingested, the additive will retain its potency until the alchemist recovers stigma. An alchemist may have only one deadly additive crafted at a time.

Beginning at 5th level (Gnomish Researcher), the gnomish alchemist may brew potions, scribe scrolls, and research ceremonies, and may craft talismans to aid them in performance of ceremonies. Gnomish alchemists may collect and use divine power as clerics to aid them in their magical research.

Beginning at 9th level (Gnomish Alchemist), the gnomish alchemist may craft permanent magic items of great power, such as rings and staffs. Also at 9th level, the gnomish alchemist may

build a **gnomish vault**. As gnomes usually live in clans, gnomes of the character's clan will be the first to come live under their roof, but those of other clans will join eventually. A total of 3d6x10 1st level NPC gnomes will come to help maintain and defend the vault at no cost to the character. A gnomish alchemist is expected to employ only soldiers of gnomish descent, but may hire members of other races for other tasks.

Beginning at 11th level (Alchemist Trismegistus), the gnomish alchemist may learn and perform eldritch rituals of 7th, 8th, and 9th level. They may also craft magical constructs and create cross-breeds. If chaotic, they may create or become undead.

Like gnomish tricksters, the gnomish alchemists grow up playing tricks and using their innate magical skill. They may perform acts of **prestidigitation**, such as instantly lighting or snuffing a candle or causing a ball to disappear inside a cup, at will. They may use this magical sleight of hand to pick pockets as a thief of half their class level.

Once per hour, gnomish alchemists can cast **faerie fire** and **ventriloquism**. Once per eight hours they can cast **mirror image** and **phantasmal force**. Each of these spells takes one round to cast, and otherwise functions as if cast by a mage of their level.

Thanks to their practice with and exposure to illusions, gnomish alchemists possess **innate illusion mastery**. Whenever casting an illusion spell (including using their innate abilities), the effects are calculated as if the alchemist were two levels higher. Attempts to

disbelieve illusions the alchemist creates suffer a -2 penalty on the saving throw. Gnomish alchemists may conduct magical research involving illusion spells as if they were two class levels higher.

Like all gnomes who do not want to be laughingstocks of their community, gnomish alchemists are resistant to illusions, receiving a +4 bonus to their saving throws to disbelieve magical illusions. Their gnomish heritage also gives them a variety of other useful abilities. They have a **nose for potions**, able to identify magical potions and oils by taste or smell on a throw of 3+. They may **speak with animals** as the spell, at will. They have been taught the languages of their allies and enemies, speaking Dwarf, Elf, Goblin, and Kobold as bonus languages. Finally, they possess infravision to a range of 90'.

GNOMISH ALCHEMIST PROFICIENCY LIST

Alchemy, Alertness, Battle Magic, Beast Friendship, Black Lore of Zahar, Bright Lore of Aura, Ceremonial Magic, Collegiate Wizardry, Craft, Diplomacy, Divine Health, Elementalism, Endurance, Familiar, Goblin-Slaying, Healing, Knowledge, Language, Loremasters, Magical Engineering, Magical Music, Mimicry, Mystic Aura, Naturalism, Passing Without Trace, Personal Talisman, Precise Shooting, Quiet Magic, Sensing Power, Unflappable Casting, Wakefulness

TEMPLATE	PIRATE ALCHEMIST
Proficiencies	Seafaring, Precise Shooting
Starting Equipment	Scimitar*, leather armor, crossbow, case with 20 bolts, iron rations (1 week), 50' of rope, wineskin full of grog, grappling hook, colorful tunic and pants, silk sash, high boots, 3 gp

Gnomish Alchemist Notes: The pirate alchemist's scimitar is a type of short sword.

Pirate Alchemist Template: This pre-generated template represents an alchemist of the high seas. This template is ready for adventure. However, if your gnomish alchemist's Int is 13 or higher, you may pick one or more additional general proficiencies before play.

GNOMISH ALCHEMY

Gnomish Alchemy is a kind of eldritch magic. It has all of the same source factors as eldritch magic, and can cast all of the same spells that any eldritch spellcaster can. They may, however, fall into different categories. Gnomish alchemists work with magic at a state further removed than even an ordinary eldritch spellcaster does, which protects them from some of the corrupting aspects that such magic can hold. However, their reagents are not always safe, and the repeated exposure required to generate certain effects can build up toxicity over time, even if they appear to be benign in smaller doses.

Note that the name Gnomish Alchemy does not imply that this type of magic is restricted to gnomes only. Indeed, some of its foremost practitioners in history have been humans who threw themselves into it wholeheartedly. It was simply invented by gnomes. Gnomish Alchemy may be used as a class category value, with XP costs and abilities identical to Eldritch or Ceremonial Value (as appropriate), except as described here.

Instead of spells being Black, Grey, or White, gnomish alchemy spells are Toxic, Tolerable, or Safe. Whenever a Toxic spell is learned, the gnomish alchemist gains a number of points of Toxicity equal to the spell's level. Whenever a gnomish alchemist casts a Toxic spell, they gain 1 Toxicity. This includes creating or recharging a trinket, or creating a talisman that would aid casting Toxic spells; in other words, exactly the same circumstances that Black magic spells would cause an eldritch caster to gain Corruption.

Whenever a gnomish alchemist casts a Tolerable spell, they may gain Toxicity. A gnomish alchemist may safely cast a number of Tolerable spells equal to their Constitution bonus. After that, they must save vs Poison each time they cast a Tolerable spell, gaining 1 Toxicity on a failure. Whenever gnomish alchemists recover Stigma, they also reset this count, and may safely cast a few Tolerable spells again. Again, recharging trinkets counts as casting spells for this purpose.

Casting Safe spells never causes a gnomish alchemist to gain Toxicity.

When a gnomish alchemist has gained points of Toxicity equal to their Constitution score, their alignment shifts one step towards Chaotic as they become more and more lax about the required safety and ethics of their craft. When they accumulate twice their Constitution score in Toxicity, their alignment shifts a second step towards Chaotic. For each multiple of their Constitution score after this (three times, four times, etc.), they gain a corrupting weakness (HFH page 96). If desired, they may choose to gain a corrupting weakness instead of their alignment shifting, to represent a one-time spill rather than a general laxitude of ethics. Except as described here, Toxicity functions identically to Corruption for other eldritch casters.

Like eldritch magic categorizing their spells, there is a method to determine whether a spell is Toxic, Tolerable, or Safe. First check if a spell is Toxic. If it meets any of the qualifications for a toxic spell, it is Toxic. Then check Tolerable. If it meets any of the qualifications for Tolerable, then it is Tolerable. If it meets none of the qualifications for either, the spell is Safe.

A spell is Toxic if it

- » charms, commands, or incites fear or madness
- » summons creatures from out of thin air
- » affects the soul or spirit (such as Magic Jar, but not Animate Dead)



- » deals non-elemental magical damage (such as Sorcerous Bolt, distinct from dealing untyped physical damage as by throwing a rock at someone, for example)
- » is a multi-sensory illusion or a programmable/movable illusion
- » changes the shape of the target entirely (as in 'assume a new shape')
- » affects only magic (such as Counterspell, Dispel Magic, Minor Globe of Invulnerability) with no effect on the physical world
- » can see the future, the past, or otherwise divine similar things

A spell is Tolerable if it

- » holds, paralyzes, agonizes, or otherwise makes helpless a target
- » is a mono-sensory static illusion
- » animates undead or otherwise deals directly with undeath
- » deals with negative energy or requires a save vs Death
- » deals physical or elemental damage with an origin of effect more than 60' distant
- » alters the target's existing form (as in 'existing form gains ability')
- » summons a creature from elemental source or from existing creature (rather than from thin air)
- » detects curses, charms, invisible creatures, good, evil, or other such subsets of magic (detecting magic in general is safe)
- » can see elsewhere in the world, but is limited to divining facts currently present in the world
- » Requires concentration to maintain its effect
- » Grants flight, levitation, telekinesis, or other such action without physical form

A spell is Safe if it fits none of the qualifications for being Toxic or Tolerable. If a spell could fall into either category, it is Toxic. Note that in some cases, the distinction can be very fine; for example, spells that protect you from Good or Evil are Safe, but spells that detect Good/Evil are Tolerable.

Except as described above, gnomish alchemy is identical to eldritch magic. Should any rule or effect reference magic or eldritch magic, simply treat gnomish alchemy as eldritch magic.

THE ALCHEMICAL TRADITION

The alchemical tradition is a new tradition for use with all kinds of ceremonial magic. Alchemical ceremonialists carefully measure ingredients and combine them in specific ways to create effects.

THE ALCHEMICAL TRADITION

ALCHEMICAL CEREMONY MISHAPS			
ROLL (1d10)	MINOR MISHAP	MAJOR MISHAP	CATASTROPHIC MISHAP
1	The results of your failure congeal into a humanoid form. This congealed form is statistically identical to a bone golem, which attacks. If not destroyed, the proto-golem falls apart after 10 rounds.	The results of your failure congeal into a humanoid form. This congealed form is statistically identical to an amber golem, which attacks. If not destroyed, the proto-golem falls apart after 8 hours.	The results of your failure congeal into a humanoid form. This congealed form is statistically identical to a bronze golem, which attacks. If not destroyed, the proto-golem falls apart after 1 month.
2	You now find it impossible to perform alchemy without specific ingredients that cause a side effect. Roll 1d10 on the Spell Signature sub-table. Only a wish or miracle can remove the effect.	You now find it impossible to perform alchemy without specific ingredients that cause a troublesome side effect. Roll 1d10+5 on the Spell Signature sub-table. Only a wish or miracle can remove the effect.	You now find it impossible to perform alchemy without specific ingredients that cause a disgusting side effect. Roll 1d10+10 on the Spell Signature sub-table. Only a wish or miracle can remove the effect.
3	The failure of your ceremony gives you a nervous breakdown. You go insane for one day per level of the ceremony.	Your failure teaches you unthinkable truths. You go insane for one week per level of the ceremony.	Between the fumes and the failure, your mind is broken. You go permanently insane. Only a wish or miracle can cure you.
4	The stress is suddenly too much for you. You must save vs Spells or become feeble-minded. A dispel magic from a 9th+ level caster can remove the effect.	The fumes and the stress are all suddenly too much for you. You must save vs Spells at -4 or become feeble-minded. A dispel magic from a 12th+ level caster can remove the effect.	The fumes, the stress, and the long hours are all suddenly too much for you. You become feeble-minded with no saving throw. Only a wish or miracle can remove the effect.
5	The compounds you experimented with leave you mutated. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The dangerous compounds you experimented with leave you gravely mutated. Roll 2d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The grossly unsafe compounds you experimented with leave you horribly mutated. Roll 1d10+10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.
6	A chemical explosion causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. Restore life and limb can heal this wound.	A chemical conflagration causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a regeneration, resurrection, wish, or miracle can heal this wound.	A chemical inferno causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a wish or miracle can heal this wound.
7	You have exposed yourself to toxic substances. You gain 2d6 additional Toxicity. If this causes you to change alignment or gain a weakness, you must save vs Poison at +4 or die due to the shock to your system.	You have exposed yourself to extremely toxic substances. You gain 4d6 additional Toxicity. If this causes you to change alignment or gain a weakness, you must save vs Poison at +2 or die due to the shock to your system.	You have exposed yourself to incredibly toxic substances. You gain 8d6 additional Toxicity. If this causes you to change alignment or gain a weakness, you must save vs Poison or die due to the shock to your system.
8	An accident destroys your ceremonial implements. You and all characters within 5' must save vs Blast or take 2d6 damage from the explosion.	An accident destroys your ceremonial implements. You and all characters within 10' must save vs Blast or take 4d6 damage from the explosion.	An accident destroys your ceremonial implements. You and all characters within 20' must save vs Blast or take 8d6 damage from the explosion.
9	Inhaling toxic fumes takes its toll on your body. You lose 1 point of Constitution.	That potion did not work out the way you wanted it to. You lose 1d3 points of Constitution.	Maybe you should stop drinking mercury. You lose 1d4+1 points of Constitution.
10	You accidentally release a gasp of deadly fumes. You die in one turn unless you save vs Poison.	You create a deadly contact poison that denatures upon use, then spill it on yourself. You die immediately unless you save vs Poison.	You accidentally inject yourself with a concoction that tries to turn your blood into acid. You are disintegrated unless you save vs Poison.

GNOMISH ALCHEMY SPELL LIST (SPELLS IN BOLD ARE NEW SPELLS.)

TOXIC SPELLS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
Cause Fear	Charm Animal	Anti-Magic Treatment	Charm Monster	Bath of the Goddess	Anti-Magic Shell
Charm Person	Conjure Imp	Augury	Command Plants	Conjure Elemental	Conjure Fiend
Command Word	Dark Whisper	Command Animals	Conjure Dybbuk	Contact Other Sphere	Control Plants
Conjure Cacodemon Spawn	Drain Life	Command Person	Control Animals	Curse of Swine	Drain Life III
Counterspell	Enthrall	Conjure Hellion	Control Undead	Divination	Geas
Ensorcellement	ESP	Infuriate Crowd	Drain Life II	Feeblemind	Globe of Invulnerability
Frighten Beasts	Illusory Interior	Inspire Awe	Fear	Forgetfulness	Home Ward
Hypnotism	Infuriate Beast	Inspire Horror	Iron Maiden	Mirage	Reincarnation
Incite Madness	Mirror Image	Nondetection	Massmorph	Panic	Remove Geas
Infuriate Person	Phantasmal Force	Remove Curse	Minor Globe of Invulnerability	Sorcerous Blast	Restore Semblance of Life
Putrefy Food and Water	Speak with Animals	Skinchange	Spectral Force	Spirit Walk	Spellwarded Zone
Slicing Blow	Summon Insect Swarm	Sorcerous Bolt	Spellward Other	Strength of Mind	Subjugating Elixir*
Summon Manes	Undetectable Charm	Spellward	Voice of Command	Summon Hell Hounds	Transform Other
Unseen Servant	Voice of Persuasion	Sphere of Visibility	Wizard Eye	Weakness of Mind	Transform Self

TRADITION	DESCRIPTION	HISTORICAL INSPIRATION	CLASSES
Alchemical	Wise proto-scientists who carefully measure specific ingredients to create magic	Tao chiao, rasayana, hermetic alchemy, al-kīmīyā, Renaissance alchemy	Gnomish Alchemist

TRADITION	IMPLEMENTS
Alchemical	Alembic, aludel, crucible, mortar and pestle, retort, various rocks and metals, bits of glass, inorganic liquids, experiment book, flasks, vials, and funnels

NEW SPELLS

Acceleration Elixir

Range: Touch

Gnomish Alchemy 3 (Safe),
Eldritch 3 (Grey)

Duration: Special

The caster pours an elixir onto a creature or object within their reach. An unwilling creature is not affected.

If the elixir is poured onto a willing creature, the target's movement rate and attack routine is accelerated. They move at double their normal movement speed, and they may make twice their normal attacks each round. Spellcasting is not accelerated, nor is the use of magic items such as wands. Multiple haste or speed effects do not stack—use only the most powerful effect. If applied to a creature, the effect of the elixir lasts six rounds.

If the elixir is applied to an object instead, the object may be pushed along the ground at a rate of 20' per round as if it were weightless. The object must weigh 2 stone per caster level or less to be treated as fully weightless. If it weighs more than that, it is treated as if its weight was reduced by 2 stone per caster level, for these specific purposes. The object may travel along the ground at the same rate regardless of the terrain, so long as the terrain is sufficiently stable for it to maintain contact with the ground. For the purpose of any kind of movement other than this (including falling, if it is pushed over a chasm or similar feature), the object is treated as its normal weight. If applied to an object, the effect of the elixir lasts for 1 turn per level of the gnomish alchemist.

Aggregate Elemental Mass

Range: 10'

Gnomish Alchemy 5 (Tolerable),
Eldritch 5 (Grey)

Duration: Until dismissed

By means of this spell, the caster is able to give form and power to an existing mass of elemental matter. The caster may summon forth an 18 HD elemental of earth, air, fire, or water, but each elemental may only be summoned from an appropriate mass of their element.

NEW SPELLS

TOLERABLE SPELLS					
1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
Bane-rune	Alter Self	Bestow Curse	Animate Dead	Aggregate Elemental Mass	Call of the Giant Eagle
Call of the Wolf	Blindness	Brazen Bull	Call of the Galloping Herd	Angelic Aura	Call of the Leviathan
Cause Light Wounds	Bloody Flux	Call of the Wild Bear	Cause Serious Wounds	Blood Boil	Clairaudience, Greater
Chameleon	Call of the Wolf Pack	Cause Disease	Death Ward	Call of the Ancient Tusk	Clairvoyance, Greater
Choking Grip	Cause Moderate Wounds	Cause Major Wounds	Endless Slumber	Call of the Great Cats	Cloud of Poison
Destroy Dead	Deathless Minion	Choking Cloud	Flesh to Ashes	Cause Critical Wounds	Control Weather
Detect Evil	Detect Charm	Clairaudience	Giant Strength	Circle of Agony	Death Cloud
Detect Good	Detect Invisible	Clairvoyance	Growth of Plants	Cone of Paralysis	Death Spell
Jump	Hold Person	Dismember	Guise Self	Filet and Serve	Debilitating Gas
Locate Animal or Plant	Holy Chant	Enervate	Hold Monster	Flay the Slain	Detect Ritual Magic
Magic Mouth	Locate Object	Eyes of the Eagle	Inaudibility	Guise Other	Devastating Tincture*
Pass Without Trace	Necromantic Potence	Gaseous Form	Infravision	Inflict Lycanthropy	Disintegrate
Remove Fear	Noiselessness	Growth	Invisibility	Lay of the Land	Find Place of Power
Silent Step	Ogre Power	Growth of Animals	Paralyzing Gas	Locate Haunting	Locate Distant Object
Slumber	Righteous Wrath	Hypnotic Pattern	Poison	Summon Weather	Necromantic Invulnerability
Spider Climb	Snake Charm	Paralyze	Scry	True Seeing	Reflesh of the Bones
Unliving Puppet	Speak with Animals	Water Breathing	Smite Undead	Turn to Dust	Starfall
Ventriloquism	Swimming	Speak with Dead	Speak with Plants	Winged Flight	Trollblood

Summoning an earth elemental requires the caster to be standing firmly upon, at minimum, a 20' radius of unworked earth or stone. Summoning a fire elemental requires that they be within 10' of a bonfire or other large source of fire. Summoning an air elemental requires that they be outdoors, and that there be at least a slight breeze; stagnant air cannot be used to summon an air elemental. Finally, summoning a water elemental requires that they be within 10' of a body of water covering a minimum of 500 square feet to a depth of at least one foot.

The elemental summoned will resent being given tasks, and only by constantly mixing a concoction of potions and powders can the caster retain reliable control. The caster may dismiss the elemental to its native plane at will, doing so on their initiative. If the caster loses concentration, the elemental will still grudgingly obey the caster, but will seek to pervert or otherwise misinterpret its instructions. The elemental will remain until dismissed or slain. A caster may have only one elemental summoned by this spell at a time.

Alchemist's Discernment

Range: Touch

Gnomish Alchemy 1 (Safe),
Eldritch 1 (White)

Duration: One round
per level

The caster applies an alchemical concoction to one creature, object, or small area (up to a 5' square) they can reach. The target then glows for one round per level, in a color dependent on what the spell detects.

If the target is magical, the glow is red.

If the target is poisonous, the glow is yellow.

If the target is trapped, the glow is blue.

If the target is any combination of these, the glow will be a secondary color based on the merger of the two (orange, purple, or green, as appropriate), or black if it is all three.

SAFE SPELLS					
1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
Alchemist's Discernment	Burning Sparks	Acceleration Elixir	Armor-Melting Powder	Cone of Frost	Arrows of the Sun
Blade-Melter Oil	Circling Winds	Battering Ram	Crafting	Control Winds	Capsizing Wave
Blinding Flash	Continual Illumination	Cure Blindness	Cure Serious Wounds	Cure Critical Wounds	Corrosion Bomb
Delay Disease	Cure Moderate Wounds	Cure Disease	Gusting Gale	Delay Death	Efficacious Remedy*
Display of Power	Earth's Excrescence	Cure Major Wounds	Immunity to Acid	Force of Impetus	Elixir of Sovereignty*
Hold Portal	Find Traps	Earth's Maw	Immunity to Cold	Haste	Ice Storm
Ice Floe	Fragmentation Bomb	Eldritch Protection	Immunity to Electricity	Healing Circle	Inferno
Illumination	Gentle Repose	Fangs of the Earth	Immunity to Fire	Ice Sheet	Lower Water
Kindle Flame	Knock	Fire Bomb	Levitate	Inferno Bomb	Move Earth
Predict Weather	Resist Acid	Glitterdust	Neutralize Poison	Phoenix Aura	Protection from Blast, Sustained
Purify Food and Water	Resist Cold	Glyph of Warding	Protection from Good, Sustained	Pillar of Fire	Stone to Flesh
Salving Rest	Resist Electricity	Lightning Bottle	Safe Travels	Protection from Blast	Sunder Structure
Sharpness	Resist Fire	Noxious Cloud	Vigor	Protection from Normal Weapons	Thunderbolt
Sling Stone	Ring of Fire	Protection from Normal Missiles	Water Walking	Scouring Zephyr	Torpor
Slipperiness	Shrouding Fog	Rain of Vitriol	Weave Fire	Transmute Rock to Mud	Weave Metal
Smoke Bomb	Vitriolic Infusion	Striking	Weave Water	Tremor	
Thunderclap	Warp Wood	Glyph of Warding	Weave Wood	Weave Stone	
Trance	Wave of Earth	Slag Armor			

Anti-Magic Treatment

Range: Touch

Gnomish Alchemy 3 (Toxic),
Eldritch 3 (White)

Duration: 5 rounds

The caster applies an alchemical concoction to a creature they can reach. The creature is affected as if by a targeted dispel magic. In addition, they are protected against magic for the next five rounds, preventing any spell or spell-like effect from entering or leaving a one inch radius around them. Spell-like effects are any magical effect which duplicates a spell, or is resisted with a saving throw versus Spells or Staffs and Wands (but excluding effects that do not duplicate a spell and are resisted with saving throws versus Poison, Breath, Paralysis, or Petrification.) Practically, this will block any spell or spell-like effect from affecting them, and will prevent any spells or spell-like effects they cast from affecting anyone but themselves. Spells or spell-like effects they cast with a range of Self, or a range of Touch that they cast on themselves, will function normally.

This spell requires the caster to make an attack throw to touch an unwilling target, who may make a saving throw versus Spells to negate the effect if touched.

Armor-Melting Powder

Range: 30'

Gnomish Alchemy 4 (Safe),
Eldritch 4 (Grey)Duration: One round
per level

The caster throws an alchemical concoction at a target within 30', requiring an attack throw. On a successful attack throw, the target is directly struck. If the attack fails, the concoction lands near the target, potentially causing harm anyway.

Creatures within 5' of the target (including the target, if not directly struck), must save versus Blast. On a success, they are unaffected. On a failure, their armor instantly heats up red-hot. Their armor's AC is reduced by one point, they take 1d6 points of fire damage, and they can take no action other than attempting to remove their armor. The armor cools after one round, allowing them to take actions again (though the AC reduction is permanent). A target

directly struck receives no saving throw and suffers the effects again (another -1 to AC and another 1d6 fire damage, and not allowed to take any actions other than attempting to remove their armor) each round on the caster's turn, for a total of one round per level of the caster. Armor reduced to 0 AC is destroyed. If the armor is magical, the wearer may make a save versus Blast, adding its magical modifier as a bonus; with a successful save, the AC remains at 1, but the spell does not end until its duration expires or it is dispelled. A creature wearing the magical armor continues to take 1d6 fire damage per round until the armor is removed or destroyed. Creatures made of metal, such as a living iron statue or an iron golem, have their AC reduced (to a minimum of 0) and suffer damage as normal, but are not destroyed upon reaching 0 AC and do not have their actions restricted by this spell.

Blade-Melter Oil Range: 15'
Gnomish Alchemy 1 (Safe), Duration: Instantaneous
Eldritch 1 (Grey)

The caster throws an alchemical concoction at a target within 15', requiring an attack throw. If the attack throw is successful, the target is directly struck. If the attack misses, the concoction lands near the target.

Creatures within 5' of the target (including the target, if the target is not directly struck) must save versus Blast. On a failure, one held weapon or shield (determine randomly) per creature is destroyed. Wielders of magical weapons or shields may add their magical bonus as a bonus to the saving throw. If the target is directly struck, the caster may choose one sunderable object that the target holds to be destroyed. No saving throw is permitted for a non-magical weapon directly struck; for a magical weapon, the wielder may make a saving throw versus Death with a -4 penalty, but adding the weapon's magical bonus as a bonus.

Corrosion Bomb Range: 60'
Gnomish Alchemy 6 (Safe), Duration: Until target
Eldritch 6 (Grey) makes save

The caster hurls a horrifying acid bomb at a target within 60', requiring an attack throw. If the attack throw is successful, the target is directly struck. If the attack misses, the bomb lands near the target.

A target directly struck suffers 10d8 points of acid damage. They may make a saving throw versus Blast; if they succeed, they suffer only half damage. Anyone within 10' of the target (including the target, if they were not directly struck), must make a saving throw versus Blast. On a failure, they suffer 4d8 points of acid damage; on a success, they are unharmed.

Any creature that failed a saving throw against this spell is covered with clinging acid, suffering 4d8 points of acid damage each round. They may make an additional saving throw vs Blast each round, and will continue taking damage until they succeed. The acid may be dispelled, but otherwise lasts until the target makes a successful saving throw, regardless of what mundane measures may be taken.

Choking Cloud Range: 60'
Gnomish Alchemy 3 (Tolerable), Duration: 1 turn
Eldritch 3 (Grey)

The caster throws a bomb to a point within 60'. The bomb releases a cloud of thick, choking yellow smoke 10' in radius. The smoke is impermeable to vision but permeable to light; creatures cannot see in or out of it, but are not blinded while inside it. The bomb may be thrown such that creatures are inside the cloud as it forms.

Living creatures in the cloud as it forms, or who enter the cloud or begin their initiative inside it, must save versus Poison (but no more than one saving throw per round is required). On a failure, they begin choking, and may not attack, cast spells, move, or speak, but they may still defend themselves. A creature that has failed a saving throw continues choking until they are no longer in the cloud, at which point they recover.

The cloud lasts for 1 turn, or until dispelled or dispersed by a strong wind. A disintegrate spell will immediately destroy the cloud.

Death Cloud Range: 10'
Gnomish Alchemy 6 (Tolerable), Duration: 1 turn
Eldritch 6 (Black)

The caster uncorks a heavy, foul concoction and throws it to a point on the ground within 10'. The concoction belches out a cloud of putrid vapors, forming a sphere 10' in radius around the selected point. (Note that the caster is not immune to their own cloud, and should probably throw it to the maximum range so as not to be inside the cloud when it forms.) Any creature that enters the cloud or begins its initiative inside it must save versus Death or die. On a successful saving throw, they are unaffected, though this does not confer immunity to the cloud, only survival thus far.

The cloud is opaque, and impermeable to vision and light. It offers no impediment to movement or actions (other than killing creatures). It is affected by physical and magical effects as if it were smoke. The cloud may be dispelled, and a disintegrate spell will end the effect immediately. In addition, due to the negative energies drawn upon in its formula, the cloud can be turned by a cleric as if it were an infernal. If successfully turned, the cloud turns pale and ghostly, and all of its effects are suppressed for 1d4 rounds. If turned with a 'D' result, the cloud is dispelled. If not dispelled or dispersed, the cloud will persist for 1 turn.

Debilitating Gas Range: 60'
Gnomish Alchemy 6 (Tolerable), Duration: 1 turn
Eldritch 6 (Grey)

The caster throws a gas bomb to a point within 60'. The bomb releases a quickly-dispersing cloud of gas. All living creatures within a 10' radius of the selected point must save vs Paralysis; on a failure, they are paralyzed for 12 rounds. A paralyzed creature is aware and may breathe normally, but may take no actions of any kind, including speech, and are helpless and unable to defend themselves. Nonintelligent creatures do not realize that they

should hold their breath while the gas expands, and receive no saving throw.

The gas disperses harmlessly after a few seconds, and causes no harm to anyone who was not within the area at the time it was expelled.

Efficacious Remedy* Range: Touch
Gnomish Alchemy 6 (Tolerable), Duration: Instantaneous
Eldritch 6 (White)

The caster applies an alchemical concoction to a creature within their reach. If applied to an undead creature, the undead is affected as per the reverse of this spell. If applied to a living creature, the efficacious remedy instantly restores all hit points.

Reversed, this spell is **devastating tincture**. An attack throw is required to touch an unwilling target with the tincture. If the attack throw is successful, the target loses all but 1 hit point per hit die, with no saving throw. An undead creature is instead affected by devastating tincture as if it were efficacious remedy.

Fire Bomb Range: 60'
Gnomish Alchemy 3 (Safe), Duration: Instantaneous
Eldritch 3 (Grey)

The caster throws an incendiary bomb at a target within 60'. An attack throw is required; if the attack throw succeeds, the target is directly hit. If it misses, the bomb lands near the target, potentially injuring them regardless.

Creatures within a 10' radius of the target (including the target, if they are not directly struck) must save versus Blast or take 4d6 fire damage. If the target is directly struck, they instead take 1d6 points of fire damage per level of the caster, to a maximum of 6d6 points of fire damage, with no saving throw allowed, and any flammable items they are wearing are ignited. If they are on fire, they suffer 1d8 points of damage each round until the fire goes out; it requires one full round of rolling on the ground or immersion in water to extinguish the flames. Unless the object ignited is exceptionally large, the flames will burn out naturally in 1d4+1 rounds.

Fragmentation Bomb Range: 60'
Gnomish Alchemy 2 (Safe), Duration: Instantaneous
Eldritch 2 (Grey)

The caster throws an explosive bomb at a target within 60'. An attack throw is required; if the attack throw succeeds, the target is directly hit. If it misses, the bomb lands near the target, potentially injuring them regardless.

A target who is directly struck suffers 6d4 points of damage, with no saving throw allowed. Creatures within a 10' radius of the target (including the target, if they are not directly struck) must save

versus Blast or take 4d4 damage, or no damage on a successful saving throw.

Inferno Bomb Range: 60'
Gnomish Alchemy 5 (Safe), Duration: One round
Eldritch 5 (Grey) per level

The gnomish alchemist throws an incendiary device at a target within 60'. An attack throw is required to hit the target; on a hit, the target is directly struck. On a miss, the device lands near the target, possibly harming them regardless.

The device explodes in a blast of flame upon landing. A target who is directly struck suffers 1d10 fire damage per level of the gnomish alchemist, with no saving throw permitted. Anyone within 5' of the target (including the target, if they were not directly struck), must make a saving throw versus Blast, suffering 4d10 fire damage on a failure or no damage on a success.

In addition, the flame continues to burn in the affected area for 1 round per level of the gnomish alchemist. Any creature entering or beginning their initiative inside the affected area must save versus Blast, suffering 1d10 fire damage on a failure (and no damage on a success).

Lightning Bottle Range: 0'
Gnomish Alchemy 3 (Safe), Duration: Concentration,
Eldritch 3 (Grey) up to 1 round per level

The caster jams some reagents into a bottle and gives it a good shake. The bottle can then be used to fire lightning bolts.

The bolts affect an area 60' long and 5' wide, beginning from the gnomish alchemist. The caster may release one such bolt immediately upon casting, and once each round on their initiative so long as they maintain their concentration, to a maximum duration of one round per level. Bolts released from the lightning bottle deal 5d6 damage; creatures in the area may save versus Blast for half damage.

When the spell ends, so too does any magic imparted to the bottle by this spell.

Paralyzing Gas Range: 60'
Gnomish Alchemy 4 (Tolerable), Duration: 12 rounds
Eldritch 4 (Grey)

The gnomish alchemist throws a gas bomb to a point within 60'. The bomb releases a quickly-dispersing cloud of gas. Humanoids within a 10' radius of the selected point must save versus Paralysis; on a failure, they are paralyzed for 12 rounds. A paralyzed creature is aware and may breathe normally, but may take no actions of any kind, including speech, and are helpless and unable to defend themselves.

The gas disperses harmlessly after a few seconds, and causes no harm to anyone who was not within the area at the time it was expelled.

Smoke Bomb

Range: 30'

Gnomish Alchemy 1 (Safe),
Eldritch 1 (Grey)

Duration: 1 turn

The caster throws a smoke bomb to a point of their choice within 30'. The smoke bomb expands into a cloud of opaque smoke, creating a sphere five feet in radius that is impermeable to vision and light. The smoke may be created on top of creatures if the alchemist so desires. The smoke offers no impediment to movement or actions, except those that would rely on vision.

The smoke lasts for 1 turn, or until dispelled or dispersed by a strong wind. A disintegrate spell will destroy it instantly.

Subjugating Elixir*

Range: 0'

Gnomish Alchemy 6 (Toxic),
Eldritch 6 (Black)

Duration: Permanent

This spell allows the caster to create a most potent elixir. Any creature affected by the elixir will be completely subservient to the caster. The effect of the elixir will last forever, unless it is dispelled. When the caster is present, the subject will respond to their orders and do whatever is commanded of it. If the caster and the subject cannot communicate due to a language barrier or other reason, the subject will act in the interest of the caster to serve and protect as best they can. Even if the caster attacks the subject or their friends, the subject will not take hostile actions against the caster.

When the caster is not present, the subject will be confused and passive. It will be capable of carrying out routine activities, but cannot cast spells or use magic items or make complex decisions. Characters familiar with the subject before their subjugation will be able to tell that something is amiss, although they may not recognize the exact effect without the use of magical aids.

In order to be affected by the subjugating elixir, a creature must willingly consume the entire prepared elixir (approximately eight ounces of liquid). The exact flavor of the elixir will vary based on the alchemist's spell signature, but it will taste foul. It may be hidden in food or drink, or its nature may otherwise be concealed from the target, but it will not function if forced down their throat or otherwise fed to them unwillingly. It will have no effect if consumption is split between multiple creatures. If these conditions are met, no saving throw is permitted; if they are not met, the elixir has no effect. The elixir, once prepared, will last indefinitely or until it is dispelled, but a caster may have only one such elixir prepared by this spell or its reverse at one time.

The reverse of this spell, **elixir of sovereignty**, also creates an elixir that can be applied normally (i.e. it may be ingested or applied externally) to any creature that the caster can reach. This elixir immediately ends any charm, command, or enslavement effects on the targeted creature (including the effect of the Subjugating Elixir). The created elixir lasts indefinitely, or until it is dispelled, or until it is no longer being carried by a living creature. It does not

need to be carried in-hand; being carried in a pocket or belt pouch or bag is sufficiently close to a living creature for the elixir to retain its properties. However, if it is set down or away for more than one round, it will lose its efficacy. In addition, a caster may have only one elixir prepared by this spell or its reverse at one time.

SECRETS OF GNOMISH ALCHEMY

CLASS BUILD

Gnome 4 (Gnomish Alchemy [Eldritch Ceremonial] instead of Arcane), Fighting 1, HD 1

Gnome 4 costs 1975, minus 1250 for Arcane 2, plus 500 for Ceremonial 2 = 1,225

Plus 500 for fighting 1 + 500 for HD 1 = 2,225

This class uses the Fighter progression. This means that this class has the fighter saving throw progression and gains 2 hp per level after 8. The only stronghold they qualify for is a gnome vault. Because they have the fighter class progression, their prime requisite is Con. Being a gnome makes them require Int 9 as well. Wis is added as an additional prime requisite.

In the rules as written, zero points in Ceremonial means that they don't get the class powers from it, either. Since the powers come from shaded magic, though, and that's innately part of the spellcasting, I am going to give them the two powers anyway. This is a very complicated interpretation and may or may not be correct, but I feel it is in keeping with the spirit of the rules.

Similarly, in the rules as written, Wis is not a prime requisite for them, because they don't actually have ceremonial points. I have added it anyway, in the same vein that the gnomish trickster had Cha added, both as a reminder to players that Wis is still important for this class (they cast ceremonies like anyone else) and for flavor reasons.

POWERS:

Fighting 1b: Broad weapons, Narrow armor. Trade weapons down to Narrow (2 powers). Trade away one fighting style; may not dual-wield, may still use shield. Weapons chosen: arbalest, war hammer, short sword, short bow, dagger, crossbow.

Gnome powers: Nose for Potions, Gnome Tongues, Infravision, Resistance to Illusions

Speak with Animals at will, faerie fire 1/hour, ventriloquism 1/hour

Mirror image 1/8 hours, phantasmal force 1/8 hours

May use fighter magic items.

May use mage magic items.

Innate illusion mastery.

Powers Purchased (5 powers available: 2 from shaded magic, 3 from fighting tradeoffs)

Alchemy 2 (2 powers)



Prestidigitation (1 power)

Deadly additive (1 power, technically actually gained at first level but they have nothing to power it with until 2nd)

Hearty Constitution (Divine Blessing) (+2 to all saves, thanks to their hardiness, inherited from their dwarven ancestors) (1 power)

SPELL BUILDS

NEW SPELL BUILD EFFECTS

Enchantment – Target 10' radius sphere – x3

Enchantment – Effect does not begin until triggered – x2.75

Enchantment – Target must trigger effect on themselves – x0.5

Enchantment – Effect or suspended effect ends early if target object is dropped – x0.75

Healing – Restore target to full HP/Target loses all but 1 HP per HD – 60

Movement – Move target horizontally 20' per round – 10

Protection – Duration 5 rounds – x0.7

Wall – Causes choking/vomiting on creatures that pass through - 15

Wall – Range 10' – x0.5

Wall – Thickness 5' thick – x1.5

Acceleration Elixir – Movement. Haste effect – Target's movement rate doubled (5), target's attacks doubled (20), target one willing creature or object (x1), range touch (x1), duration one turn per

level (x1), targets only creatures (x0.8) – subtotal 20 plus object movement effect can move object 20' horizontally per round (10), eldritch spell allowing movement of objects (x2), target 1 willing creature or object (x1), targets objects only (x0.8), range touch x1, duration 6 rounds (x0.6), target must weigh 2 stone per caster level or less (x0.8), subtotal 7.68, total 27.68

Aggregate Elemental Mass – Summoning. Summon a creature (65), target may have up to 18 HD (x1.33), restricted to certain monsters – elementals (x0.7), summoned creature passively hostile (x0.8), caster must concentrate to control creature (x0.5), spell draws on specific environmental power source (x0.67), duration until dismissed (x2.5), may be dismissed at will (x1.1), 10' range (x1), total 44.60

Alchemist's Discernment – Detection. Detect magic (10), detect poison (10), detect trap (20), range 0' (x0.5), one small area/creature/object in range (x0.7), one round per level (x0.25), total 3.5

Anti-Magic Treatment – Protection. Dispel effect – Ward vs magic (25), range 0' (x1), target 1 creature (x1), instantaneous (x0.5), subtotal 12.5 plus anti-magic effect – Ward vs magic (25), range 0' (x1), target 1 creature (x1), duration 5 rounds (x0.7), subtotal 17.5, total 30

Armor-Melting Powder – Blast. For targets directly hit – Destroys sunderable object (20), targets only objects (x0.67), subtotal 13.4 plus 1d6 damage per level (27) max 1d (x0.1), subtotal 2.7 plus nausea-inducing (10) subtotal 10. Modifiers to all of these subtotals – Spell draws on specific environmental power source (x0.67), attack throw required (x0.35), target 1 creature (x1), elemental fire (x1), range 30' (x0.6), duration 1 round per level (x4), eldritch

(x1.5), directly struck subtotal 22.03. Plus area of effect – destroys sunderable object (20), targets only objects (x0.67) subtotal 13.4 plus 1d6 damage per level (27) max of 1d (x0.1) subtotal 2.7 plus nausea-inducing (10) subtotal 10. Modifiers to all of these subtotals – targets 5' radius around target (x1.5), spell draws on specific environmental power source (x0.67), range 30' (x0.6), save negates (x0.5), duration 1 round (x1.1), eldritch (x1.5), AoE subtotal 12.98, total 35.01

Blade-Melter Oil – Blast. For targets directly hit – Destroys sunderable object (20), targets only objects (x0.67), attack throw required (x0.35), range 15' (x0.5), eldritch (x1.5) subtotal 3.5 plus AoE effect – Destroys sunderable object (20), affects 5' radius around target (x1.5), save negates (x0.5), range 15' (x0.5), eldritch (x1.5) subtotal 11.25, total 14.75. This spell benefited from a minor breakthrough (+1/2 spell level).

Corrosion Bomb – Blast. For targets directly hit – 1d8 damage per level (35), max 10d (x1), attack throw required (x0.35), save for half (x0.75), eldritch (x1.5), range 60' (x0.7), subtotal 9.65 plus AoE effect – 1d8 damage per level (35), max 4d (x0.5), 10' radius around target (x2.25), save negates (x0.5), range 60' (x0.7), eldritch (x1.5), subtotal 20.67, plus damage over time effect – 1d8 damage per level (35), max 4d (x0.5), duration until target saves (x3), save negates (x0.5), range 60' (x0.7), eldritch (x1.5), subtotal 27.56, total 57.88

Choking Cloud – Wall. Causes choking/vomiting on creatures that pass through (15), impermeable to vision (5), only targets living creatures (x0.9), 1200 square feet (10' radius sphere) (x1.5), 10' thick (x2), affected as smoke (x0.9), always a sphere (x0.75), range 30' (x0.6), duration 1 turn (x0.75), may be evoked where creatures/objects already are (x2), save negates (x0.5), eldritch (x1.5), total 24.6

Death Cloud – Wall. Causes death on creatures that pass through (85), impermeable to vision and light (10), affected as smoke (x0.9), must always be a sphere (x0.75), range 10' (x0.5), duration 1 turn (x0.75), 1200 square feet (10' radius sphere)(x1.5), 10' thick (x2), may be evoked where creatures/objects already are (x2), save negates (x0.5), must always be on contact with ground (x0.75), affected as undead by turn undead (x0.75), eldritch (x1.5), total 60.86, rounded down to remain 6th level

Debilitating Gas – Enchantment. Target held for duration of spell (36), 10' radius sphere (x3), duration 12 rounds (x1.15), range 60' (x1), only target living creatures (x0.75), save negates (intelligent creatures only) (x0.6), total 55.89

Efficacious Remedy – Healing. Restore target to full HP (60), target 1 creature (x1), range touch (x1), duration instantaneous (x1), no saving throw (x1), attack throw required (x1), total 60

Devastating Tincture – Healing. Target loses all but 1 HP per HD (60), target 1 creature (x1), range touch (x1), duration instantaneous (x1), no saving throw (x1), attack throw required (x1), total 60

Fire Bomb – Blast. For targets directly hit – Ignites flammable object (10), range 60' (x0.7), attack throw required (x0.35), eldritch (x1.5) subtotal 3.68 plus 1d6 damage per level (27), maximum 6d (x0.8), range 60' (x0.7), attack throw required (x0.35), eldritch (x1.5), subtotal 7.94. Plus AoE effect – 1d6 damage per level (27), max 4d (x0.5), 10' radius around target (x2.25), save negates (x0.5), eldritch (x1.5), subtotal 22.78, total 34.40

Fragmentation Bomb – Blast. For targets directly hit – 2d4 damage per level (44), maximum 3d (x0.33), range 60' (x0.7), attack throw required (x0.35), target 1 creature (x1), eldritch (x1.5), subtotal 5.34 plus AoE effect – 2d4 damage per level (44), max 2d (x0.25), range 60' (x0.7), target 10' radius around target (x2.25), save negates (x0.5), eldritch (x1.5), subtotal 12.99, total 18.34

Inferno Bomb – Blast. For targets directly hit – 1d10 damage per level (44), attack throw required (x0.35), range 60' (x0.7), target 1 creature (x1), eldritch (x1.5), subtotal 16.17 plus AoE effect – 1d10 damage per level (44), max 4d (x0.5), 5' radius around target (x1.5), range 60' (x0.7), save negates (x0.5), eldritch (x1.5), subtotal 17.33, plus lingering effect – 1d10 damage per level (44), max 1d (x0.1), 10' diameter sphere (x1.25), range 60' (x0.7), save negates (x0.5), duration 1 round per level (x4), eldritch (x1.5), subtotal 11.55, total 45.05

Lightning Bottle – Blast. 1d6 damage per level (27), max 5d (x0.7), range 0' (x0.4), duration concentration up to 1 round per level (x2), target 60' long by 5' wide line (x1.75), save for half (x0.75), eldritch (x1.5), total 29.77

Paralyzing Gas – Enchantment. Target held for duration of spell (36), target 10' radius sphere (x3), duration 12 rounds (x1.15), range 60' (x1), only targets humanoids (x0.5), save negates (x0.5), total 31.05

Smoke Bomb – Wall. Impermeable to vision and light (10), affected as smoke (x0.9), must always be a sphere (x0.75), range 30' (x0.6), duration 1 turn (x0.75), may be evoked where creatures already are (x2), 500 square feet (5' radius sphere) (x0.75), 5' thick (x1.5), eldritch (x1.5), total 10.25 (rounded down to 10)

Subjugating Elixir – Enchantment. Target commanded for duration of spell (60), effect does not begin until triggered (x2.75), target 1 creature of any HD (x1.1), only targets living creatures (x0.75), range 0' (x0.4), duration indefinite (x2.2), no saving throw permitted (x1), target must trigger effect on themselves (x0.5), total 59.90

Elixir of Sovereignty – Protection. Invulnerability to specific spell effect: charm (25), invulnerability to specific spell effect: command (25), effect does not begin until triggered (x2.75), instantaneous (x0.5), target 1 creature (x1), range 0' (x1), beneficial effect (x1), suspended effect ends early if object is dropped (x0.75), total 51.56



4

TERRAN ENGINEERING

WHAT IS TERRAN ENGINEERING?

Like Gnomish Alchemy, Terran engineering is a new kind of ceremonial and eldritch magic. Terran engineers can easily do some things that are horrifying or dangerous for other eldritch spellcasters (including gnomish alchemists), but have difficulty with other things that might be simple for them. Instead of their spells being Black, Grey, or White, they are categorized as Hypothetical, Experimental, or Tested. Only Tested spells can be cast or learned safely! Even Experimental spells carry dangers with them, and Hypothetical spells, which truly test the boundaries of engineering, are even more dangerous. Like gnomish alchemists, Terran engineers do not gain Corruption in the normal way; instead, they gain intellectual apathy as they delve deeper past the frontiers of the science they know and learn the dark secrets of the universe. Their ability to resist this is based on their Intelligence score, rather than their Wisdom score.

Of course, to use Terran engineering, you need a Terran engineer, presented below. In addition to Terran engineering and the Terran engineer, presented below is the Engineering tradition, for use with any kind of ceremonial magic; the Terran engineering spell list; new spells, for use primarily with Terran engineers but usable with any kind of eldritch magic; a new proficiency and a new monster; and, of course, the secrets of Terran engineering, with all of the math and spreadsheets anyone could ever want.

As a Terran engineer might say, magic is just things that science hasn't made boring yet. Engineer your way to victory!

THE TERRAN ENGINEER

Prime Requisites: Int, Wis

Requirements: Int 10

Hit Dice: 1d4

Maximum Level: 13

A hero from another time....

Terran engineers do not belong here. Some of them were testing out experimental warp drives and side-slipped into another dimension. Some were attempting to open a portal to the Sun and found themselves in another world. Some dropped a negative sign in a time-travel equation. Some made no mistakes, but had their work sabotaged by a peer or a jealous acquaintance. Regardless of how they ended up here, they brought their knowledge, their methods, and a few odds and ends of their technological super-science with them.

The secrets of Terran engineering could, in theory, be learned by anyone. Of course, that would require a Terran engineer to teach them, and they are notoriously close-mouthed about their secrets. They have found themselves in a world that knows nothing about them or their ways, yet is endowed with a tradition of secret forces granting power; it is a simple step for Terran engineers to pretend that what they do is magic. They know, of course, that any sufficiently advanced technology is indistinguishable from magic, and that what they do requires no innate talent like magic does.

Or maybe it does. Perhaps their abilities were endowed upon them by whatever mishap brought them here. It would be very difficult to get one to admit that, though.

Whatever the case, Terran engineers are builders of ingenious devices, able to quickly put together a temporary device whenever they need it. They are also skilled in building useful devices that will hold themselves together for longer, as well as highly educated and trained in the ways of science.

Terran engineers are not combat specialists, but they are skilled enough to pass basic tests on a firing range. They may fight with a weapon and shield or may wield a weapon with two hands, but may not dual wield. They advance in attack and saving throws by two points every *four* levels (as a thief). They may cleave once each round per two levels they possess. They are not trained in the wearing of heavy armor, and may wear only leather armor or lighter. They may wield any ranged weapon and any one-handed melee weapon. Terran engineers may use any magic items usable by clerics, as well as any magic items usable by mages.

Terran engineers are taught how to **design, build, and repair ingenious devices**. Their ingenious devices are identical to a dwarven machinist's automatons, and follow all the same rules (PC pages 18-20). Most devices crafted by Terran engineers require an operator; only rarely do they design autonomous creations. Like a machinist, a Terran engineer requires machinist's tools (which they call engineering tools) to make throws to design, build, or repair their ingenious devices.

Beginning at first level (Terran Engineer Student), Terran engineers are able to **learn and jury-rig Terran engineering ceremonies in the engineering tradition**. Though engineers refer to this as jury-rigging, it is identical to performing a ceremony. The engineer's selection of ceremonies is restricted to those in the engineer's repertoire. The number and levels of ceremonies that engineers may have in their repertoire is listed on their progression table, but is increased by their Intelligence bonus. More information on ceremonial magic can be found in HFH (page 105). Though Terran engineering is a subset of eldritch magic, the Terran engineer uses a different spell list than other eldritch casters, which can be found below, after the Terran engineering and engineering tradition descriptions (page 35-36). Rather than being classified as Black, Grey, or White, Terran engineering spells are classified as being Hypothetical, Experimental, or Tested, and Terran engineers risk **intellectual apathy** instead of Corruption. See later, Terran Engineering, for more on Terran engineering. Terran engineers may craft trinkets beginning at first level, and talismans beginning at 5th level.

Terran engineers possess a unique method of communication wherein they describe the complicated workings of technology in abstract and recondite terminology. They are able to use their **technological jargon** to communicate with other characters educated in the workings of technology, even if they do not share any common languages. A Terran engineer may use technological jargon to communicate without error with any character who possesses the ability to perform ceremonies in the engineering

TERRAN ENGINEER LEVEL PROGRESSION			TERRAN ENGINEER CEREMONY PROGRESSION							
EXPERIENCE	TITLE	LEVEL	HIT DICE	DEVICE THROW	1	2	3	4	5	6
0	Terran Engineer Student	1	1d4	17+	1	-	-	-	-	-
1,950	Terran Engineer Intern	2	2d4	16+	2	-	-	-	-	-
3,900	Terran Engineer Trainee	3	3d4	15+	2	1	-	-	-	-
7,800	Terran Engineer Junior Grade	4	4d4	14+	2	2	-	-	-	-
15,600	Terran Engineer Third	5	5d4	13+	2	2	1	-	-	-
31,200	Terran Engineer Second	6	6d4	12+	2	2	2	-	-	-
60,000	Terran Engineer	7	7d4	11+	3	2	2	1	-	-
120,000	Terran Engineer Senior	8	8d4	10+	3	3	2	2	-	-
300,000	Terran Engineer Commander	9	9d4	9+	3	3	3	2	1	-
480,000	Terran Engineer Commander (10th)	10	9d4+1*	8+	3	3	3	3	2	-
660,000	Terran Engineer Commander (11th)	11	9d4+2*	7+	4	3	3	3	2	1
840,000	Terran Engineer Commander (12th)	12	9d4+3*	6+	4	4	3	3	3	2
1,020,000	Terran Engineer Chief	13	9d4+4*	5+	4	4	4	3	3	2

**Hit point modifiers from constitution are ignored*

TERRAN ENGINEER ATTACK AND SAVING THROWS						
LEVEL	PETRIF. AND PARALYSIS	POISON AND DEATH	BLAST AND BREATH	STAFFS AND WANDS	SPELLS	ATTACK THROW
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+
13	7+	4+	10+	7+	9+	4+

tradition, or who possesses the ability to design, build, and repair automatons, or who possesses the ability to design and create constructs. Characters with Alien Lore, Engineering or Loremastership proficiencies may understand the engineer's technological jargon with a successful proficiency throw.

Beginning at 5th level (Terran Engineer Third), Terran engineers may brew potions, scribe scrolls, and research ceremonies, and may craft talismans to aid them in performance of ceremonies. Terran engineers may collect and use divine power as clerics to aid them in their magical research.

Also at 5th level, the Terran engineer's training in verifying hypotheses through experimentation becomes relevant to their newfound ability to perform magical research. The character gains a +1 bonus to all magical research throws. In addition, whenever engaging in magic experimentation (PC page 100), the engineer gains an additional +1 bonus to magic research throws. If the engineer experiences a mishap while experimenting, they may roll twice for the mishap and take whichever result they choose.

Beginning at 9th level (Terran Engineer Commander), the Terran engineer may craft permanent magic items of great power, such as rings and staves. Terran engineers of ninth level may also create advanced technological items similar in power to Visitor technology as if they were magical items. Technological items of

a non-consumable nature will require energy crystals as a special component, while consumable technological items will require energy crystals to power them.

Also at 9th level, a Terran engineer may build an **academy of science**. The academy of science will attract 1d6 other stranded Terran engineers willing to serve as interns of 1st-3rd level, as well as 2d6 untrained Terrans seeking to become engineers. Their Intelligence scores will be above average, but many will become discouraged from the rigorous training and quit in 1d6 months. While in the engineer's service, interns must be provided food and lodging, but need not be paid wages. If the engineer builds a dungeon to test devices in, monsters will seek to dwell within it, followed by adventurers to slay them. An engineer's academy of science is identical to a mage's sanctum except as noted here.

Beginning at 11th level, Terran engineers may learn and perform eldritch rituals of 7th, 8th, and 9th level. They may also craft magical constructs and create cross-breeds. If chaotic, they may create or become undead.

A Terran engineer does not begin with ordinary starting equipment. Instead, they have a collection of equipment they have managed to salvage from whatever accident brought them here. At the Judge's discretion, this equipment may vary slightly. One

example of appropriate starting equipment is that possessed by the Terran cosmonaut (BCK page 57).

Like all stranded Terrans, a Terran engineer is a paragon of **rational thought**, gaining a +3 bonus on saving throws versus charms and illusions. A Terran engineer possesses a great deal of **technological familiarity**, able to identify and achieve On-The-Spot understanding (as per BCK page 94) of all unfamiliar technology they may encounter with a throw of 11+. They are particularly experienced with robots and general devices, able to understand such items with a throw of 7+ instead.

TERRAN ENGINEER PROFICIENCY LIST

Alchemy, Alien Lore, Armor Training, Ceremonial Magic, Collegiate Wizardry, Craft, Diplomacy, Endurance, Engineering, Healing, Inventing, Jury-Rigging, Knowledge, Language, Leadership, Loremastery, Magical Engineering, Martial Training, Mechanical Engineering, Military Strategy, Naturalism, Personal Automaton, Personal Talisman, Precise Shooting, Quiet Magic, Siege Engineering, Signaling, Tinkering, Unflappable Casting

TEMPLATE	PYROMANIAC
Proficiencies	Siege Engineering, Personal Automaton*
Starting Equipment	As described above, plus personal flamethrower*

*(The pyromaniac's personal automaton is a backpack-fed flamethrower. Stats: HD 1, requires operator, flame breath 3/day dealing 1d6 damage in a 90' long by 30' wide cone, no movement or attacks otherwise, immune to poison/gas/charm/hold/sleep, AC 0, weight 2.5 stone)

Pyromaniac Template: This pre-generated template represents a Terran engineer who has a true enthusiasm for fire. This template is ready for adventure. However, if your Terran engineer's Int is 13 or higher, you may pick one or more additional general proficiencies before play.

TERRAN ENGINEERING

Like Gnomish Alchemy, Terran engineering is a new kind of eldritch magic. It has the same source factors and spells available, though like gnomish alchemy, they may fall into different categories (differing both from gnomish alchemy and from ordinary eldritch magic). Terran engineers would not call what they do magic, if they were not trying to hide its nature. Whether or not it actually is magic, or merely advanced technology, is left up to the Judge's discretion, to choose whatever fits best for their campaign. Whether or not it is magic, though, it is dangerous to learn too much. Some secrets, once learned, cannot be forgotten, and the formerly idealistic seeker of knowledge can never sleep well again. The more of these secrets the engineer learns, the more intellectual apathy they accrue, and the more they find it difficult to care about the world they live in or its populace.

Like Gnomish Alchemy, Terran engineering is not mechanically restricted to members of the Terran race. It can be used as a class value to reflect any sort of super-science, weird science, or other

such tradition and ability. It has XP costs and abilities identical to Eldritch or Ceremonial value (as appropriate), except as described here.

Instead of spells being Black, Grey, or White, Terran engineering spells are Hypothetical, Experimental, or Tested. Only Tested spells are safe. Learning or casting Hypothetical or Experimental spells risks **intellectual apathy**. Whenever a Hypothetical spell is learned, the Terran engineer gains a number of points of intellectual apathy equal to *twice* the spell's level. Whenever a Terran engineer casts a Hypothetical spell (including creating or recharging a trinket, or creating a talisman that would aid Hypothetical spells; that is, the same circumstances in which Black magic would cause an eldritch caster to gain Corruption), the engineer gains 1 intellectual apathy.

Whenever a Terran engineer learns an Experimental spell, they gain points of intellectual apathy equal to the spell's level. A Terran engineer may safely cast a number of Experimental spells equal to their Intelligence bonus. After that, casting an Experimental spell causes them to gain 1 intellectual apathy. When they recover Stigma, they reset this count, and may safely cast a few Experimental spells again. Again, creating trinkets or talismans and recharging trinkets counts as casting spells for this purpose.

Learning and casting Tested spells never causes a Terran engineer to gain intellectual apathy.

When a Terran engineer has gained points of intellectual apathy equal to their Intelligence score, their alignment shifts one step towards Chaotic, as they become ever more consumed by ennui. When they accumulate twice their Intelligence score in points of intellectual apathy, their alignment shifts a second step towards Chaotic as they are fully consumed by nihilism. For each multiple of their Intelligence score after this (three times, four times, etc.), they gain a corrupting weakness (HFH page 96). If desired, they may choose to gain a corrupting weakness instead of an alignment shift, to represent a one-time experimental error rather than a general consumption by ennui. Except as described here, intellectual apathy functions identically to Corruption for other eldritch spellcasters.

Like eldritch magic categorizing their spells, there is a method to determine whether a spell is Hypothetical, Experimental, or Tested. First check if a spell is Hypothetical. If it meets any of the qualifications for a hypothetical spell, it is Hypothetical. Then check Experimental. If it meets any of the qualifications for an experimental spell, then it is Experimental. If it meets none of the qualifications for either, the spell is Tested.

A spell is Hypothetical if it

- » is nausea-inducing, cloudkill, or otherwise choking, helpless, noxious, etc.
- » deals with undeath, negative energy, or the soul (including restoring life and limb or reincarnation)
- » charms, confuses, feebleminds, or fears target
- » is a Summoning spell of any kind

- » is a Transmogrification spell that can affect an unwilling target, or that offers a complete form change (to a willing or unwilling target)
- » is a Wall spell that is affected by physical or magical effects, except as smoke
- » benefits from a revolutionary breakthrough

A spell is Experimental if it

- » deals lethal damage in any fashion not described above
- » instantly kills target, or withers target, or inflicts mortal wound on target
- » is a Detection spell that can only be performed once per week
- » is any type of Enchantment spell not described above
- » causes the target to become invisible, inaudible, or mirror imaged
- » sends a phantasmal killer against the target
- » is a Movement spell that can affect an unwilling target
- » is a Transmogrification spell capable of affecting undead
- » is a Wall spell affected by physical or magical effects as smoke
- » has an effect directly on magic (such as Counterspell, Dispel Magic, or Spellward), but not simply detecting
- » is a spell benefiting from a minor or major breakthrough

A spell is Tested if it fits none of the qualifications for being Hypothetical or Experimental. If a spell could fall into either category, it is Hypothetical. Note that in some cases, the distinction can be very fine; for example, spells that protect you from magic are Experimental, but spells that detect magic are Tested.

Except as described above, Terran engineering is identical to eldritch magic. Should any rule or effect reference magic or eldritch magic, simply treat Terran engineering as eldritch magic.

THE ENGINEERING TRADITION

The engineering tradition is a new tradition for use with all kinds of ceremonial magic. Engineering ceremonialists rapidly jury-rig devices, tools, and machines to create the effect they desire.

TRADITION	IMPLEMENTS
Engineering	Blueprint book, protractor, abacus, inkwell, quill pen, scrap paper, wrench, nuts and bolts, screwdriver and screws, various crystalline compounds, various inorganic solids

NEW PROFICIENCIES

Experimenter: The character is trained to verify hypotheses through experimentation. The character gains a +1 bonus to all magical research throws. In addition, whenever engaging in magic experimentation (PC page 100), the character gains an additional +1 bonus to magic research throws. If the character experiences a mishap while experimenting, they may roll twice for the mishap and take whichever result they choose. This proficiency can be selected multiple times, each time adding an additional +1 bonus to all research throws.

At the Judge's discretion, any class with Magical Engineering on their proficiency list may select Experimenter as a class proficiency.

NEW SPELLS

Aversion Field Range: 0'

Terran Engineering 4 (Hypothetical), Duration: 9 turns
Eldritch 4 (Black)

By means of a supersonic noise above the level of human hearing, the caster can create a field that repels animals. The field affects a 480' diameter sphere centered on the engineer when cast, though the field does not move after casting. The field lasts for nine turns. Animals and giant animals in the field when it is cast, or who attempt to enter the field for the duration must save vs Spell; on a failed saving throw, they flee in panic for 30 rounds. On a successful saving throw, the animal is not affected by the aversion field.

Emergency Transport Range: 60'

Terran Engineering 4 (Experimental), Duration: Instantaneous
Eldritch 4 (Grey)

Folding space, the caster can instantly transport a target of the caster's choice within range to a random nearby location. If the target is unwilling, an attack throw is required, and even if the attack throw is successful, the target may save versus Spells to negate the effect. If the target is willing, no attack throw is required. A target that is successfully transported is teleported to a random location within roughly 1 mile. The location will be safe from teleportation mishaps and not innately harmful, but not necessarily safe. (For example, a target will not be teleported into a pit of lava, straight up in the air, or halfway into the ground. They might, however, end up in the camp of an orc warband.) To determine the distance and direction teleported, roll 1d12 for clock direction, 1d6-1 for the thousands place of feet, and 1d1,000 (3d10 read as a number from 1-1000) for the remaining feet. (For example, if you rolled a 3 on 1d6-1, and 7, 2, and 4 on the 3d10, the target would teleport 3,724 feet in a random direction.)

TRADITION	DESCRIPTION	HISTORICAL INSPIRATION	CLASSES
Engineering	Scientists and engineers with advanced technology at their command	Science, weird science, super-science, space journeying science	Terran Engineer

NEW PROFICIENCIES

ENGINEERING CEREMONY MISHAPS			
ROLL (1d10)	MINOR MISHAP	MAJOR MISHAP	CATASTROPHIC MISHAP
1	Your failed invention takes on a life of its own. Your invention takes the form of a warbot*, which attacks. If not destroyed, the proto-robot falls apart after 10 rounds.	Your failed invention takes on a life of its own. Two serpentine machines* rise up and immediately attack. If not destroyed, the proto-machines fall apart after 8 hours.	Your failed invention takes on a life of its own. An AI-controlled battleship* (with no pilots, passengers, or robots) rises up and attacks. If not destroyed, the AI ship falls apart after 1 month.
2	You now find it impossible to engineer anything without specific components that cause a side effect. Roll 1d10 on the Spell Signature sub-table. Only a wish or miracle can remove the effect.	You now find it impossible to engineer anything without specific components that cause a troublesome side effect. Roll 1d10+5 on the Spell Signature sub-table. Only a wish or miracle can remove the effect.	You now find it impossible to engineer anything without specific components that cause a disgusting side effect. Roll 1d10+10 on the Spell Signature sub-table. Only a wish or miracle can remove the effect.
3	The failure of your ceremony gives you a nervous breakdown. You go insane for one day per level of the ceremony.	Your failure teaches you unthinkable truths. You go insane for one week per level of the ceremony.	The dark secrets revealed to you destroy your mind. You go permanently insane. Only a wish or miracle can cure you.
4	The math is suddenly too much for you. You must save vs Spells or become feeble-minded. A dispel magic from a 9th+ level caster can remove the effect.	The four-dimensional math is suddenly too much for you. You must save vs Spells at -4 or become feeble-minded. A dispel magic from a 12th+ level caster can remove the effect.	The seven-dimensional math, the tiny vibrating strings, and the long hours are all suddenly too much for you. You become feeble-minded with no saving throw. Only a wish or miracle can remove the effect.
5	A radiation leak leaves you mutated. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	A severe radiation leak leaves you gravely mutated. Roll 2d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	Your complete disregard for any sort of radiation safety precautions leaves you horribly mutated. Roll 1d10+10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.
6	A chemical explosion causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. Restore life and limb can heal this wound.	A virulent explosion causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a regeneration, resurrection, wish, or miracle can heal this wound.	A fusion explosion causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a wish or miracle can heal this wound.
7	You accidentally discover a dark secret of the universe. You gain 2d6 additional intellectual apathy. If this causes you to change alignment or gain a weakness, you must save vs Death at +4 or die due to the shock to your system.	You accidentally discover a horrifying fact of life. You gain 4d6 additional intellectual apathy. If this causes you to change alignment or gain a weakness, you must save vs Death at +2 or die due to the shock to your system.	You accidentally gaze into the eye of the dark void that underlies existence, and it gazes back. You gain 8d6 additional intellectual apathy. If this causes you to change alignment or gain a weakness, you must save vs Death or die due to the shock to your system.
8	An accident destroys your ceremonial implements. You and all characters within 5' must save vs Blast or take 2d6 damage from the explosion.	An accident destroys your ceremonial implements. You and all characters within 10' must save vs Blast or take 4d6 damage from the explosion.	An accident destroys your ceremonial implements. You and all characters within 20' must save vs Blast or take 8d6 damage from the explosion.
9	Stimulant abuse causes brain damage. You lose 1 point of Intelligence.	Inhaling toxic smoke while abusing stimulants is probably a bad idea. You lose 1d3 points of Intelligence.	Maybe you should wear a helmet. A debilitating brain injury causes you to lose 1d4+1 points of Intelligence.
10	You accidentally release a blast of deadly radiation. You die in one turn unless you save vs Death.	You accidentally release a ball of plasma. You die immediately unless you save vs Death.	You accidentally convert some nearby matter into anti-matter. You are disintegrated unless you save vs Death.

*Warbot – BCK Page 81, Serpentine Machine BCK page 84, Battleship BCK page 74

TERRAN ENGINEERING SPELL LIST

(SPELLS IN **BOLD** ARE NEW SPELLS. SPELLS IN **BOLD ITALIC** ARE DESCRIBED ABOVE IN GNOMISH ALCHEMY'S NEW SPELLS.)

HYPOTHETICAL SPELLS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
Call of the Wolf	Call of the Wolf Pack	Bestow Curse	Animate Dead	Call of the Ancient Tusk	Body Swap
Cause Fear	Charm Animal	Brazen Bull	Aversion Field	Call of the Great Cats	Call of the Giant Eagle
Charm Person	Conjure Imp	Call of the Wild Bear	Call of the Galloping Herd	Circle of Agony	Call of the Leviathan
Command Word	Dark Whisper	Command Animals	Charm Monster	Conjure Elemental	Cloud of Poison
Conjure Cacodemon Spawn	Deathless Minion	Command Person	Command Plants	Curse of Swine	Conjure Fiend
Destroy Dead	Drain Life	Conjure Hellion	Conjure Dybbuk	Feeblemind	Death Spell
Ensorcellement	Enthrall	Enervate	Control Animals	Flay the Slain	Drain Life III
Frighten Beasts	Infuriate Beast	Hypnotic Pattern	Control Undead	Inflict Lycanthropy	Enslave
Hypnotism	Necromantic Potence	Infuriate Crowd	Drain Life II	Magic Jar	Necromantic Invulnerability
Incite Madness	Neural Pulse	Inspire Awe	Fear	Panic	Reflesh of the Bones
Infuriate Person	Noiselessness	Inspire Horror	Liquefy	Phantasmal Killer	Reincarnation
Nauseating Ray	Summon Insect Swarm	Noxious Cloud	Massmorph	Spirit Walk	Restore Semblance of Life
Summon Manes	Undetectable Charm	Paralyze	Subsonic Pulse	Summon Hell Hounds	Soul Eating
Unliving Puppet	Voice of Persuasion	Skinchange	Voice of Command	Turn to Dust	Summon Invisible Stalker

EXPERIMENTAL SPELLS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
Cause Light Wounds	Wave of Earth	Call Lightning	Cause Serious Wounds	Blood Boil	Anti-Magic Shell
Chameleon	Bloody Flux	Battering Ram	Emergency Transport	Cause Critical Wounds	Arrows of the Sun
Fling	Burning Sparks	Cause Disease	Endless Slumber	Cone of Frost	Capsizing Wave
Ice Floe	Cause Moderate Wounds	Cause Major Wounds	Flashbang	Cone of Paralysis	Debilitating Gas
Kindle Flame	Circling Winds	Chimerical Force	Hold Monster	Filet and Serve	Glove of Invulnerability
Magic Rope	Earth's Excrescence	Dismember	Inaudibility	Force of Impetus	Ice Storm
Silent Step	Fragmentation Bomb	Dispel Magic	Invisibility	Forgetfulness	Inferno
Slicing Blow	Hold Person	Earth's Maw	Iron Maiden	Ice Sheet	Sonic Boom
Sling Stone	Mirror Image	Gaseous Form	Levitate	Inferno Bomb	Spellwarded Zone
Slipperiness	Righteous Wrath	Glyph of Warding	Minor Globe of Invulnerability	Phoenix Aura	Starfall
Slumber	Ring of Fire	Rain of Vitriol	Poison	Pillar of Fire	Stone to Flesh
Smoke Bomb	Shrouding Fog	Slag Armor	Spellward Other	Scouring Zephyr	Thunderbolt
Tenebrosity	Vitriolic Infusion	Sorcerous Bolt	Uncanny Gyration	Sorcerous Blast	Transform Other
Thunderclap	Warp Wood	Spellward	Weave Water	Tremor	Transform Self

NEW SPELLS

TESTED SPELLS					
1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
Auditory Illusion	Continual Illumination	Clairaudience	Crafting	Angelic Aura	Banner of Invincibility
Blinding Flash	Cure Moderate Wounds	Clairvoyance	Cure Serious Wounds	Bath of the Goddess	Clairaudience, Greater
Cure Light Wounds	Detect Charm	Cure Blindness	Death Ward	Contact Other Sphere	Clairvoyance, Greater
Delay Disease	Detect Invisible	Cure Disease	Flesh to Ashes	Control Winds	Control Weather
Detect Magic	Detect Secret Doors	Cure Major Wounds	Giant Strength	Cure Critical Wounds	Disintegrate
Detect Poison	Eldritch Armor	Detect Curse	Gusting Gale	Delay Death	Find Place of Power
Illumination	Find Traps	Eldritch Protection	Hallucinatory Terrain	Divination	Fly
Jump Jet	Gentle Repose	Eyes of the Eagle	Immunity to Acid	Haste	Home Ward
Locate Animal or Plant	Illusory Interior	Force Field	Immunity to Cold	Healing Circle	Locate Distant Object
Magic Mouth	Knock	Glitterdust	Immunity to Electricity	Lay of the Land	Lower Water
Pass Without Trace	Locate Object	Growth	Immunity to Fire	Locate Haunting	Move Earth
Predict Weather	Phantasmal Force	Holographic Message	Infravision	Mirage	Permanent Illusion
Protection from Evil*	Resist Acid	Invulnerability to Evil*	Neutralize Poison	Protection from Blast	Programmed Illusion
Purify Food and Water*	Resist Cold	Nondetection	Protection from Good, Sustained*	Protection from Normal Weapons	Projected Image
Salving Rest	Resist Electricity	Protection from Evil, Sustained*	Scry	Spectral Legion	Protection from Blast, Sustained
Sharpness	Resist Fire	Protection from Normal Missiles	Spectral Force	Summon Weather	Remove Geas
Stun Bolt	Resonant Frequency	Remove Curse	Stun Baton	Transmute Rock to Mud	Sunder Structure
Ventriloquism	Wizard Lock	Water Breathing	Vigor	True Seeing	Trollblood

Flashbang

Range: 90'

Terran Engineering 4 (Experimental), Duration: 1 round
Eldritch 4 (Grey)

With a controlled explosion, the caster calls forth an enormous blast of light and sound. The flashbang detonates at a point the caster chooses within 90'. The detonation affects a sphere of 5' radius; creatures within the area of effect must save versus Blast. On a failed saving throw, they suffer 4d8 damage, and they are blinded, deafened, and knocked prone. They remain blind and deaf for one round. On a successful saving throw, they suffer only half damage, and are not blind, deaf, or knocked down.

Fling

Range: 120'

Terran Engineering 1 (Experimental), Duration: Instantaneous
Eldritch 1 (Grey)

With a sudden application of force, the caster can fling a targeted creature safely to another point. An unwilling target may save versus Spells; on a successful saving throw, they are unaffected. A target successfully affected by the spell is flung to a random

safe location within 20'. The location will not be innately harmful (creatures that cannot fly will not be flung into the air, they will not be pushed halfway into the ground or into lava), but may not be perfectly safe (they may, for example, end up surrounded by enemies). To determine the target location, roll 1d12 for clock direction and 1d20 for distance in feet. (If the result is not appropriately safe, the target location is the nearest safe result.) A creature standing on the ground will remain on the ground at the end of their movement, but a creature flying or swimming may travel vertically, at the Judge's discretion.

Force Field

Range: 0'

Terran Engineering 3 (Tested), Duration: 1 turn
Eldritch 3 (Grey)

With the aid of their trusty particle emitter, the caster creates an invisible field of force to protect themselves. The field of force forms an invisible sphere 10' in radius around the engineer when cast, and does not move. The sphere is 1" thick, and is immune to any sort of physical or magical effect except for a **disintegrate** spell (including **dispel magic**). A **disintegrate** spell will destroy the

field. The field is completely impermeable to any creature, force, or object. The force field may not be evoked where creatures or objects already are, though as it is only 1" thick it is easy for it to be on one side or the other of a creature. Note that the caster cannot drop the field early, and must wait until the duration expires to be able to leave it.

Holographic Message Range: 30'

Terran Engineering 3 (Tested), Duration: 1 round per level
Eldritch 3 (White)

The holographic message spell allows the caster to prepare an image of themselves, to communicate with a creature later when triggered. The engineer chooses an object and a method of triggering the message, which must be a specific physical interaction with the object. For example, the message could be triggered by a button being pressed in a specific pattern, or by a screw being removed, but not by a goblin walking past. The message will remain prepared until triggered, or until the engineer casts this spell again; an engineer may have only one holographic message prepared at a time.

When the holographic message is triggered, an image of the caster will be projected, up to 30' distant from the object. The image may move around, but must remain within a designated 10'x10'x10' cube. The image is obviously an illusion, and will not fool anyone into believing that the caster is truly there. The image may be dynamic, but the sequence must last no longer than 1 round per caster level. The image may speak at a normal speaking volume for the duration of the sequence. Usually, this is used to state a message to the triggering creature or creatures.

After the sequence ends, the image disappears. For an additional 1 round per level after the sequence ends, the triggering creature may state a message to the enchanted object. If the caster is within 1,200 miles at the time the holographic message was triggered, they will be able to hear the triggering creature's reply.

Jump Jet Range: Self

Terran Engineering 1 (Tested), Duration: Instantaneous
Eldritch 1 (Grey)

With a jet of force, the caster is able to propel themselves in a direction of their choice, up to 20'. This spell does not guarantee a soft or safe landing; a caster who jets 20' straight up had best have a plan for landing.

In addition, this spell is not efficient in its movement, and much of the force spills over. All creatures within a 5' radius of the engineer's starting point must save versus Blast or suffer 1d4 points of nonlethal damage per level of the caster, to a maximum of 3d4 nonlethal damage. Those who successfully save suffer only half damage.

Liquefy Range: 60'

Terran Engineering 4 (Hypothetical), Duration: Indefinite
Eldritch 4 (Grey)

With a powerful pulse of noise and force, the caster can collapse a target's body into goo. With a successful saving throw versus Spells, the target may avoid the effects of this spell entirely. A target that fails their saving throw finds themselves transmuted into the form of a **liquefied ooze** (described below, New Monsters). The affected target will have all of the physical abilities, physical attacks, special abilities, and mental characteristics of an ordinary liquefied ooze. The newly-created ooze does not retain any memories or associations that the target creature might have had. A liquefied ooze does not ordinarily care about organic creatures or combat, and will usually slink away from combat unless attacked. The effect of this spell is permanent until dispelled or the creature is slain, at which time they revert to their normal form.

Nauseating Ray Range: 150'

Terran Engineering 1 (Hypothetical), Duration: Instantaneous
Eldritch 1 (Grey)

The nauseating ray is a pencil-thin ray of sickly yellow-brown light that is projected from the caster's chosen device towards a target. The target may be any creature within 150' of the caster. The targeted creature must make a saving throw versus Poison; on a successful saving throw, this spell has no effect. On a failed saving throw, the target is nauseated for 1d4+1 rounds (as per nausea, HFH page 207).

Neural Pulse Range: 0'

Terran Engineering 2 (Hypothetical), Duration: Instantaneous
Eldritch 2 (Black)

Amplifying the power of their own brain to broadcast a horrible neural pulse devastating to the weak, the caster assaults nearby creatures. The engineer may choose 1 living creature per caster level within 30' of them. However, all targets of the spell must have fewer than 2 HD; a creature with 2 HD or more cannot be affected. Creatures targeted by this spell must save versus Death. On a failed saving throw, they suffer an immediate mortal wound, and should they survive, are additionally wracked with uncontrolled mental signals. Creatures wracked with mental signals may make an additional saving throw versus Death at the end of each of their turns, ending the effect on a success. While they are wracked with mental signals, they are unable to attack, cast spells, move, or speak, though they can still defend themselves.

Creatures who make a successful initial saving throw avoid this spell's effects entirely.

**Resonant Frequency**

Range: 30'

Terran Engineering 2 (Tested),
Eldritch 2 (Black)

Duration: Instantaneous

By generating a directed sonic frequency at a targeted object, the caster can cause it to shake itself apart into its tiniest components, far smaller than the naked eye can see. An object of up to 10'x10'x10' in size may be targeted by this spell. This spell cannot affect only a portion of a larger object; the entire object must fit within a 10'x10'x10' cube. If the targeted object is mobile or attended, the caster must make a successful attack throw to target the pulse. In addition, if the target object is unwilling or being attended or held by an unwilling creature, a saving throw versus Death may be made even on a successful attack throw. (Magical items may add their magical bonus to this saving throw). On a successful saving throw, the spell has no effect.

If all of the many restrictions and conditions on this spell are met, the effect is dramatic. The targeted object affected by this spell is instantaneously and completely disintegrated.

Sonic Boom

Range: 0'

Terran Engineering 6 (Experimental),
Eldritch 6 (Grey)

Duration: Instantaneous

By rapidly accelerating objects held in their hands and amplifying and transmuting the resultant boom, the Terran engineer creates a cone of sound that is almost solid in its force. The sonic boom explodes outward into a cone 60' long and 30' wide from the Terran engineer. Creatures within the cone must save vs Blast or suffer 1d4 damage per level of the engineer. Those who successfully save suffer only half damage.

Stun Baton

Range: 0'

Terran Engineering 4 (Tested),
Eldritch 4 (Grey)

Duration: Special

With this spell, the caster is able to enchant an object to discharge a stunning pulse of energy the next time it is used to strike a creature. The caster must touch the object while casting this spell, which charges it. The first time a charged stun baton successfully hits a creature and deals damage (requiring a successful attack throw from the wielder), all damage dealt by the attack is nonlethal damage. In addition, the attack deals a bonus 5d6 nonlethal damage. A creature struck by the charged attack may make a saving throw versus Blast; on a successful saving throw, they suffer only half damage from the attack (including the bonus damage).

The caster may have only one charged stun baton at a time. Casting this spell again removes the charge from any previously created stun baton.

Stun Bolt

Range: 120'

Terran Engineering 1 (Tested),
Eldritch 1 (Grey)

Duration: Instantaneous

The caster, with assistance from their focusing devices, is able to fire one or more bolts of stunning power. The caster may fire one such bolt, plus one bolt for each five levels they have attained beyond first – two at 6th level and three at 11th level. Each bolt may target the same creature, or different creatures, as the caster desires.

Each bolt deals 1d10 nonlethal damage to the creature targeted, unerringly seeking them out so long as the caster can see them.

A creature hit by one or more bolts may save versus Blast, halving the total damage taken on a success. (It is not necessary to make a saving throw versus each individual bolt.)

Subsonic Pulse Range: 0'

Terran Engineering 4 (Hypothetical), Duration: Concentration
Eldritch 4 (Grey)

By turning the knobs up to eleven, the caster is able to create a subsonic pulse that will have a powerful nauseating effect on creatures within an area. The subsonic pulse extends into a cone, 40' long and 20' wide, from the caster. Any creature within this cone must save versus Poison or be nauseated for as long as they remain in the cone, and for 1d4+1 rounds after they leave. In addition, creatures who fail their saving throw suffer 1d6 points of damage from the forceful vibrations.

Creatures who successfully save are not affected. However, creatures who save and remain in the cone must continue to make saving throws each round.

The cone persists for as long as the caster maintains concentration.

NEW RITUALS

Warp Pad Range: 0'

Terran Engineering 9 (Tested), Duration: Special
Eldritch 9 (Grey)

With this ritual, caster is able to enchant a pad, wagon bed, or similar flat surface to serve as a method of instantaneous transport. Optionally, when casting this ritual, the enchanted warp pad may be linked into a transport network. When casting this ritual, the caster must know the secret encryption algorithms of at least one other warp pad to link a warp pad into the network. Once a warp pad has been linked into a network, it may be used to teleport to any other warp pad in the same network with no chance of error. A warp pad may be activated by any character of at least 9th level who is capable of using magic items usable only by mages. When activated, a warp pad is capable of transporting up to six human-sized creatures or a proportional number of larger or smaller creatures, or objects of similar weight and size, instantly teleporting them with no chance of error to any other linked warp pad.

Alternately, a warp pad may be activated to transport to any point within 1,200 miles. When a warp pad is being used to transport to an arbitrary location, rather than to a linked network, it has the same chance of error as the spell Teleport (ACKS Core page 88). The chance of error is based off the familiarity of the creature activating the warp pad, rather than the ritual caster.

In either case, a warp pad may only be activated a limited number of times. A warp pad may be activated a number of times equal to the ritual caster's level before it is exhausted. An exhausted warp pad will remain part of its transport network and may still serve as a target for other linked warp pads, but may not be activated. This ritual may be cast again on an exhausted warp pad to recharge it.

NEW MONSTERS

LIQUEFIED OOZE

% In Lair	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	4
Hit Dice:	8**
Attacks:	1 (envelopment)
Damage:	4d8
Save:	F4
Morale:	-2
Treasure Type:	K
XP:	1,600

A liquefied ooze is a greyish blob, approximately ten feet in each dimension and weighing slightly over seven thousand pounds. It is mindless and largely uninterested in organic beings. A liquefied ooze can derive sustenance only from unworked metals; it may attack a group carrying iron ore, but is not interested in weapons and armor. In addition to being unable to derive nutrition from worked metals, a liquefied ooze is unaffected by them as weapons. A liquefied ooze is immune to all attacks from metal weapons, whether magical or not. They are additionally immune to fire and lightning attacks, making them ironically resilient to the attacks of the engineers who create them.

Liquefied oozes do not occur naturally; they are the result of a Terran engineer casting Liquefy on a target. The spell will last forever if left alone, but can be dispelled. If slain, the liquefied ooze will return to its initial form (should the Judge have no idea what that was, roll on the encounter table for the region to find out what sort of creature the ooze was originally).

Because they attack creatures by absorbing them into their bulk, an encounter with a liquefied ooze always contains the potential for treasure. The treasure will shower out, coated in slippery dissipating muck, when the ooze is slain and returns to its initial form.

SECRETS OF TERRAN ENGINEERING

CLASS BUILD

Terran Engineering [Eldritch Ceremonial] 3 (1,000 xp), Fighting 1 (500 xp), Terran 1 (450 xp)

Terran Engineering suffers from a variant of the Robert E. Howard Memorial rule, giving all terran engineers +1 class power per point of class value (3 class powers, in addition to the 3 class powers from shaded magic).

This point build gives them a maximum level of 12. Terran Engineering as Eldritch Ceremonial gives them the Eldritch saving throw progression, Int and Wis as prime requisites, cleric proficiencies, able to use all magic items usable by mages or clerics, 1 hp per level after 9th, sanctum stronghold, and 150,000 additional XP per level after 8.

Terran 1 gives them a requirement of 10 int or better, the rational thought, scientific mindedness, technological familiarity, heroic spirit (bringing max level back up to 13), special equipment, and advanced technology training (robots) powers. Their special equipment allotment is equivalent to the Terran cosmonaut's advanced supplies list (BCK page 57).

Though no cost is given for Terran characters with Eldritch value experience after level 8, their 2 class types with 10,000 additional XP value are already consumed; therefore, following the guidelines in Axioms, Terrans with Eldritch value require an additional 30,000 XP per level after 8, for a total of 180,000 xp additional per level after 8.

POWERS:

Design and build automatons (reflavored as devices, actual rules identical) – 3 powers

Technological jargon (technobabble) – 1 power

Alien Lore (General devices) – 1 power

1 power traded for powers unlocked at levels 5 and 9

Power at level 5 – Experimenter – 1 power (Experimenter proficiency)

Power at level 9 – Able to craft technological items as if they were magic items. Technological items of a non-consumable nature will require energy crystals as a special component, while consumable items will require energy crystals to power them.

SPELL BUILDS

NEW SPELL BUILD EFFECTS

Blast – Effect deals nonlethal damage – x1

Blast – Blind targets for duration of spell - 10

Death – Only targets objects – x0.5

Movement – Movement's target is randomly determined safe area within range – x0.33

Aversion Field – Enchantment. Target flees in panic for 30 rounds (40), only target animals and giant animals (x0.5), 480' diameter sphere (x8), range 0' (x0.4), duration 9 turns (x1.25), save negates (x0.5), total 40

Emergency Transport – Movement. Teleport any place within 1 mile (450), movement's target is randomly determined safe area within range (x0.33), only creatures can be targeted (x0.8), unwilling targets permitted (x1.5), duration 1 round (instantaneous) (x0.1), range 60' (x1.33), unwilling target may



make a saving throw (x1), attack throw required (x0.66), eldritch teleportation (x2), total 31.28

Flashbang – Blast. Deafness for duration of spell (5), blindness for duration of spell (10), duration 1 round (x1.1), eldritch (x1.5), save negates (x0.5), 10' diameter sphere (x1.25), range 90' (x0.8) subtotal 12.375 plus knockdown target (10), eldritch (x1.5), save negates (x0.5), 10' diameter sphere (x1.25), range 90' (x0.8) subtotal 7.5 plus 1d8 damage per level (35) max 4d (x0.5), eldritch (x1.5), save for half (x0.75), 90' range (x0.8), 10' diameter sphere (x1.25), subtotal 19.6875, total 39.5625

Fling – Movement. Move target any direction 20'/round (40), movement randomly determined safe area within range (x0.33), duration 1 round (instantaneous) (x0.1), unwilling targets permitted (x1.5), range 120' (x1.66), save negates for unwilling targets (x1), total 3.3

Force Field – Wall. Impermeable to creatures (25), impermeable to magic (10), not affected by physical and magical effects (x1), not affected by dispel magic (x1.5), thickness 1" (x0.75), 1,500 square feet area (x2), may not be evoked where creatures already are (x1), must always be a sphere (x0.75), duration 1 turn (x0.75), range 0' (x0.4), eldritch (x1.5), total 26.6

Holographic Message – Illusion + Detection. Create bi-sensory illusion (vision, sound) (12), effect does not begin until triggered (x2.75), duration 1 round per level (x1), illusion limited to one obviously fake harmless category (image of the caster) (x0.2), dynamic illusion (x1), affects 10'x10'x10' cube (x2), range 30' (x0.75), subtotal 9.9 plus Clairaudience (11), range 1,200 miles (x10), duration 1 round per level (x0.25), only triggering creature can respond (counts as one small creature/object/area within range) (x0.7), subtotal 19.25, total 29.15

Jump Jet – Blast + Protection + Movement. 1d4 damage per level (20), max 3d (x0.33), 10' diameter sphere (x1.25), range 0' (x0.4), save for half (x0.75), instantaneous (x1), deals nonlethal damage (x1), eldritch (x1.5) subtotal 3.7125 plus Invulnerability to specific spell (Jet's damage) (5), self (x0.75), instantaneous (x0.5) subtotal 1.875 plus Move target any direction 20'/round (40), instantaneous (x0.1), self (x0.75), subtotal 3, total 8.59

Liquefy – Transmogrification. Transform to the form of a living creature (35), gain form's physical characteristics (10), gain form's physical attacks (10), gain form's special abilities (20), form limited to particular type of creature (liquefied ooze) (x0.75), gain mental characteristics of new form (x0.2), target 1 living creature (x1), range 60' (x1), duration indefinite (x3.5), save negates (x1), total 39.375

Nauseating Ray – Blast. Nausea inducing (as stinking cloud) (10), target 1 creature (x1), range 150' (x1), save negates (x0.5), eldritch (x1.5), total 7.5

Neural Pulse – Death. Target suffers mortal wound (60), target choking/vomiting (15), creatures of 2 HD or more cannot be targeted (x0.25), only targets living creatures (x0.9), target 1 HD of creatures per level within 60' diameter (x1.5), range 0' (x0.4), duration until target makes save (x2.25), save negates (x0.5), total 11.39

Resonant Frequency – Death. Target disintegrated (135), target 1 'creature' (x1), able to target objects (x1.25), only targets objects (x0.5), attack throw required (x0.75), save negates (x0.5), range 30' (x0.6), total 18.98

Sonic Boom – Blast. 1d4 damage per level (20), 60' long x30' wide cone (x6), eldritch (x1.5), save for half (x0.75), range 0' (x0.4), total 54

Stun Baton – Blast + Transmogrification. 1d6 damage per level (27), max 5d (x0.7), knockdown target (10), only targets objects (x0.67), range 0' (x0.4), duration does not begin until triggered (x2.75), save for half (x0.75), eldritch (x1.5), effect deals nonlethal damage (x1), subtotal 23.96 plus Gain proficiency-like ability (10), duration does not begin until triggered (x2.75), touch (x0.6), instantaneous (x0.5), subtotal 8.25, total 32.21

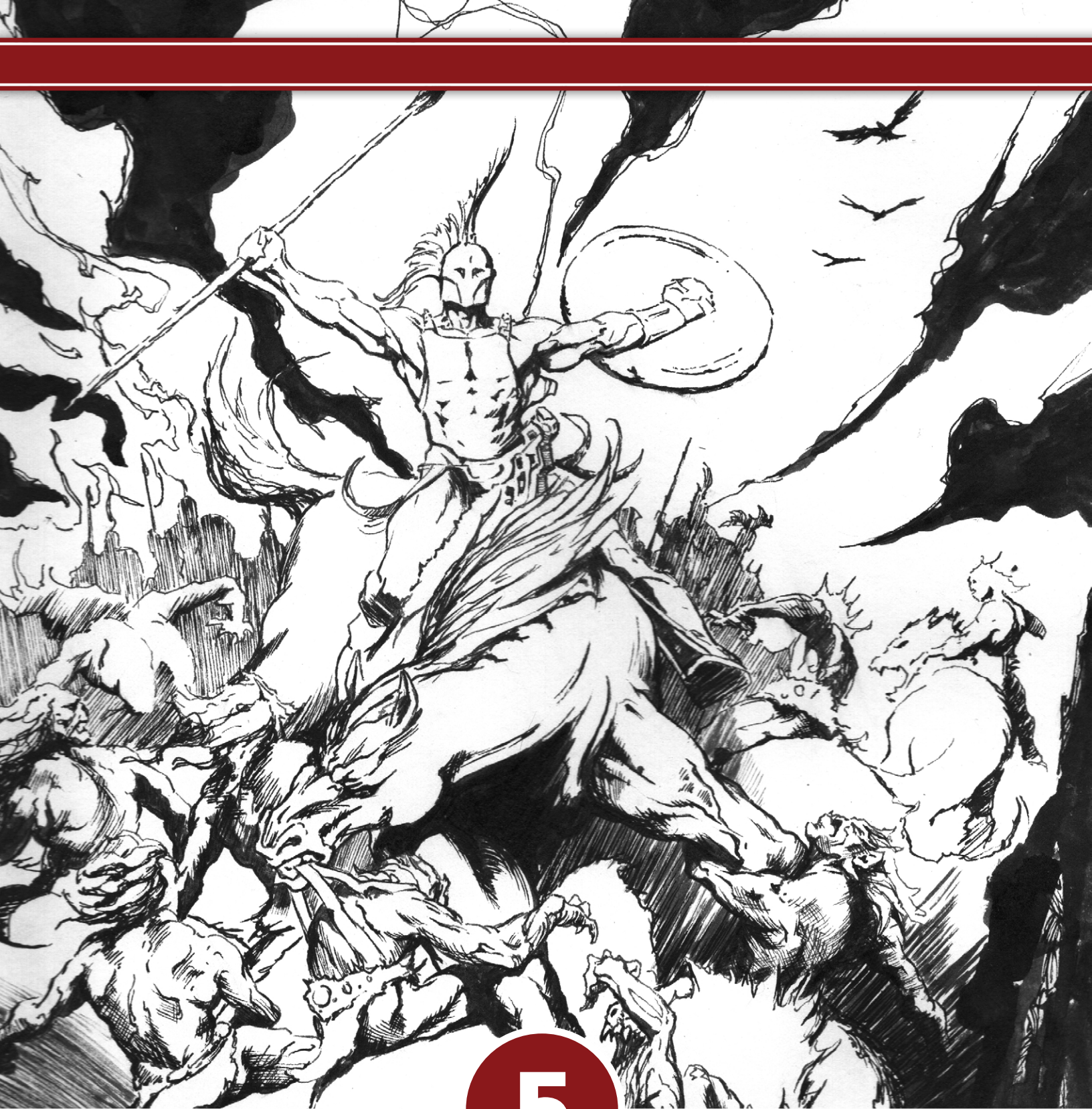
Stun Bolt – Blast. Deals 1d10 damage per level (44), maximum of 1d (x0.1), target 1 creature plus 1 creature per 5 additional levels (x2), eldritch (x1.5), save for half (x0.75), range 120' (x0.9), total 8.91

Subsonic Pulse – Blast. Nauseates target (as stinking cloud) (10), 1d6 damage per level (27), max 1d (x0.1) duration concentration (x4), 40' long x20' wide cone (x2.5), range 0' (x0.4), save negates (x0.5), eldritch (x1.5), total 38.1

MONSTER BUILDS

LIQUEFIED OOZE

Type – Ooze, 8 HD, Saves F4, 1d4 special abilities (2), monadine body form (2.08 BME, 0.000 CCF, attacks 1 envelopment, movement 0'-30', AC mod 0), weight 7300 lbs, size Huge (AC mod -2), normal load 0 stone, AC 4, attacks 1 envelopment 4d8, movement 30', organization solitary, chance in lair 0%, able to find treasure anytime thanks to it eating things, treasure type incidental, intelligence mindless, immune to all metal weapons (*), immune to fire and lightning (####).



5

WARCRAFT

WHAT IS WARCRAFT?

The ebb and flow of combat...the dance between life and death. There is an art to war, to knowing when to step forward and when to fall back. When to take a chance, and when to cut your losses. And as with any art, there are masters of it. Those masters call their art **warcraft**.

Is warcraft magic? There is power in it, and its secrets seem to be visible only to a talented few. Perhaps it is a matter of training and talent only. Perhaps there is magic in it, as there is magic in a sunset or in a baby's first breath. There is a raw power available in combat, as primal forces surge to the fore while combatants strive for victory or death. Warcraft is the art of recognizing that power and of manipulating it through the actions of yourself and your allies. Practitioners of warcraft do not directly manipulate magic, and would not consider themselves spellcasters. They are strategists and tacticians, commanders and captains. By recognizing the flow of the battle (consciously or not), they can identify the perfect action to take at the time, and the effects of such perfect timing can be magnificent.

Included here is the Warlord class, the iconic practitioner of warcraft. A warlord takes to the fray with their weapon of choice, always watching for the perfect time to strike for them and their allies. With their particular command of their special **tactics**, they can give orders to their allies that allow them to act immediately. Of course, this requires tactics, of which there are fifteen listed here. Tactics, like invocations, represent a single element with multiple effects at different levels of skill. Unlike invocations, a warlord's tactics are always performed as well as possible; why strike with less than full force?

The secrets of warcraft are also laid bare, to allow you to construct your own tactical masters of war, as well as to allow you to build your own tactics for use by the warlord or any other practitioner of warcraft. Lead your allies to glorious battle, and claim victory in warcraft!

THE WARLORD

Prime Requisites: Str, Int

Requirements: None

Hit Dice: 1d6

Maximum Level: 14

Warlords are battlefield leaders, issuing tactical commands to their allies and corraling their enemies. Their ability to control a battle is unparalleled. Their specialty is in small unit tactics, but many also train themselves in the ways of larger battles.

Warlords are highly trained warriors who often lead from the front, though they do not train their personal abilities with the same flexibility as a fighter. They may fight while wearing chain mail armor or lighter, and may wield the traditional weapons of command (any sword, dagger, spear, or polearm) as well as any missile weapon. They may fight with a weapon and shield or with a weapon in both hands, but may not dual wield weapons. They may cleave once per round for each level they possess. Additionally, at

first level, warlords choose to have specialized training in either melee weapons or missile weapons. When wielding a weapon of their chosen type, they receive a damage bonus determined by level (+1 at first level, plus an additional 1 for each three full levels attained, as shown on their progression table). Warlords may use any magic items usable by fighters.

By describing their goals and initial targets, warlords can lay out a **battle plan** for their allies. Laying out a battle plan requires a few moments of conversation (one round) before battle. Characters who are already engaged in combat do not have the necessary attention to listen to a battle plan. A battle plan properly laid out grants the warlord's allies within 50' a +1 bonus to attack throws, damage rolls, morale rolls, and saving throws against magical fear. This bonus lasts for 10 minutes (1 turn). A warlord can come up with an inspiring battle plan for any given character only once per day per level that the warlord possesses (though they can always give orders, 'do the same thing you just did' lacks some of the punch necessary to grant a bonus.)

Starting at 2nd level (Militant), a warlord may **learn and perform battlefield tactics**. Warlords have a **tactical repertoire** containing a number of tactics as listed on their progression table below, plus their Intelligence modifier. (For example, a 2nd-level warlord with 16 Int would know a maximum of three tactics; one base, plus two for their high Int.) A warlord's tactical repertoire otherwise functions like a mage's repertoire. Warlords keep a **book of strategy** wherein they store the guidelines and diagrams for tactics that are not currently in their repertoire, and they may alter their tactical repertoire under the same rules that mages use to alter their own repertoire. For the purpose of determining costs, treat each tactic as a spell of level equal to the warlord's tactic level. (Much of the costs involved in learning a new tactic are purchasing equipment, hiring men to train with it, and so on, rather than the rare inks and components that would be involved in scribing a spell.)

To successfully perform a battlefield tactic, a warlord must declare their intent to do so before rolling initiative, as if casting a spell. If the warlord suffers any damage before their initiative occurs, they automatically fail in their attempt. The warlord must possess **implements of command** in order to perform a tactic. These implements of command must have a value equal to the value of traditional implements of a level equal to the warlord's tactic level. (For example, a 6th-level warlord has a tactic level of 2. They must possess implements of command worth at least 100 gp.) Implements of command may be items such as a scepter, a sword, a crown, a uniform, a badge, or any other type of item traditionally associated with authority and command. If the warlord does not possess these implements, the tactic automatically fails. If the tactic does not automatically fail, the warlord must make a **tactic throw**, as listed on their progression table below. A roll of 1-3 on a tactic throw automatically fails, regardless of the target number or any modifiers.

On a success, the tactic is successfully performed and its effects are applied as described in the tactic description. On a failure (whether automatic or as a result of rolling below the target number), the

WARLORD LEVEL PROGRESSION				WARLORD TACTICS DETAILS			
EXPERIENCE	TITLE	LEVEL	HIT DICE	DAMAGE BONUS	TACTIC THROW	TACTICS KNOWN	TACTIC LEVEL
0	Insurgent	1	1d6	+1	-	-	-
2,350	Militant	2	2d6	+1	10+	1	1
4,700	Combatant	3	3d6	+2	10+	1	1
9,400	Soldier	4	4d6	+2	9+	2	1
18,800	Spearhead	5	5d6	+2	9+	2	1
37,600	Vanguard	6	6d6	+3	8+	3	2
75,000	Marshal	7	7d6	+3	8+	3	2
150,000	General	8	8d6	+3	7+	4	3
270,000	Warlord	9	9d6	+4	7+	4	3
390,000	Warlord (10th)	10	9d6+2*	+4	6+	4	4
510,000	Warlord (11th)	11	9d6+4*	+4	6+	4	4
630,000	Warlord (12th)	12	9d6+6*	+5	5+	4	5
750,000	Warlord (13th)	13	9d6+8*	+5	5+	4	5
870,000	Sovereign Warmaster	14	9d6+10*	+5	4+	4	5

*Hit point modifiers from constitution are ignored

WARLORD ATTACK AND SAVING THROWS						
LEVEL	PETRIF. AND PARALYSIS	POISON AND DEATH	BLAST AND BREATH	STAFFS AND WANDS	SPELLS	ATTACK THROW
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

warlord's allies **lose confidence** in the warlord's commands. A warlord has a maximum **confidence threshold** equal to their tactic level. The warlord's confidence threshold is reduced by 1 each time they fail to perform a tactic. If their confidence threshold reaches zero, they may no longer perform tactics until they can renew their allies' confidence in them. A warlord can **recover** their confidence threshold by spending 8 hours resting and then 1 hour engaged in writing, preparing, practicing, or giving rousing speeches for their comrades, polishing and restoring their command implements, and so on. When a warlord recovers their confidence threshold, it is restored to its maximum value.

An automatic failure additionally causes damage to the warlord's command implements, reducing their value to the value of ceremonial implements one level lower. This may affect the ability of the warlord to perform tactics. Many higher-level warlords deck themselves in redundant command implements to avoid being caught without the ability to perform tactics.

A warlord gains their Intelligence modifier as a bonus to all tactic throws. Additionally, a warlord who has at least one rank in a tactical, strategic, or leadership proficiency (such as Military Strategy, Command, Leadership, Profession: General, and so on) gains a +1 bonus on all tactic throws. Multiple ranks in such a proficiency, or ranks in multiple proficiencies, do not grant an additional bonus.

Tactics have five levels, referred to as Apprentice, Initiate, Journeyman, Master, and Grand Master, but numerically represented as levels 1-5. A warlord always performs any tactic they know at their maximum tactic level. The description of each tactic will tell you what its effect is at each level.

Also at 2nd level, a warlord may regain some of their allies' confidence through **exulting in glorious battle**. When a warlord slays a number of hit dice of creatures greater than or equal to twice their tactic level in a single round, they may choose to release an exultant shout in lieu of cleaving. They must have at least one cleave left in the round to release an exultant shout. If they do,

the warlord recovers one point of confidence threshold. A warlord may yell as many times as they wish, but may recover confidence in this way only once per day. (Like any recovery, this may not bring a warlord above their maximum confidence threshold.)

Beginning at 5th level (Spearhead), a warlord's **battlefield prowess** inspires others to follow them. Any henchmen and mercenaries hired by the warlord gain a +1 bonus to morale whenever the warlord personally leads them. This bonus stacks with any bonus from the warlord's Charisma, proficiencies, or class powers.

Beginning at 7th level (Marshal), a warlord may research new tactics. Researching new tactics functions identically to researching a spell. Treat the tactic researched as a spell of level equal to the researching warlord's tactic level. For the purpose of magic research throw and any other level-dependent variables while researching a spell, treat the warlord as a mage of three-fourths their level. In order to research new tactics, the warlord requires access to a **library of war** of the appropriate value. At the Judge's discretion, a percentage (up to 50%, but more likely close to 25%) of a mage's library may be usable by a warlord, as many books of magic may talk about their application in combat.

Beginning at 9th level (Warlord), the warlord's **iron leadership** supports the morale of their army. If the warlord is fighting on the battlefield with an army, the army automatically stands firm on its first morale roll, or rallies if it would have stood firm. This benefit is lost for the duration of the battle if the warlord themselves routs, flees, or leads from the rear (D@W: B page 42).

Also at 9th level, a warlord may build or capture a **castle**. If they do, 1d4+1x10 0th-level mercenaries and 1d6 warlords of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard wages for mercenaries. A warlord's castle is identical to a fighter's, except as noted here.

WARLORD PROFICIENCY LIST

A note on proficiencies: The warlord has some spellcasting-related proficiencies on their class list. The effects of these proficiencies should be applied to performing tactics, rather than to casting spells.

Alertness, Ambushing, Apostasy*, Armor Training, Battle Magic, Blind Fighting, Combat Reflexes, Combat Trickery, Command, Craft, Diplomacy, Endurance, Fighting Style, Healing, Intimidation, Knowledge, Language, Leadership, Manual of Arms, Martial Training, Military Strategy, Precise Shooting, Quiet Magic, Running, Siege Engineering, Skirmishing, Unflappable Casting, Weapon Focus

**(a warlord who takes the Apostasy proficiency learns one additional tactic and increases the size of their tactical repertoire by one)*

TEMPLATE	TACTICIAN
Proficiencies	Military Strategy, Battle Magic, *
Starting Equipment	Sword, shield, chain mail armor, longbow, quiver with 20 arrows, backpack, tactics book (containing own notes), blanket, iron rations (2 weeks), waterskin, rope (50'), 2gp

**A tactician should choose missile or melee weapons to apply their damage bonus to before play*

Tactician Template: This pre-generated template represents a devoted student of combat tactics. This template is ready for adventure. However, if your warlord's Int is 13 or higher, you may pick one or more additional general proficiencies before play.

TACTICS

Tactic descriptions refer to the levels of tactics by name, rather than by number. To avoid confusion, the number associated with each tactic level is listed here.

Tactic Level 1 – Apprentice

Tactic Level 2 – Initiate

Tactic Level 3 – Journeyman

Tactic Level 4 – Master

Tactic Level 5 – Grand Master

For example, a 7th-level warlord has a Tactic Level of 2. When they perform a tactic, they use the Initiate effect. Our example warlord rises to 8th level, increasing their Tactic Level to 3. At 8th level, when they perform a tactic, they use the Journeyman effect.

Bind Wounds

Range: Touch

Warlord Apprentice Tactic

Duration: Instantaneous

With this tactic, a warlord can dress and bind the wounds of their recently injured allies. It requires one minute to attempt to bind an ally's wounds. The targeted ally must have taken damage recently, such as in a battle that just concluded or by a trap that was just triggered. Upon completing performance of this tactic, the ally regains 1d6+1 hit points (or their BHR, if BHR is being used). If used on a target as part of treating a mortal wound, treat Bind Wounds as a healing spell of level equal to its tactic level.

A specific target may be healed by Bind Wounds only once per day.

Initiate – At Initiate level, this tactic instead heals its target 2d6 hit points (or twice their BHR).

Journeyman – At Journeyman level, this tactic instead heals its target 2d6+3 hit points (or three times their BHR).

Master – At Master level, this tactic instead heals its target 2d6+8 hit points (or four times their BHR). Additionally, if the target rests afterwards, they benefit as if Salving Rest were cast on them.



Grand Master – At Grand Master level, this tactic instead heals its target $4d6+10$ hit points (or five times their BHR). Additionally, if the target rests afterwards, they benefit as if *Salving Rest* were cast on them.

Bullseye Shot

Range: Weapon range
to a maximum of 240'

Warlord Apprentice Tactic

Duration: 1 round

With this tactic, a warlord can mark an enemy with a ranged attack for others to follow. The warlord may immediately make a normal ranged attack against a target of their choice within range of their weapon. On a hit, in addition to dealing weapon damage as normal, the target is marked. For 1 round, whenever the target is hit by an attack, they take an extra $1d6$ damage, to a maximum of $2d6$ total extra damage dealt.

Initiate – At Initiate level, the total maximum bonus damage dealt increases to $4d6$.

Journeyman – At Journeyman level, the total maximum bonus damage dealt increases to $6d6$. In addition, the marked creature suffers a -2 penalty to AC against ranged attacks and takes $+1$ damage per die from ranged attacks for the duration.

Master – At Master level, the maximum bonus damage dealt increases to $8d6$. In addition, when performing this tactic, the warlord may make two ranged attacks, and the target is marked if either attack hits.

Grand Master – At Grand Master level, for the duration, the marked target takes $2d6$ extra damage when they are hit by an attack, to a maximum total extra damage dealt of $20d6$.

Bulwark

Range: 30'

Warlord Apprentice Tactic

Duration: 1 turn

With this tactic, a warlord can order an ally to use their shield to great defensive effect, becoming a bulwark of defense. The warlord may choose one ally within 30' who is wielding a shield. If the chosen ally ceases to wield their shield for any reason, the tactic's effect ends immediately. For the duration, the chosen ally gains a $+2$ bonus to AC.

Initiate – At Initiate level, the chosen ally also gains a $+2$ bonus to all saving throws.

Journeyman – At Journeyman level, the benefits of this tactic apply to the chosen ally and to all allies within 5' of them. Only the targeted ally is required to wield a shield.

Master – At Master level, affected allies additionally take only half damage from normal ranged attacks.

Grand Master – At Grand Master level, affected allies additionally take only half damage from all normal weapons (melee or ranged).

Coordinated Onslaught

Range: Self

Warlord Apprentice Tactic

Duration: 3 rounds

With this tactic, the warlord can turn a close formation into a coordinated storm of steel and death. When the warlord performs this tactic, and on each of the warlord's turns while the duration lasts, each of the warlord's allies within 5' of the warlord may immediately make a melee attack against a target of their choice. The warlord must concentrate to maintain this tactic, and it will end early if the warlord loses concentration.

Initiate – At Initiate level, the maximum duration of this tactic increases to six rounds.

Journeyman – At Journeyman level, this tactic affects all allies within 10' of the warlord, and its maximum duration increases to 1 turn.

Master – At Master level, this tactic affects all allies within 15' of the warlord.

Grand Master – At Grand Master level, allies within 10' of the warlord strike vital points on their targets. When an ally within 10' of the warlord hits an enemy with an attack granted by this tactic, the attack deals an additional 1d6 damage.

Expose Weakness Range: 120'

Warlord Apprentice Tactic Duration: 1 round

With this tactic, a warlord can choose an enemy and point out their weak spot for their allies to target. The warlord may point out any enemy within 120'. The first time the chosen enemy is hit with an attack before the end of the next round, the attack deals 2d6 additional damage.

Initiate – At Initiate level, the bonus damage is increased to 4d6.

Journeyman – At Journeyman level, the bonus damage is increased to 5d6.

Master – At Master level, the bonus damage is increased to 5d8.

Grand Master – At Grand Master level, the bonus damage is increased to 5d10.

Inspiring Words Range: 15'

Warlord Apprentice Tactic Duration: Instantaneous

With this tactic, the warlord's inspiring words can bring their allies' best efforts to the fore and keep them fighting through injuries. The warlord may choose an ally within 15'. The chosen ally gains 1d6+1 temporary hit points. (If BHR is being used, they instead gain temporary hit points equal to their BHR.) These temporary hit points will last for 1 turn or until lost to damage, whichever comes first. When a character with temporary hit points takes damage, damage is dealt first to the temporary hit points.

Initiate – At Initiate level, the chosen ally instead gains 2d6 temporary hit points (or twice their BHR).

Journeyman – At Journeyman level, the chosen ally instead gains 2d6+3 temporary hit points (or three times their BHR).

Master – At Master level, the warlord may choose one ally within range to gain 2d6+4 temporary hit points (or three times their BHR), or may instead grant 2d6 temporary hit points (or twice their BHR) to two allies within range.

Grand Master – At Grand Master level, the warlord may choose one ally within range to gain 2d6+5 temporary hit points (or three times their BHR), or may instead grant 2d6 temporary hit points (or twice their BHR) to three allies within range. The range is also increased to 60'.

Mobile Assault

Range: 60'

Warlord Apprentice Tactic Duration: Instantaneous

With this tactic, a warlord can order their ally to immediately move and strike an enemy. The warlord may choose an ally within 60'. The chosen ally may immediately move up to their combat movement rate, and then make two attacks. The chosen ally's movement must obey all normal rules for combat movement (including engagement and terrain effects).

Initiate – At Initiate level, the chosen ally may immediately move up to double their combat movement rate.

Journeyman – At Journeyman level, the warlord may choose up to three allies, who each may move up to double their combat movement rate and make two attacks.

Master – At Master level, one chosen ally of the warlord's choice gains a +2 bonus to hit and damage on the attacks granted by this tactic.

Grand Master – At Grand Master level, the chosen allies may move up to triple their combat movement rate, instead of double. In addition, all allies chosen gain +2 to hit and damage on the granted attacks.

Myrmidon Focus

Range: Self

Warlord Apprentice Tactic Duration: Concentration

With this tactic, the warlord can plant their shield and defend nearby allies, both with orders and their own abilities. The warlord must be wielding a shield to perform this tactic. If the warlord ceases to be wielding a shield for any reason, the effect of this tactic immediately ends. Otherwise, the tactic lasts for as long as the warlord remains stationary and concentrates. While the tactic lasts, allies within 10' of the warlord gain a +2 bonus to AC and a +1 bonus to all saving throws.

Initiate – At Initiate level, allies within range instead gain +2 to all saving throws, instead of +1.

Journeyman – At Journeyman level, the warlord can additionally exhort one ally to forge onward. Each round on the warlord's turn, they may choose one ally that they can reach. The chosen ally gains 1d3 temporary hit points (or temporary hit points equal to half their BHR, if BHR is being used). These temporary hit points will last for 1 turn or until lost to damage, whichever comes first. When a character with temporary hit points takes damage, damage is dealt first to the temporary hit points.

Master – At Master level, affected allies instead receive a +4 bonus on saving throws vs Blast and a +2 bonus on all other saving throws.

Grand Master – At Grand Master level, the ally chosen to forge onward instead gains 1d6+1 temporary hit points (or their BHR).

Patient Advice

Range: 30'

Warlord Apprentice Tactic

Duration: Special

With this tactic, a warlord can take a hands-on management style to allow an ally to perform tasks that the warlord knows how to perform. The warlord chooses an ally within 30'. While the warlord continues to give guidance (requiring concentration to be maintained), up to a maximum of six turns, the chosen ally gains a proficiency of the warlord's choice. The warlord must possess the proficiency they wish to grant the target. The chosen proficiency may be proficiency in a weapon, in armor, or a class or general proficiency. This tactic may not grant the target more than one rank in the chosen proficiency, even if the warlord possesses more than one rank, and will not aid a target who already possesses at least one rank in the chosen proficiency.

Initiate – At Initiate level, the warlord may choose two allies within range to gain the chosen proficiency.

Journeyman – At Journeyman level, the warlord may choose six allies within range to gain the chosen proficiency.

Master – At Master level, the warlord may choose eight allies within range to gain the chosen proficiency. Additionally, the range of this tactic increases to 60'.

Grand Master – At Grand Master level, the warlord may choose ten allies within range to gain the chosen proficiency. Alternately, the warlord may choose to give specific instructions to up to two allies within 30'. If the warlord chooses to give specific instructions, the warlord does not need to concentrate for the duration and the chosen proficiency lasts until a single directed task is complete. Both allies must work on the same task, and the warlord may not give specific instructions to more than one team at a time.

Pincer Attack

Range: 10'

Warlord Apprentice Tactic

Duration: Instantaneous

With the Pincer Attack technique, the warlord calls out to a nearby ally to simultaneously strike a target. The warlord may choose an ally within 10'. That ally may immediately move up to their combat movement rate. This movement must obey all normal rules for movement in combat. The warlord and the chosen ally may then each make a melee attack against a chosen enemy that they can both reach. If both attacks hit, the pincer strike is successful, and the target takes an extra 2d6 damage.

Initiate – At Initiate level, the chosen ally may be within 60' of the warlord, and the chosen ally may immediately move up to double their combat movement rate.

Journeyman – At Journeyman level, the damage taken by the target on a successful pincer strike is increased to 4d6. In addition, on a successful pincer strike, the target is knocked prone, and cannot regain its feet until it makes a successful save vs Blast.

Master – At Master level, both the warlord and the chosen ally may immediately make two attacks. The pincer strike is successful if the warlord and the chosen ally each hit with at least one attack.

Grand Master – At Grand Master level, the bonus damage on a successful pincer strike increases to 8d6.

Rally

Range: 30'

Warlord Apprentice Tactic

Duration: 1 turn

With this tactic, a warlord can attempt to snap an ally out of a condition that is affecting their mind. The warlord may choose an ally within 30'. The chosen ally gains a +2 bonus to saving throws versus fear for 1 turn. Additionally, if the chosen ally is currently fleeing from a fear effect, they may immediately make an additional saving throw to recover from the effect.

Initiate – At Initiate level, this tactic has the same effect against confusion that it has against fear.

Journeyman – At Journeyman level, this tactic also has the same effect against charm that it has against fear and confusion.

Master – At Master level, this tactic automatically removes any fear from the chosen ally when initially performed, instead of granting an additional saving throw. (It does not confer immunity for the full duration.)

Grand Master – At Grand Master level, this tactic also automatically removes any charm or confusion from the chosen ally when initially performed, instead of granting an additional saving throw. (It does not confer immunity for the full duration.)

Reckoning

Range: Self

Warlord Apprentice Tactic

Duration: 1 round

With this tactic, the warlord prepares themselves to counter-attack when attacked by enemies. The warlord must be wielding a weapon in both hands (whether an exclusively two-handed weapon or not) to perform this tactic. For the duration, the warlord gains a +2 bonus to AC. In addition, whenever the warlord is missed by a melee attack, they may expend one cleave to immediately make a melee attack against the creature whose attack missed. Even if this attack slays the warlord's target, the warlord may not cleave off of it.

Initiate – At Initiate level, the AC bonus granted by this tactic increases to +3.

Journeyman – At Journeyman level, the AC bonus granted by this tactic increases to +4.

Master – At Master level, the duration of this tactic increases to 3 rounds.

Grand Master – At Grand Master level, the duration of this tactic increases to 5 rounds.

Resurgent Strike

Range: 60'

Warlord Apprentice Tactic

Duration: Instantaneous

With this tactic, the warlord points out a weakness in an ally's target. The warlord may choose an ally within 60'. The chosen ally may immediately make a melee attack against a target of the warlord's choice. (The chosen ally must be able to reach the chosen

target, and must be willing to attack the chosen target.) If the attack granted by this tactic hits, the chosen ally is bolstered with a fresh wave of confidence and hope, gaining 1d3 temporary hit points. (If BHR is being used, the chosen ally instead gains temporary hit points equal to half their BHR). These temporary hit points will last for 1 turn or until lost to damage, whichever comes first. When a character with temporary hit points takes damage, damage is dealt first to the temporary hit points.

Initiate – At Initiate level, if the attack hits, the chosen ally instead gains 1d6+1 temporary hit points (or their BHR).

Journeyman – At Journeyman level, the chosen ally instead gains 2d6 temporary hit points (or twice their BHR).

Master – At Master level, the chosen ally instead gains 2d6+4 temporary hit points (or three times their BHR).

Grand Master – At Grand Master level, the chosen ally instead gains 2d6+10 temporary hit points (or four times their BHR).

Shattering Charge

Range: Self

Warlord Apprentice Tactic

Duration: 1 round

With this tactic, the warlord charges forward into the fray and leads from the front. The warlord may immediately make a charge attack against any target of their choice. This charge follows all normal restrictions for a charge attack; the warlord may not charge an ineligible target. If their attack hits, their target suffers a -2 penalty to AC for 1 round.

Initiate – At Initiate level, the target hit by the charge attack must also make a saving throw versus Paralysis. On a failed saving throw, they become vulnerable to melee attacks, suffering an additional -2 penalty to AC versus melee attacks and taking an additional point of damage per die from such attacks.

Journeyman – At Journeyman level, the target hit by the charge attack suffers a -4 penalty to AC, instead of -2.

Master – At Master level, if the warlord's charge attack hits, it can throw an entire group of enemies into disarray. All enemies within 5' of the target hit (including the target) suffer a -4 penalty to AC and must save versus Paralysis or become vulnerable to melee weapon attacks.

Grand Master – At Grand Master level, the area of disarray expands to all enemies within 7.5' of the target hit by the charge attack.

Stampede

Range: 60'

Warlord Apprentice Tactic

Duration: Instantaneous

With this tactic, a warlord can point out an enemy to be run over. The warlord may choose one ally within 60'. That ally makes a charge attack against an enemy of the warlord's choice. The chosen enemy must be within 60' of the warlord and within the chosen ally's charging movement rate. This charge follows all normal restrictions for a charge attack; the ally (or allies, at higher tactic levels) may not charge an ineligible target.

Initiate – At Initiate level, the warlord may choose two allies within range to charge the chosen enemy.

Journeyman – At Journeyman level, the warlord may choose six allies within range to charge the chosen enemy.

Master – At Master level, the warlord may choose eight allies within range to charge the chosen enemy. Additionally, one of the chosen allies of the warlord's choice suffers no AC penalty from this charge.

Grand Master – At Grand Master level, the warlord may choose ten allies within range to charge the chosen enemy. Additionally, one of the chosen allies of the warlord's choice gains a +2 bonus to AC for one round, instead of suffering a penalty.

The “Stop Exploding You COWARDS” Memorial Rule: Some warlords (Chaotic ones, mostly) believe that their allies are all idiots. Such warlords refer to their tactics by different names than given here. The following list gives first the name given above, then the name given by such “insulting warlords”.

Bind Wounds	Quit Bleeding	Patient Advice	Not That Complicated
Bulwark	Block, Damnit	Pincer Attack	The Claw
Bullseye Shot	Follow the Arrow	Rally	Get Back There
Coordinated Onslaught	Meatgrinder Formation	Reckoning	I'll Do It Myself
Expose Weakness	Hit the Weak Spot	Resurgent Strike	Wake Up
Inspiring Words	Walk It Off	Shattering Charge	Get in Here
Mobile Assault	Move and Hit	Stampede	Everybody Charge
Myrmidon Focus	Get Behind Me		

SECRETS OF WARCRAFT

CLASS BUILD

Warlord – Fighting 2, Hit Dice 1, Ceremonial 1. Four fighting tradeoffs made increase XPV by 600, for a total of 2,350 XP required for level 2. The warlord's Ceremonial Value uses a modified version of Eldritch magic that does not use shaded magic, and therefore does not grant a custom power nor the ability to gather divine power. Additionally, the warlord trades away the ability to use and create trinkets and talismans, the ability to perform ceremonies non-hastily, the ability to perform ceremonies at non-maximum level, the ability to create potions, the ability to create or use scrolls, and the ability to create permanent magic items. In exchange, their ceremony throws are smoothed out as we see (and include a bonus to hasty performances), they are immune to mishaps, and their tactics cannot be dispelled or otherwise affected by things that affect magic.

MAGIC TYPE BUILD

The warlord's tactics ability was built on a heavily modified chassis of Ceremonial Value 1. Although it was used as the basis, and a great amount of math and design went into determining what it should look like and the precise details of the abilities (there are spreadsheets; plural), this is a prohibitive amount of design work to repeat and leads to a very non-plug-and-play nature. Fortunately, there is an alternative. In the end, the majority of the changes made ended up canceling each other out in many ways, and the final result is very similar to simply having Thievery 1 instead of Ceremonial 1 and saying that the warlord's tactics ability is a special ability for classes costing five custom powers, similar to the machinist's ability to design, build, and repair automatons. It is recommended that for any future classes that use the tactics ability, that it simply be built into their class at this cost. (This does result in an XP cost 50 XP lower than taking Ceremonial 1, if Ceremonial 1 is traded for Thievery 1 to gain the additional custom powers needed. This can reasonably be considered roundoff error, or the XP cost of any class with the ability can be increased by 50.) How was the "five custom powers cost" determined? The class made four fighting tradeoffs. If they had had Thievery 1 instead of Ceremonial 1, this would have given them a total of seven powers at level one. The class ended up with tactics ability + one power at level one + powers at levels 2 and 9. 2 and 9 is not a standard tradeoff (it's slightly better than a standard tradeoff), but it is close. Therefore, two powers were spent on things other than the tactics system, which would mean that the tactics system could be purchased for five powers. It would be reasonable to assert that the slight improvement of 2+9 over the standard tradeoff of 2+12 is why the warlord costs 50 XP more for level 2 than a Thievery version would cost.

Another question may be asked; why does the cost for a warlord to research new tactics increase as they level up, with the upgrades to researched tactics being free? The answer is because the money means less to a higher level character. Even with the increase in raw tactic cost, the ratio between "cost of researching a new tactic" and the character's GP threshold decreases as they gain levels. Although the actual raw cost may increase, the overall difficulty of researching a tactic decreases as the warlord gains levels, as it should.

When creating new tactics, note that the warlord's caster level is not the same as their class level. Use the following table to determine the level-dependent variables of tactics. For simplicity, existing tactics have all been designed to have their maximum effect at the minimum level required to perform them, thus making them flat numbers. (The effective caster level at the minimum level for each tactic is 2, 4, 6, 8, and 10 respectively. The levels and their effective caster level at which the tactic level increases are bold in the table below.)

WARLORD LEVEL	EFFECTIVE CASTER LEVEL
1	0
2	2
3	2
4	3
5	3
6	4
7	5
8	6
9	7
10	8
11	9
12	10
13	10
14	10

How was the cost for increasing attack and movement rates calculated? I began from the assumption that each additional increase is more valuable than the increase prior to it. That is, tripling attack routine, the third attack is more valuable than the second attack. Therefore, it should have a nonlinear cost increase. The easiest way to phrase the progression is Previous Price + Base Cost * Total Bonus.

Double movement is therefore previous price (0) + 5*1 = 5. Triple would be previous price (5) + 5*2 = 15. Quadruple would be previous price (15) + 5*3 = 30. Quintuple would be previous price (30) + 5*4 = 50.

For increased attack routines, this same method provides us with the following results:

Double (0) + 20 = 20

Triple (20) + 40 = 60

Quadruple (40) + 60 = 100

Quintuple (100) + 80 = 180

Sextuple (180) + 100 = 280

Septuple (280) + 120 = 400

and so on.

TACTICS (SPELL) BUILDS

A tactic is a sequence of eldritch spells, levels 1-5. Each level should be an improved version of a previous level in the sequence. This means that the 15 tactics presented here also constitute 75 new eldritch magic spells, mostly white magic. (Those that deal damage are grey magic, while the reversed protection spells are black magic.) To create a new tactic, simply design a new spell for each level in sequence.

NEW SPELL MODIFIERS

Healing – Requires 1 minute to cast – x0.9

Healing – Can heal a particular target only once per day – x0.9

Healing – Grants temporary HP instead of restoring health – x0.9*

(When a Healing spell grants temporary HP, the temporary HP always lasts for 1 turn. A non-instantaneous duration indicates that the temporary HP may be granted to the spell's target once per round for the duration.)

Healing – 1d3 HP / Half BHR - 5

Movement – Target two creatures – x3

Movement – Movement rate tripled – 15

Movement – Movement rate quadrupled – 30

Movement – Attack routine tripled – 60

Movement – Affects 5' radius sphere around target – x2

Movement – Duration X rounds – x0.X

Movement – Affects 10' radius around target – x3

Movement – Affects 15' radius around target – x5

Protection – Duration 1 round – x0.6

Protection – Save bonus applies to 2 of 5 categories – x0.3

Protection – Save bonus applies to 1 of 5 categories – x0.1

Protection – Save bonus applies vs specific effect of spell type only (e.g. charm) – x0.75

Protection – Offers additional save against protected effect instead of invulnerability – x0.5

Reversed Protection spells: Costs as protection, but has the opposite effect. Penalty to AC may be expressed in text as a bonus to hit.

Protection Reversed – Requires Attack Throw – x1 (As with Healing), No Attack Throw Required x1.4

Protection Reversed – No Saving Throw – x1, Save for Half x0.75, Save Negates x0.5 (A note: Yes, Protection lists “no saving throw” as x4. Given that Dispel Magic, which can very easily be used offensively and offers no save, still uses the ‘beneficial effect’ modifier, I don't think the x4 is ever used, nor does it seem like the appropriate modifier for reversed protection debuffs. Therefore, Protection Reversed has been given the same attack throw and saving throw related modifiers as reversed Healing spells.)

Transmogrification – Concentration required to sustain maximum duration – x0.7

Transmogrification – Target 1 creature per level within 30' diameter – x5

Transmogrification – Duration 1 round – x0.4

Bind Wounds – Healing - Heals BHR – 10, range touch x1, one target x1, requires 1 minute x0.9, may only heal a target once per day x0.9, final 8.1

2nd level –Heals double BHR (20), total 16.2

3rd level –Heals triple BHR (30), 24.3.

4th level – Four times BHR (40), subtotal 32.4, plus salving rest (10) * .9 * .9 subtotal 8.1, total 40.5 rounded down to 40

5th level – Five times BHR (50), subtotal 40.5, plus salving rest subtotal 8.1, total 48.6.

Bullseye Shot – Movement – Attack routine doubled (20), self (x0.75), instantaneous (x0.1), subtotal 1.5 plus Blast – eldritch x1.5, range 240' (x1.2), target 1 creature (x1), 1 round (x1.1), 1d6 damage per level (27), max 2d (x0.25), requires attack throw (x0.35), subtotal 4.68, total 6.12

2nd level – Damage cap removed (4d at this level), subtotal 18.72, total 20.22 (rounded down to 20)

3rd level - Add reversed protection – vulnerable to normal and magical missile attacks (-2 AC and +1 damage per die) (20), save negates (x0.5), 1 round (x0.6), 180' range (x1.6), attack throw required (x1), subtotal 9.6, total 29.82

4th level – Attack routine tripled (60), subtotal 4.5, total 32.82

5th level – Blast damage increased to 2d6/level (52), blast subtotal increased to 36.05, total increased to 50.15 (rounded down to 50)

Bulwark – Protection - +2 to AC (10), 1 creature (x1), 30 feet (x1.1), 1 turn (x1), duration expires if target object is dropped (x0.85)(used as ‘target must be wielding a shield’), total 9.35

2nd level – Also gives +2 to all saving throws, subtotal 9.35, total 18.7

3rd level – benefit applies to all allies within 5' of the targeted ally (x1.25), total 23.375

4th level – Affected allies are additionally resistant to normal ranged attacks (half damage, 10), total 35.06

5th level – Affected allies are instead resistant to all normal weapons (half damage, 20), total 46.75

Coordinated Onslaught – Movement - 5' radius around target (x2), attack routine doubled (20), 3 rounds (x0.3), concentration required (x0.6), range self (x0.75), total 5.4

2nd level – As above, except duration 6 rounds (x0.6), total 10.8 (rounded up to 11)

3rd level - As above, except affects a 10' radius sphere around the warlord (x3), duration increased to 1 turn (x0.75), total 20.25 (rounded up to 21)

4th level – As above, except affects a 15' radius around the warlord (x5), total 33.75

5th level – As above, except Blast – duration concentration up to 1 round per level (x2), eldritch (x1.5), 1d6 damage per level (27), maximum 1d (x0.1), spell only targets objects (x0.67), spell affects 10' radius around target (x2.25), selective targeting (x3), no save (x1), range 0' (x0.4), subtotal 14.65, total 48.40. The bonus damage applies only on the attack granted by this tactic.

Expose Weakness - Range 120' (x0.9), eldritch (x1.5), max 2d (x0.25), 1 round (x1.1), instantaneous (x1), one creature (x1), 1d6 per level (27), total 10.02.

2nd level – Damage increased to 4d (x0.5), total 20.04.

3rd level – Damage increased to 5d (x0.7, total 28.06.

4th level – Damage increased to d8's (35), total 36.36.

5th level – Damage increased to d10's (44), total 45.72.

Inspiring Words – Healing - Heal BHR (10), temporary HP (x0.9), range 15' (x1.1), eldritch (x1), 1 creature (x1), instantaneous (x1), total 9.9

2nd level – Heal double BHR (20), all other modifiers the same, 19.8

3rd level – Heal triple BHR (30), all other modifiers the same, 29.7

4th level – May choose either 3rd level version or heal double BHR to 1 creature + 1 per 5 levels (2 creatures), 39.6 cost

5th level – Choose one: Triple BHR to one creature within 60' (35.1) or heal double BHR to 3 creatures within 60' (46.8)

Mobile Assault - Movement – Attack routine tripled (60), movement rate doubled (5), duration 1 round (x0.1), range 60' (x1.33), 1 willing target (x1), beneficial effect (x1), total 8.645

2nd level – Movement rate is tripled instead of doubled (15), increasing cost to 10.64.

3rd level – Targets 1 creature + 2 per 5 additional levels (three allies) x2.5, bringing the cost up to 26.6

4th level –Add Transmogrification: current form gains +2 enhancement 30, target 1 creature x1, range 60' x1, duration 1 round x0.4, subtotal 12, total 38.6

5th level – Movement - Targets 1 creature plus 1 per 5 levels (x1.5), movement rate quadrupled (30) movement subtotal 31.92, Transmogrification – Targets 1 creature plus 1 per 5 levels (x2), subtotal 24, total 55.92. This tactic benefited from a minor breakthrough.

Myrmidon Focus – Protection - Duration expires if target object is dropped (x0.85), duration concentration (x1), caster must remain stationary for duration (x0.5), protection in 10' radius around target (x1.25), range touch (x1), target 1 object (x1), +2 to AC and +1 to all saves (15), total 7.97

2nd level – Bonus increased to +2 AC and +2 all saves (20), total 10.6, rounded up to 11

3rd level - As above plus Healing – Half BHR (5), temporary HP (x0.9), concentration (x4), touch (x1), 1 creature(x1), subtotal 18, total 28.6

4th level – As above plus saves vs Blast increase to +4; initial saving throw bonus applies only to 4 of 5 categories (x0.7), subtotal 3.72, plus AC boost subtotal 5.3, plus +4 saves vs Blast subtotal (33), applies to only 1 category (x0.1), subtotal 1.75, protection subtotal 10.77, total 28.77, rounded up to 4th level as a calculation-shenanigans penalty

5th level – As above, but healing increased to BHR (10), subtotal 36, total 46.77

Patient Advice – Transmogrification - Grant proficiency like ability (20), target 1 creature (x1), concentration required (x0.7), range 30' (x0.9), 6 turns (x1) target form must be physically present (warlord must have the proficiency in question) x0.4 total 5.04

2nd level – As above except targets increased to 1 creature + 1 per 2 additional levels (x4), total 20.16 rounded down to 20.

3rd level –Target changed to 1 creature per level within 30' diameter (x5) (6 creatures), cost increased to 25.2

4th level – Targets are now 1 creature per level (no longer required to be within 30' diameter, though all must still be within range of the warlord), range increased to 60', cost 39.2

5th level –The warlord may instead choose to set a pair of targets within 30' a specific task, and the proficiency lasts until the task is complete. Grant proficiency like ability (20), 1 creature + 1 per 5 levels (x2), duration until task complete (x3.25), range 30' (x0.9), target form must be physically present (x0.4), total 46.8

Pincer Tactic – Movement - Attack routine doubled (20), movement rate doubled (5), instantaneous (x0.1), range 10' (x1.1), targets two targets (x3), subtotal 8.25, plus Blast – 1d6 damage per level (27) max 2d (x0.25), one creature (x1), 0' (x0.4), attack throw required (x0.35), eldritch x1.5, subtotal 1.42, total 9.67.

2nd level – Ally target range increased to 60' (x1.33) and ally movement increased to tripled movement rate (15), increasing movement cost to 13.965, total 15.385

3rd level – Blast cap increased to 4d (x0.5), increasing blast portion cost to 2.835. Additionally, new effect – Knockdown target (10), 0' (x0.4), attack throw required (x0.35), duration until target saves (x3), eldritch (x1.5), subtotal 6.3. New total 24.52.

4th level – Increases movement cost to triple attacks (60), movement cost 29.925, total 39.06.

5th level – Damage increased to 8d (x0.95), Blast subtotal 11.6865, total 47.9115

Rally - Protection - Protects against specific effect (fear)(25), range 30' (x1.1), duration instantaneous (x0.5), offers additional save instead of invulnerability (x0.5), target 1 creature (x1), eldritch (x1) subtotal 6.875 plus +2 bonus to saving throws (10), save bonus applies to only 2 of 5 categories (x0.3), 1 turn (x1), 30' range (x1.1), subtotal 3.3, total 10.175, rounded down to 10

2nd level – All effects above duplicated, but for charm; total 20.35, rounded down to 20

3rd level – All effects above duplicated, but for confusion; total 30.525, still rounded down.

4th level – Now grants immunity to fear on the instant effect (automatically dispelling any fear effect), 17.05 for the fear benefits, total 37.4

5th level – Now also grants immunity to charm and confusion on immediate effect, total 51.15, benefited from a minor breakthrough.

Reckoning – Movement – Attack routine doubled (20), “target” 1 creature per level (x4), 1 round (x0.1), conditional (x0.75), subtotal 6 plus Protection +2 bonus to AC (10), self (x0.75), 1 round (x0.6), subtotal 4.5, total 10.5 rounded down to 10

2nd level – AC bonus increased to +3 (20), subtotal 9, total 15

3rd level – AC bonus increased to +4 (33), subtotal 14.85, total 20.85 (rounded up to 21)

4th level – Duration increased to 3 rounds (x0.3 movement, x0.7 protection), movement subtotal 18 protection subtotal 17.33, total 35.33

5th level – Duration increased to 5 rounds (x0.5 movement, x0.7 protection), movement subtotal 30, protection subtotal 17.33, total 47.33

Resurgent Strike – Movement – Attack routine doubled (20), instantaneous (x0.1), range 60' (x1.33), 1 creature (x1), subtotal 2.66 plus Healing – Heal half BHR (5), range 60' (x1.3), healing is temporary HP (x0.9), requires attack throw (x1) subtotal 5.85, total 8.51

2nd level – As above except healing full BHR (10), subtotal 11.7, total 14.36

3rd level – As above except healing double BHR (20), subtotal 23.4, total 26.06

4th level – As above except healing triple BHR (30), subtotal 35.1, total 37.76

5th level – As above except healing quadruple BHR (40), subtotal 46.8, total 49.46

Shattering Charge – Movement – Movement rate quadrupled (30), attack routine doubled (20), self (x0.75), instantaneous (x0.1), subtotal 3.75 plus Protection +2 bonus to AC (10), attack throw required (x1), 1 round (x0.6), range 0' (x1), no saving throw (x1), subtotal 6, total 9.75

2nd level – As above, except also gains vulnerability (-2 AC and +1 damage per die) to normal and magical melee weapons (20) save negates (x0.5), subtotal 6, total 15.75

3rd level – As above, except +4 bonus to AC (33) instead of +2, subtotal 19.8, total 29.55

4th level – As above, except affects all enemies within 5' of target (x1.25), total 36.9375

5th level – As above, except affects all enemies within 7.5' of target (x1.5), total 44.325

Stampede – Movement quadrupled (30), attack routine doubled (20), one creature (x1), range 60' (x1.33), instantaneous (x0.1), total 6.65

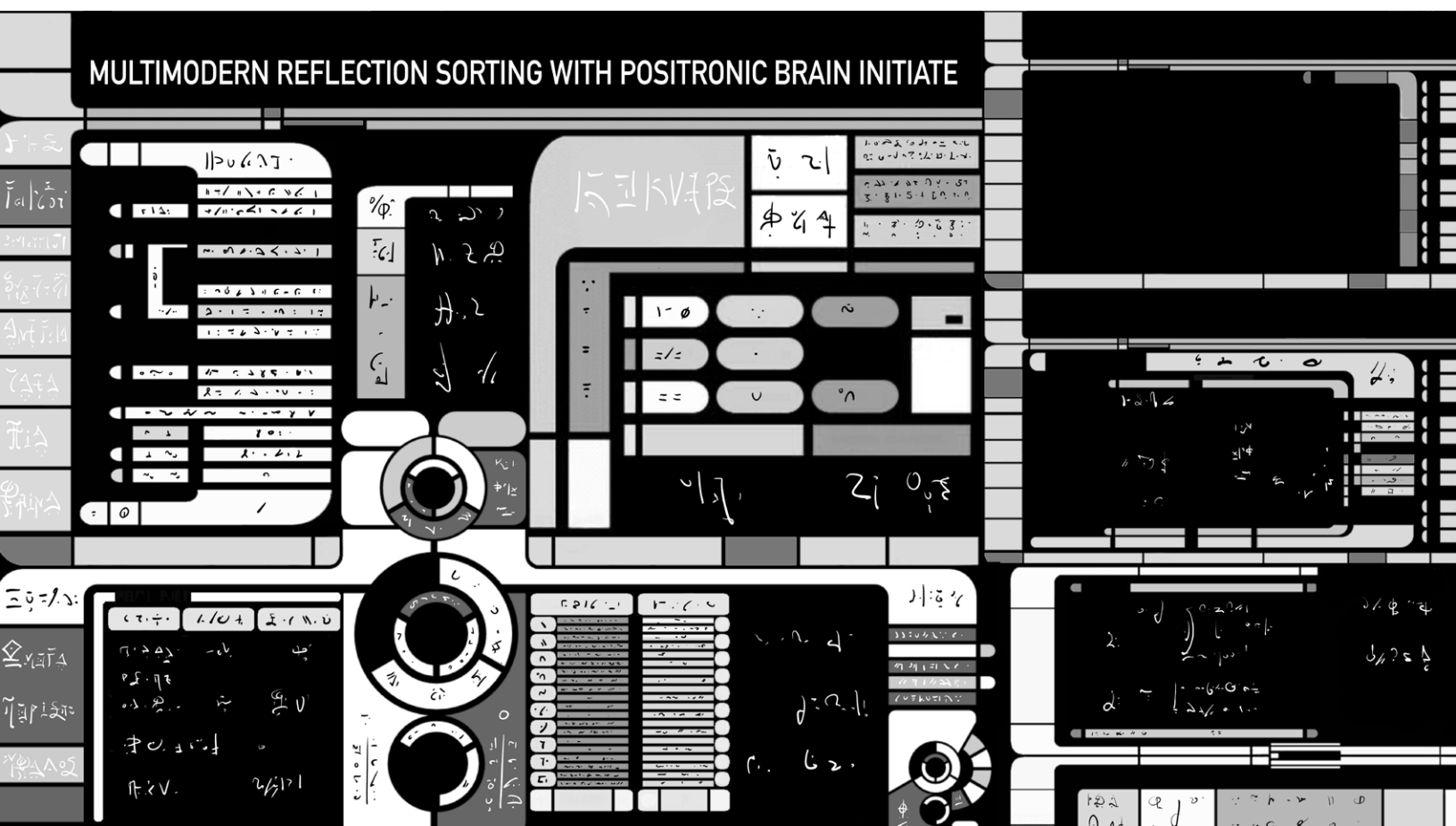
2nd level – Two creatures (x3), total 19.95

3rd level – One creature per level (x4), total 26.6 (six creatures)

4th level – (Eight creatures by level increase), plus Protection – one creature (x1), range 60' (x1.2), one round (x0.6), +2 bonus to AC (10), subtotal 7.2, total 33.8

5th level – (Ten creatures by level increase), protection now gives +4 bonus to AC (33) to chosen target, subtotal 23.76, total 50.36, rounded down to 50

MULTIMODERN REFLECTION SORTING WITH POSITRONIC BRAIN INITIATE



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