



A Sourcebook for Bards, Sorcerers and Wizards

Connie J. Thomson & Robert W. Thomson

Compatibility with the *Pathfinder Roleplaying Game* requires the *Pathfinder Roleplaying Game* from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the *Pathfinder Roleplaying Game*. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

The Book of Arcane Magic ©2009 4 Winds Fantasy Gaming. All Rights Reserved. *The Book of Arcane Magic* is presented under the Open Game License. See page 67 for the text of the Open Game License. Except for material designated as Product Identity (see below), the contents of this 4 Winds Fantasy Gaming product are Open Game Content, as defined in the Open Gaming License 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content might be reproduced in any form without written permission. To learn more about the Open Game License visit http://wizards.com

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the *Pathfinder Roleplaying Game* and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Product Identity – The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All 4 Winds Fantasy Gaming trademarks, proper names (characters, deities, places, etc.) dialogue, plots, storylines, language, incidents, locations, characters, artwork and logos.

ISBN 978-0-578-02990-0

4 Winds Fantasy Gaming 1305 14th Avenue South Great Falls, MT 59405 USA



A Sourcebook for Bards, Sorcerers and Wizards

Connie J. Thomson & Robert W. Thomson

TABLE OF CONTENTS

Introduction	4
Chapter 1 – Spells	5
Chapter 2 – Colleges of Magic	33
Chapter 3 – Sorcerer Bloodlines	44
Chapter 4 – Familiars	53
Chapter 5 – Magic Items	60
Appendix	65
Open Game License	67

(REDITS

Designers – Connie J. Thomson, Robert W. Thomson Design Consultant – Sean O'Connor Developers – Katheryn Bauer, Sean O'Connor, Connie J. Thomson, Robert W. Thomson Editor – Tad Kelson Cover Artist & Layout – Kristen M. Collins Cover & Logo Design – Kristen M. Collins Interior Artists – Jason Ammons, Kate Ashwin Interior Layout – Connie J. Thomson Playtesters – Steve Anderson, Ben Donnelly, Dallas Houser

This book is dedicated to the memory of our dear friend and long time gaming companion, James Kenneth Hart (1963-2009), aka King Ashal Hammerstone. The King is dead, long live the King...

Special Thanks to: Jeremy Belk, Heath Brewer, Matt Brewer, Randy Carr, Michael Casler, Christopher Cronan, George Roberts, Shannon Russell, Michael Wall and everyone at the Sandbaggers Game Club of Great Falls, Montana.

INTRODUCTION

agic.

W Even for those not well versed in the world of fantasy gaming, the word alone instantly conjures images of old wizards in pointy hats, young sorcerers in brightly colored robes, and magnificent displays of power. Those who have some familiarity with fantasy may also picture the charismatic bard, singing tales of heroism to encourage her companions. For those of us who eat, drink, and breathe fantasy, magic is one of the defining elements of our game worlds – its very existence or absence can completely change a campaign setting.

The possibilities of magic are endless, and this book is full of new arcane possibilities. Within these pages you'll find over 100 new spells for your bards, sorcerers and wizards. The spells run the full gamut, from the most minor of cantrips to game-changing 9th-level spells. All eight schools of magic are represented, so whether you play an illusionist or a necromancer, you'll find new spells for your character's repertoire.

Far beyond spells, there's plenty of information in this book for fleshing out your spellcaster. Pick one of the eight colleges of magic or three bardic colleges as your character's alma mater. Your sorcerer's magical powers can now be traced to one of ten new bloodlines. There are also ten new choices for your wizard's familiar. With this new material, there's more than game mechanics and bonuses – though those are certainly good! You can give your arcane magic user a background and personality like no other. And cross your fingers and hope that your Game Master (GM) puts one of the 30 new magic items in the next treasure trove your party uncovers (or create the items yourself!).

This book is for GMs as much as it is for players. It acts as a fantastic world-building tool. For a low-magic setting where wizards are few and far between, pick just one of our colleges as the source of all magic-users in the known world. For a setting where magic is commonplace, forge a competitive rivalry amongst the colleges and their many students and faculty. Though we do make mention of the colleges' locations in our own game world (to be detailed in later 4 Winds products), you can easily pick them up and drop them into any setting you choose. The same new spells, bloodlines, and familiars that make the player characters unique can be used to create Non-Player Characters (NPCs) who are anything but typical. You can decide which of the new magic items the characters are lucky enough to find - or which items fall into the hands of the villains.

In the introductory text for each chapter, you'll meet two of our iconic characters – the drow Dissin Bi'Jou and the fey-touched half-elf Marcus D'Lyn, both professors of conjuration at Vanguard Academy. Follow them as they go on a little adventure between school terms and uncover the possessions left behind by a wizard who died centuries ago, and then return to the academy with their loot in tow. They found some incredible treasures...

Who are we?

First and foremost, we're gamers, just like you. We're a husband-wife team with 40 years of tabletop roleplaying game experience between us- that makes us sound old and wise, doesn't it? Both of us have sat at the gaming table as players, and also behind the screen as GMs. If we had our druthers, we'd sit at the table speaking in character, rolling dice and moving minis across a battlemat all day long, every day. Gaming is, without a doubt, our favorite hobby.

For nearly all the of the eleven years we've been together, we've said, "Wouldn't it be awesome to write game books together? And try to make a living doing what we love?" We finally decided it was time to put up or shut up. We didn't want to wake up one day 20 years from now, look back and regret never following our dream. So, here we are, and here you are, holding the first of what we hope will be many fine products from 4 Winds Fantasy Gaming.

We can't thank you enough for purchasing our book. We hope you have as much fun using it as we had writing it.

Good Gaming,

Connie and Robert Thomson



This little guy is the Forgetful Wizard - our mascot! He may be forgetful, but we're not - we'll make sure he finds his way into every 4 Winds Fantasy Gaming book!



A fter hours of exploring, just one unopened door remained in the abandoned mage's tower. The pair of wizards stood before it for a long while before one finally spoke the words they both were thinking.

"This **has** to be his study. It's the only room left in the tower."

"You think the door's trapped? Every other one was." Dissin Bi'Jou sighed in resignation. "You're probably right, Marcus. Let's just hope it's a magical trap, otherwise we're in trouble. I'm out of healing potions."

"As am I," Marcus D'Lyn agreed. He stepped back from the doorway and cast a spell of detection, watching as a spot over the door's handle began to glow a bright blue. "Right there," he pointed. "A symbol of pain."

"Lovely." The drow summoned up his waning magical strength and focused all his will on dispelling the dangerous symbol. He let out a sigh of relief as it vanished. "I got it. It's gone."

Marcus reached out and touched the handle. "You ready?" he asked his adventuring companion, excitement

lighting up his half-elven features.

"I was ready the moment we set foot in this tower." The two conjurers entered the long-abandoned study and stood still for a long moment, taking in all the treasures that the wizard who'd once inhabited this tower had left behind so many years ago. Shelves full of ancient tomes and jars of what had once been spell components lined the walls. A stout, amber-topped and golden-shod staff stood propped in one corner, with what appeared to be a clockwork toy in the form of a cat curled at its base. Above the desk hung a framed piece of parchment, declaring that Orthan Arkhemen was a member of the first graduating class from Wolestone Thaumatulurgical Institute. And on the desk itself, among the scattered loose sheets of paper, was...

"Oh gods, it's his spellbook," Marcus breathed, finally daring to move further into the room. He went straight to the desk, looking down at the open tome with reverence and awe.

Dissin was immediately at his side. "He must

have had to leave in a hurry," he mused, pushing away the old stub of a candle, which had dripped wax along the edges of the pages so long ago.

Between magic and gentle scrapes with the tip of a dagger, the two wizards removed all the hardened wax from the spellbook, and only then dared to start examining it. Dissin, the shorter of the two, carefully turned each page as Marcus read over his shoulder.

"I've never seen any of these spells before," Dissin murmured. "Have you?"

"No... I see a few that look like variants of spells I know of, but otherwise they're all new to me."

The two wizards looked at each other and grinned. We've found a quite a treasure," Marcus said. "Indeed."

No bard, sorcerer, or wizard will get very far in life without an assortment of spells to help them in every situation. Sometimes, all one needs is a distraction, something to provide just enough cover and opportunity to slip away from enemies before they notice. At other times, serious offensive and defensive spells are needed to win a fight. Outlined here are spells useful for either of those scenarios, and anything else in between.

All of the spells in this chapter are available to bards, sorcerers and/or wizards as noted in the spell lists and descriptions. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. Spells referenced but not detailed here can be found in Chapter 10 of the *Pathfinder Role-playing Game Core Rulebook*.

SPELL LISTS

BARD SPELLS

0-Level Bard Spells

- **Confetti:** Conjures an explosion of brightly colored paper bits.
- Cream Pie: Conjures a normal cream pie for throwing.
- **Finger Flame:** Creates a small flame at the tip of finger which deals 1 point damage.
- **Giggle:** Subject laughs for 1 round and cannot cast spells with verbal components.
- **Lockslip:** Cast on a lock to reduce the Disable Device DC by 1.
- **Makeshift Quill:** Fills a regular feather with enough ink for 1 page/level.
- **String:** Conjures a small ball of string that vanishes after 10 min./level.
- **Tune:** Tunes one non-magical instrument, giving you a +1 bonus to a Perform (instrument) check.

1st-Level Bard Spells

Call of the Wild: Creates the frightening sound of howling wolves.

Cold Feet: Ice forms around subject's feet, immobilizing them and causing minor damage.

Fool's Gold: Temporarily transform copper and silver coins into gold.

Friendly Face: Improve strangers' reactions toward you. **Good Humor:** Gain +10 to a Perform (comedy) check.

Happy Feet: Gain +10 to a Perform (dance) check.

- **Heartache:** Subject remembers a lost loved one and is left shaken.
- **Hot Foot:** Creates flame on subject's feet, 1d3 fire damage, for 1 round/level.
- **Magical Quill:** Enchants a quill to write down all words spoken within your range of hearing.
- Master Thespian: Gain +10 to a Perform (act) check.
- **Pacifist:** Subject will avoid combat and casting spells that cause damage.
- Parable: Gain +10 to a Perform (oratory) check.
- **Peep Hole:** Creates a small hole in a non-magical door, wall, or window shutter so you can see through to the other side.
- **Perfect Balance:** Gain +10 to an Acrobatics check. **Perfect Pitch:** Gain +10 to a Perform (sing) check.
- **Scatterbrained:** Subject is dazed for 1 round.
- **Sense of Place:** You gain geographical, historical, and social knowledge about your current location.
- **Snowshoes:** Move across ice or snow at normal speed without penalty.
- **Stutter:** Subject stutters, can't cast spells with verbal components, and suffers a Charisma penalty.
- Virtuoso: Gain +10 to a Perform (any instrument) check.

2nd-Level Bard Spells

Comfort Food: Food takes on special healing properties. **Delayed Reaction:** Subject's next action is delayed until

- after your next turn. **Ierena's Coy Clothing:** Distract creatures who would normally find you attractive.
- **Ierena's Luscious Lips:** Gain +2 to Charisma and +5 to Diplomacy and Bluff.
- **Limited Telepathy:** Mentally communicate with another creature within range.
- **Magic Probe:** Learn what spells are in affect on a subject.
- **Memory of Love:** Subject won't attack you because you remind them of a loved one.
- Mental Cartography: You cannot get lost.
- **One Track Mind:** Subject continually repeats last action. **Philanthropist:** Subject is compelled to give coins and
- gear to the needy.
- **Resistance, Improved:** As *resistance*, except bonus lasts 1 min./caster level.
- Rogue's Gambit: Gain one extra move action or attack.
- Slip of the Tongue: Subject can't speak clearly.
- **Sticky Fingers:** Subject's hand oozes a sticky substance. **Sweetness:** Create a sweet scent that dazes those in a 20-ft. radius.
- **Touch Me Not:** Gain +2 to AC, deal damage to foes who touch you.

Twinkle: Your body sparkles, dazzling those around you. **Makeshift Quill:** Fills a regular feather with enough Windows to the Soul: Learn subject's general ink for 1 page/level. alignment and gain +10 to a Sense Motive check. **String:** Conjures a small ball of string that vanishes after 10 min./level. Divination 3rd-Level Bard Spells Double Take: Reroll one Perception check. Broken Arrow: Projectiles fired from subjects' weapons Evocation break or shatter. Finger Flame: Creates a small flame at the tip of Charge of the Valiant: Subject can take full attack at finger which deals 1 point damage. the end of a charge. Moment of Darkness: Creates darkness in a 20-ft. Copycat: Subject mimics all the actions of an adjacent radius for 1 round. creature. Illusion Diabolic Fiddler: Calls a fiddling imp to play a False Blink: You appear to wink out of existence for a frightening tune. brief moment. **Envy:** Subject obsessively covets a possession of a companion. 1st-Level Sorcerer/Wizard Spells Good Fortune: Subject can reroll three attacks, ability checks, skill checks, and/or saving throws within 1 min. Conjuration Phobia: Subject develops a sudden and severe fear. Cold Feet: Ice forms around subject's feet, Sleepless Night: Subject cannot fall asleep for 24 hours. immobilizing them and causing minor damage. Slippery Grip: Subject suffers penalties to attack. Distraction: Subject becomes open to free Attacks of Sock Puppet: Creates a sock puppet to annoy a subject -Opportunity. and give penalties to Stealth, Bluff and Diplomacy Divination checks. **Bird's Eye View:** See your surroundings as if from **Soundproof:** Insulates an area so that no sound can above. **Spell Sight:** Gain +1 to Spellcraft checks to identify escape. Stench of the Polecat: Creates putrid fumes that blind spells being cast. and nauseate creatures. Enchantment Village Idiot: Subject's Wisdom score drops to three. Heartache: Subject remembers a lost loved one and is **Unseen Sentinel:** As *unseen servant*, except this one left shaken. **Pacifist:** Subject will avoid combat and casting spells acts as a guard. that cause damage. Evocation 4th-Level Bard Spells Hot Foot: Creates flame on subject's feet, 1d3 fire Magical Quill, Improved: As magical quill, plus damage, 1 round/level. translation to your choice of language. Illusion Mind to Mind: Forge a mental link with another Awe: Gain +10 to an Intimidate check. creature, and experience what they see and hear. Call of the Wild: Creates the frightening sound of **Resistance**, Mass: As *resistance*, except affects multiple howling wolves. creatures. Transmutation Dwarfsense: Gain most benefits of dwarven racial trait 5th-Level Bard Spells Stonecunning. **Kiss of Life^M:** Bring a dead creature back to life with a **Fireshape:** Affects size of normal fires or extinguish kiss. them. Fool's Gold: Temporarily transforms copper and silver 6th-Level Bard Spells coins into gold. Resistance, Greater: As resistance, except bonus is +5. Mace Hand: Transforms your hand and forearm into a light mace. SORCERER/WIZARD SPELLS **Magical Quill:** Enchants a quill to write down all words spoken within your range of hearing. Net: Rope knots and weaves itself into a net. 0-Level Sorcerer/Wizard Spells (Cantrips) Peep Hole: Creates a small hole in a non-magical door, Abjuration wall, or window shutter so you can see through to Spellbook Protection: Wizard only. Anyone besides the other side. you touching your spellbook takes 1d3 electricity Perfect Balance: Gain +10 to an Acrobatics check. damage. Snowshoes: Move across ice or snow at normal speed Conjuration without penalty. **Lockslip:** Cast on a lock to reduce the Disable Device DC by 1.

QU	<u> </u>
S	
S.	2 nd -Level Sorcerer/Wizard Spells
S	Abjuration
S	Resistance, Improved: As <i>resistance</i> , except bonus
B	lasts 1 min./caster level.
B	Conjuration
\mathfrak{A}	Special Delivery: Transports one of your small items
\mathfrak{A}	to an ally.
$ \geq $	Touch Me Not: Gain +2 to AC, deal damage to foes
	who touch you.
R	Divination
S.	Magic Probe: Learn what spells are in effect on a
S	subject.
S	Mental Cartography: You cannot get lost.
S.	Sense of Place: You gain geographical, historical, and
S	social knowledge about your current location.
S	Windows to the Soul: Learn subject's general
S	<i>i</i> 6
\mathfrak{A}	alignment and gain +10 to a Sense Motive check.
B	Enchantment
\mathfrak{a}	Friendly Face: Improve strangers' reactions toward
\mathbb{R}	you.
R	One Track Mind: Subject continually repeats last
S	action.
S	Scatterbrained: Subject is dazed 1 round.
S	Slip of the Tongue: Subject can't speak clearly.
S.	Evocation
S	Sweetness: Create a sweet scent that dazes those in a
S	20-ft. radius.
B	Illusion
\mathfrak{A}	Twinkle: Your body sparkles, dazzling those around
	you.
R	Transmutation
S	Cat's Eyes: Gain low-light vision 60 feet.
S	Lizardskin: Gain +2 (or higher) enhancement to
S	natural armor.
S.	Miss: Subject suffers -10 penalty to an attack.
S	Sticky Fingers: Subject's hand oozes a very sticky
S	substance.
S	Thinner: Subject can slip through tight spaces.
Ø	
$ \geq $	3 rd -Level Sorcerer/Wizard Spells
R	Conjuration
S	Freezing Fog: As <i>fog cloud</i> , plus thick slippery frost
S	covers ground.
S.	Wall of Light: Creates a wall of blinding bright light.
S	Divination
S	Good Fortune: Subject can reroll three attacks, ability
B	checks, skill checks, and/or saving throws within 1
B	min.
\mathfrak{A}	Limited Telepathy: Mentally communicate with
S	another creature within range.
S.	Enchantment
ST	Copycat: Subject mimics all the actions of an adjacent
SX	creature.
SI	Envy: Subject obsessively covets a possession of a
S	companion.
101	Memory of Love: Subject won't attack you because

Memory of Love: Subject won't attack you because you remind them of a loved one.

Evocation

Back to Back: Pull two subjects back to back with unseen force.

Fire and Ice: 2d4 damage, alternating fire and cold each round.

Illusion

Ierena's Coy Clothing: Distract creatures who would normally find you attractive.

Ierena's Luscious Lips: Gain +2 to Charisma and +5 to Diplomacy and Bluff.

Transmutation

Black and Blue: Subject takes an equal amount of non-lethal damage from each hit from a bludgeoning weapon.

- Broken Arrow: Projectiles fired from subjects' weapons break or shatter.
- Charge of the Valiant: Subject can take full attack at the end of a charge.

Delayed Reaction: Subject's next action is delayed until after your next turn.

Magic Hat: Turn any non-magical headgear into a temporary extra dimensional space.

Slippery Grip: Subject suffers penalties to attack.

4th-Level Sorcerer/Wizard Spells

- Abjuration
 - **Resistance**, Mass: As *resistance*, but affects multiple creatures.

Conjuration

Sandblast: 2d6+1d6/four caster levels, victims blinded 1d4 rounds.

Stench of the Polecat: Creates putrid fumes that blind and nauseate creatures.

Unseen Sentinel: As unseen servant, except this one acts as a guard.

Divination

Mind to Mind: Forge a mental link with another creature, and experience what they see and hear.

Sniper Shot: Subject's next successful ranged attack is an automatic critical hit.

Staggering Blow: Subject's next successful melee attack is an automatic critical hit.

Enchantment

Philanthropist: Subject is compelled to give coins and gear to the needy.

Phobia: Subject develops a sudden and severe fear.

Sleepless Night: Subject cannot fall asleep for 24 hours.

Illusion

Mirror Talk^F: Look into one mirror and see out of its matched twin anywhere else on the same plane.

Necromancy

Spell Hold: Cause another caster's spell of 3rd level or lower to internalize its power within him.

Transmutation

Liar's Curse: Subject's nose grows a little larger with every lie told.

Poison Arrow: Imbue 2 projectiles/level with poison.

Transparency: Temporarily see through up to 6 inches of wood, metal or stone.Village Idiot: Subject's Wisdom score drops to three.

5th-Level Sorcerer/Wizard Spells

Conjuration **Ash Cloud:** As *solid fog*, plus potential for subjects to

choke on hot ash.

Divination

True Strike, Mass: As *true strike*, but affects multiple creatures.

Evocation

- **Drow's Folly:** Outlines subjects in light that deals 2d4 damage/round.
- **Suffering Wind:** 1d4+1 Constitution damage due to loss of body moisture.

Necromancy

Black Ice: 1d6 negative energy damage/level (maximum 10d6).

Transmutation

- **Magical Quill, Improved:** As *magical quill*, plus translation to your choice of language.
- **Spirit Sight:** See creatures and items according to their life force.

6th-Level Sorcerer/Wizard Spells

Abjuration

Resistance, Greater: As *resistance*, except bonus is +5.

Conjuration

Kiss of Life^M: Bring a dead creature back to life with a kiss.

Divination

Hindsight: See recent past events in an area.

Evocation

Zorra's Magic Missile: Six missiles each deal 2d4 damage.

Transmutation

Flesh and Blood: Non-living creatures have DR temporarily reduced by 5.

Tar Pit: Turns the ground beneath a subject to tar and they begin to sink.

Unfazed^M: Cannot suffer from a number of conditions, easier to cast spells after being injured.

Conjuration

Come to Me^F: Summon a willing ally from

anywhere on the same plane as you to your side. Mirror Walk^F: Step into one mirror and step out of

its matching twin anywhere on the same plane. Enchantment

Sleepwalker: Subject rises from natural sleep to do one task at your bidding.

Evocation

Zorra's Hellbane: 1d6 cold damage/level; 1d6 good damage/level to creatures immune to cold.

Transmutation

Time Stop, Lesser: You act freely for one round.

8th-Level Sorcerer/Wizard Spells

Necromancy

Spell Hold, Greater: Cause another caster's spell of 7th level or lower to internalize its power within him.

9th-Level Sorcerer/Wizard Spells

Divination

Tide of Battle^F: For one round, allies gain +5 to attack and damage, while foes take -5 penalties to attack and damage.

Enchantment

Forever More^{MF}**:** Subject is unable to forget a specific memory/event.

Nevermore^M: Erases all memories of subject's existence from all living creatures on the prime material plane.

Evocation

Spell Meld^{MF}: You and another spellcaster can cast each other's spells.

SPELLS

ASH CLOUD

School conjuration (creation); Level sorcerer/wizard 5 CASTING Casting Time 1 standard action Components V, S, M (a flake of ash) EFFECT Range medium (100 ft. + 10 ft./level) Area fog spreads in 20-ft. radius, 20 ft. high Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance no

DESCRIPTION

Dense, thick ash of the type produced by volcanic activity billows out from the point you designate. The ash cloud obscures all sight, slows creatures trying to move through it, and hinders attacks as a *solid fog* spell would. More so, any creatures within the area of effect are blinded, and must make a Fortitude save or begin to choke on the hot ash. A creature who chokes takes 1d6 points of non-lethal damage, plus another 1d6 points for each additional round spent in the cloud. An affected creature who succeeds on his initial saving throw can make a new save each round, but the DC goes up by one each round. Choking creatures will continue to choke until the spell ends or they exit the cloud. Only a severe wind (31+ mph) will disperse the ash.

^{7&}lt;sup>th</sup>-Level Sorcerer/Wizard Spells



Goblins choke and are blinded in an ash cloud.

AWE

School illusion [mind-affecting, fear]; Level sorcerer/wizard 1
CASTING
Casting Time 1 swift action
Components V, S
EFFECT
Range personal
Target you
Duration instantaneous
Saving Throw none; Spell Resistance no

DESCRIPTION

With this spell, you call forth a display of your power, which manifests in ways all can see and none can mistake. The exact effect varies depending on the situation and your mood – thunder may echo and lightning may flash from your staff, you may be wreathed in flames or deep shadows, or a great light may surround you. Many effects are possible, but regardless of the spell's manifestation, it grants you a +10 bonus on a single Intimidate check made immediately after the spell is cast.

BACK TO BACK

School evocation; Level sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets two creatures who occupy adjacent spaces at the time of casting Duration 1 min.

Saving Throw Will negates, see text; Spell Resistance yes

DESCRIPTION

Two adjacent targets are pulled together by an

unseen force so that their backs are touching and they are held together for the duration of the spell. Each target may make a Will save to avoid being pulled by the unseen force; if at least one target succeeds, the spell fails. Affected creatures can only move at half speed, as they must move together, and cannot run or charge. Both targets suffer -2 penalties to attacks and -4 penalties to Dexterity. Neither target can make attacks on any foes not easily seen or reached.

BIRD'S EYE VIEW

School divination; Level sorcerer/wizard 1
 CASTING
 Casting Time 1 standard action
 Components V, S, M (a feather from any variety of bird)
 EFFECT
 Range personal
 Target you
 Duration 1 round/level (D)
 Saving Throw none; Spell Resistance no

DESCRIPTION

You can see everything within your current normal range of vision as if viewing from directly above your current location. Outdoors, your viewpoint can be anywhere from 10 to 100 feet off the ground. Indoors, the point of reference is limited by the height of the ceiling, and you cannot see beyond the room you are currently in. You can see enemies hiding behind walls, crates, barrels, wagons, and the like, removing all combat penalties for enemies being behind cover, but you cannot see anyone or anything that is hidden underneath something or hidden by magic (such as *invisibility*). The spell also grants you a +10 bonus to Perception checks when attempting to spot hiding creatures (the Perception DC is equal to the Stealth check of the creature trying to hide).

BLACK AND BLUE

School transmutation; Level sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw none; Spell Resistance yes

DESCRIPTION

With a successful ranged touch attack, you cause the target to bruise easily. Each blow she takes from a bludgeoning weapon – including fists or bare hands – leaves an exceptionally large and painful bruise. In addition to the normal damage from the attack, the target takes 1d6 points of nonlethal damage from the bruising.

BLACK ICE

School necromancy; Level sorcerer/wizard 5 CASTING Casting Time 1 standard action Components V, S EFFECT Range 15 ft. Area cone-shaped burst Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

DESCRIPTION

A cone of black ice shards shoots forth from your fingertips, dealing 1d6 points of negative energy damage per caster level (maximum 10d6) to any creature in the spell's area. Creatures resistant to cold damage are still affected by this spell, as the ice shards are composed of negative energy, not actual frozen water.

BROKEN ARROW

School transmutation; Level bard 3, sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S, M (a splinter of wood) EFFECT Range medium (100 ft. +10 ft./level) Area all creatures within 20 ft. burst Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

Every time the target creatures fire non-magical arrows or bolts from bows or crossbows, the projectiles will break or shatter. If any creature has a magical weapon, only the first non-magical projectile fired from it will break. Magical arrows and bolts are not affected by the spell.

CALL OF THE WILD

School illusion (figment) [sound]; Level bard 2, sorcerer/wizard 2
CASTING
Casting Time 1 standard action
Components V, S, M (a tuft of wolf fur)
EFFECT
Range medium (100 ft. + 10 ft./level)
Area 20 ft. burst
Duration 1 round/level (D)
Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

Call of the wild creates the illusory howl of a large pack of wolves nearby. All creatures of 1 Hit Dice or less in the spell's area of effect are frightened and creatures of 2 to 4 HD are shaken for the duration of the spell. Creatures of 5 HD or more are unaffected.

CAT'S EYES

School transmutation; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 hour/level Saving Throw none; Spell Resistance no

DESCRIPTION

You gain low-light vision at a range of 60 feet for 1 hour per caster level.

CHARGE OF THE VALIANT

School transmutation; Level: bard 3, sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

Your spell allows a charging creature to make a full attack at the end of his charge. All other standard rules for the charge must be followed. If the affected creature does not make a charge attack on their next turn, the effects of the spell are lost.

COLD FEET

School conjuration (creation); Level bard 1, sorcerer/wizard 1
CASTING
Casting Time 1 standard action
Components V, S
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw none; Spell Resistance yes

DESCRIPTION

With a successful ranged touch attack, thick, heavy ice forms around the target's feet and freezes to whatever surface he is standing on. The target cannot move, takes a -4 penalty to AC, and can make melee attacks only against foes within reach. He can chip his way out of the ice, or an ally can hack at the ice for him; the ice has a Hardness of 5 and 40 hp. A successful DC 20 Strength check allows the target to break completely free of the ice.



The victim of a cold feet spell.

COME TO ME

School conjuration (teleportation); Level sorcerer/ wizard 7

CASTING

Casting Time 1 standard action

Components V, F (a pair of matching platinum rings (worth at least 200 gp each) worn by both you and the targeted creature)

EFFECT

Range same plane of existence **Target** one willing ally

Duration instantaneous

Saving Throw none; Spell Resistance no

DESCRIPTION

Upon casting the spell, one willing ally is instantly teleported to your side, provided she is on the same plane of

existence as you. As you and the target are wellacquainted enough to share the pair of matching rings, she will instantly recognize you and the purpose of your spell. If the target creature is in an *antimagic field* or an area affected by a *dimensional lock*, or under the effect of a *dimensional anchor*, your spell automatically fails.

COMFORT FOOD

School transmutation; Level bard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range 10 ft. Effect 1 cubic ft. of food/3 levels Duration 10 min. Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

When cast upon any normal, edible prepared food, even stale hardtack and dry cheese will suddenly taste like the best food from Mom's kitchen. Eating the affected food will soothe the soul and raise the spirit, removing the effects of being fatigued, exhausted, frightened, panicked, and/or shaken from all who partake in the food. The food must be eaten within 10 minutes of casting or the magical effects are lost, returning the food to its normal taste and questionable nutritive properties.

CONFETTI

School conjuration (creation); Level bard 0 CASTING Casting Time 1 standard action Components V, S, M (a tiny bit of parchment or paper) EFFECT Range close (25 ft. + 5 ft./2 levels) Area 20 ft. burst Duration 5 rounds Saving Throw none; Spell Resistance none

DESCRIPTION

This spell creates an explosion of brightly colored bits of paper or parchment (depending on which was used as the material component) that fall lazily from the sky. While *confetti* is most often cast at parties, it can be used in combat situations. All creatures in the 20 ft. burst of confetti are at a -1 penalty to attack due to the falling paper bits hindering their vision.

СОРУСАТ

School enchantment (compulsion) [mind-affecting]; Level bard 3, sorcerer/wizard 3
CASTING
Casting Time 1 standard action
Components V, S, M (a small chip of a broken mirror)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one creature

Duration 1 round/level

Saving Throw Will negates, see text; Spell Resistance yes

DESCRIPTION

The target creature will be compelled to copy every action of an adjacent creature, be they friend or foe (in the event of multiple adjacent creatures, the GM should randomly select a creature for the target to copy). The target will mimic every move, from swinging a sword (even if he has a bow in hand) to the somatic motions of a spell (even if he isn't a spellcaster) to drinking a potion (even if he doesn't have one). If there are no creatures adjacent to the target, he will start copying the first creature he moves adjacent to, or who moves adjacent to him.

Once copying a creature, the target will get a new saving throw on the next round to break the spell's effects. However, if he doesn't move away from the creature he was copying, or moves adjacent to another creature, he will start copying again for the full duration of the spell.

CREAM PIE

School conjuration (creation); Level bard 0 CASTING Casting Time 1standard action Components V, S, M (a pastry crumb) EFFECT Range personal Effect one cream pie Duration instantaneous Saving Throw none; Spell Resistance none

DESCRIPTION

A favorite of alumni of Giacomo's Jester School, this spell conjures one normal cream pie, which appears in your hand, ready to throw at an unsuspecting – though surely deserving – victim. A successful ranged touch attack is required to hit a target. The pie does no damage, though it may stain clothing and will surely wound the victim's pride.

DELAYED REACTION

School transmutation; Level bard 2, sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The target is unable to react to things going on around her, delaying her action until after your next turn.

DIABOLIC FIDDLER

School conjuration (summoning) [evil]; Level bard 3 CASTING

Casting Time 1 round

Components V, S, M (a strand of hair from a horse's mane or tail) EFFECT Paper along (a5 ft + 5 ft /a layele)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned imp

Duration 1 round/level (D)

Saving Throw Will partial, see text; Spell Resistance yes

DESCRIPTION

You summon a musically-inclined imp, who immediately begins to play a menacing and diabolic tune on his fiddle. All non-evil creatures of up to 6 Hit Dice within a 50 foot burst of the imp must make a Will save or be frightened for the duration of the spell (creatures of 7 HD or more are not affected). Those who succeed on their save are still shaken for one round.

The imp will perform no other actions or duties aside from playing his fiddle. Any attempts by the caster to order the imp to do anything else will send the imp back to the Nine Hells, ending the spell's effects immediately. The spell's effects also end immediately if the imp is sent back to the Nine Hells by a *banishment* spell. If the imp is attacked, he will stop playing and defend himself normally. The effects of the imp's music last one more round after he stops playing, whether due to being attacked, dismissed by the caster, or the normal end of the spell.

DISTRACTION

School conjuration (creation); Level sorcerer/wizard 1 CASTING
Casting Time 1 standard action
Components V, S, M (a dead bee and a pinch of copper dust)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw Will negates; Spell Resistance no

DESCRIPTION

Distraction creates a small light show and a cloud of various flying insects centered on the target. The target must make a Will save, or she will be so distracted by the lights and insects that all opponents within striking distance will receive an immediate free Attack of Opportunity against her.

DOUBLE TAKE

School transmutation; Level sorcerer/wizard o CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you Duration instantaneous

Saving Throw none; Spell Resistance no

DESCRIPTION

Double take allows you reroll one Perception check. You must take the second roll, even if it was worst than your first.

DROW'S FOLLY

School evocation [fire]; Level sorcerer/wizard 5 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets one creature/level Duration 7 rounds (D) Saving Throw none; Spell Resistance yes

DESCRIPTION

Drow's folly initially appears as *faerie fire*, limning the targets in a harmless purple-pink flame. However, on the round after casting, the flames flare to life, dealing 5d4 points of fire damage. For each of the remaining five rounds of the spell's duration, the targets each take an additional 1d4 points of fire damage.

DWARFSENSE

School transmutation; Level sorcerer/wizard 1 CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you Duration 1 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

You temporarily gain most of the benefits of the dwarven racial trait Stonecunning -a + 2 bonus to Perception checks to notice unusual stonework, such as traps and hidden doors, located in stone walls or floors, and receiving a check to notice such features whenever you pass within 10 feet of them, regardless of whether or not you're actively looking.

ENVY

School enchantment (compulsion) [mind-affecting]; Level bard 3, sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S, M (a scrap of green cloth) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature

Duration 1 round/level Saving Throw Will negates; Spell Resistance ves

DESCRIPTION

The target becomes envious of a possession of a close companion (if there are multiple members of the target's party within the spell's range, the GM should roll randomly to choose whose possession is coveted). He will do everything in his power to gain possession of the desired item, short of hurting or killing his friend, though he will attempt to grapple, trip, or otherwise immobilize or restrain his friend to get the item. He will drop any items he was holding at the spell's casting, and abandon all efforts to attack or hinder you and your party, focusing only on getting what he wants. If the target is successful in getting the item before the spell ends, he will suddenly become envious of another possession of the same companion and will start over again in trying to get it.

FINGER FLAME

School evocation [fire]; Level bard o, sorcerer/wizard o CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Effect one tiny magical flame Duration 1 round/level Saving Throw none; Spell Resistance no

DESCRIPTION

A tiny magical flame springs to life at the tip of your finger. The flame does not burn you, but it will deal 1 point of fire damage to any creature you touch with it. *Finger flame* is most commonly used for lighting pipes, candles, incense, and the like.

FIRE AND ICE

School evocation [cold, fire]; Level sorcerer/wizard 3
CASTING
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur and a drop of water)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Effect one arrow of magical flame

Duration 2 rounds + 1 round/3 levels **Saving Throw** none; **Spell Resistance** yes

DESCRIPTION

A magical red flaming arrow shoots forth from your hand and deals 2d4 points of fire damage to the target with a successful ranged touch attack. On the next round, the flames turn blue, dealing 2d4 points of cold damage. The alternating hot/cold damage continues for another round for every three caster levels (to a maximum of 6 additional rounds at 18th level).

Crystalline and metallic creatures suffer an extra point of damage per shift from hot to cold on each additional round beyond the first round.

FIRESHAPE

School transmutation; Level sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range medium (100 ft. + 10 ft./level) Area 60 ft. burst Duration 1 round/level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

You can reduce or increase the size of all non-magical fires within the area of effect (but not to exceed area – you cannot make a fire expand beyond the 60-foot burst of the spell) until the spell is dismissed, expires, or available fuel runs out. To extinguish a fire completely exhausts the spell. An affected fire's heat production and fuel consumption change accordingly with size. Magical fires or creatures composed of fire (such as fire elementals) are not affected by *fireshape*.

FALSE BLINK

School illusion (figment); Level sorcerer/wizard o CASTING Casting Time 1 immediate action Components V, S, M (an eyelash) EFFECT Range personal Target one creature Duration instantaneous Saving Throw Will negates; Spell Resistance no

DESCRIPTION

For a brief moment just before the target attacks you with a weapon or ranged touch attack, you appear to blink out of existence to him. As you don't actually go anywhere, the target can make a Will save to see through your illusion. If he fails, his attack upon you is at a -1 penalty.

FLESH AND BLOOD

School transmutation; Level sorcerer/wizard 6
CASTING
Casting Time 1 standard action
Components V, S, M (a drop of blood)
EFFECT
Range medium (100 ft. + 10 ft./level)
Target one non-living creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

Flesh and blood affects non-living creatures, temporarily changing their bodies into ones of living flesh and blood. The affected creatures become more susceptible to all forms of damage. Undead, constructs, and other non-living creatures with Damage Reduction will have their DR

reduced by 5 for the duration of the spell. Creatures with DR 5/[DR type] will have no DR at all for the duration of the spell. Also, creatures not normally affected by positive or negative energy damage will be affected by it for the spell's duration.

FOOL'S GOLD

School transmutation; Level bard 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target coins touched Duration 1 hour + 10 min./level Saving Throw none, see text; Spell Resistance no

DESCRIPTION

You can temporarily turn copper or silver pieces into gold. The spell affects 2d4 coins + 1 per caster level (maximum +5). A successful Appraise check at the spell's save DC will reveal that the coins are not truly gold.

FOREVER MORE

School enchantment (compulsion) [mind-affecting];
Level sorcerer/wizard 9
CASTING
Casting Time 10 min.
Components V, M (25,000 gp worth of pearls), F (a tiny elephant figurine)
EFFECT
Range touch
Target one creature touched
Duration permanent
Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The target is unable to ever forget a specific memory or event, and in fact, remembers it in flawless, vivid detail. This can be a blessing or a curse, depending entirely on how the target sees it - the caster has no control over whether the target sees the memory as a good one or a bad one. The length of the memory that can be affected is up to 10 minutes per caster level. Happy, good memories will give the target a +3 bonus to all saving throws, attacks, and skill checks, as that warm memory is with her even in the worst of times. Bad, painful memories give the target a -1 penalty to Charisma and a -3 penalty to Will saves and all skill checks due to continual bitterness and/or moodiness.

A *dispel magic* will temporarily suppress the bonus or penalty effects of *forever more*. The effects of *forever more* can only be permanently removed by a *wish* or *limited wish* spell – the memory is not wiped from the target's mind, but she can consciously choose when to think about it and in however much detail she wishes.

FREEZING FOG

School conjuration (creation); Level sorcerer/wizard 3

DESCRIPTION

This spell functions as *fog cloud*, except in addition to the visual obscurations, the ground below the cloud is covered with a thick layer of slippery frost. Creatures are limited to half-speed when moving through the fog; any creature moving faster than half-speed must make a DC 16 Dexterity check or fall prone. Those wearing metal armor will find themselves covered in frost and will suffer 2d4 points of cold damage (Fortitude half).

FRIENDLY FACE

School enchantment (charm) [mind-affecting]; Level bard 1, sorcerer/wizard 2
CASTING
Casting Time 1 standard action
Components V, S
EFFECT

Range personal Target you Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

Everyone you meet sees you as friendly and non-threatening. Those who fail a Will save improve their reaction toward you one step in the positive direction, thus improving your chances at making a successful Diplomacy check. Those who succeed on their save do not react toward you any more negatively than they normally would. Starting at $5^{\rm th}$ caster level, you improve their reaction two steps in the positive direction.

GIGGLE

School enchantment (compulsion) [mind-affecting]; Level bard o CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

3

The target suddenly finds something humorous enough to start giggling, and the laughter lasts for one full round. While the target can still move and attack normally, he is unable to speak, or use bardic abilities or cast spells that rely on verbalization, until he stops giggling.

GOOD FORTUNE

School divination; Level bard 3, sorcerer/wizard

CASTING

Casting Time 1 standard action **Components** V, S, M (a copper coin) **EFFECT Range** close (25 ft. + 5 ft./2 levels)

Target one creature Duration 1 min. Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

For the duration of the spell, the target has brief flashes of insight as to the best course of action. As a result, he may reroll any three attack rolls, ability checks, skill checks, and/or saving throws within the spell's duration. The target may choose to keep his original roll if it was better – as the spell is all about good luck, it would do him no good to be forced to take a worse roll.

GOOD HUMOR

School transmutation; Level bard 1 CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Good humor grants you a +10 competence bonus to your next Perform (comedy) check, which must be made immediately after casting the spell.

HAPPY FEET

School transmutation; Level bard 1 CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Happy feet grants you a +10 competence bonus to your next Perform (dance) check, which must be made immediately after casting the spell.

HEARTACHE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (a silk string tied around your finger)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min. Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You trigger in the target a memory of love lost or rejection. This overwhelming memory leaves the target shaken for one minute, though she will receive a new save on each round to shake off the effects of the spell. If the target makes her initial Will save, she will only be shaken for one round.

HINDSIGHT

School divination; Level sorcerer/wizard 6 CASTING Casting Time 1 round Components V, S, F (a small hourglass) EFFECT Range 60 ft. Effect cone-shaped emanation Duration 1 hour +10 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

Hindsight allows you to see into the recent past. A 60 foot cone in front of you reveals events that happened in your immediate area as far back in the past as six hours per caster level, to a maximum of 72 hours past. If you move, the area of effect moves with you, allowing you to scan the area to learn about the recent past. While *hindsight* is in effect you can also use spells such as *detect magic, arcane sight*, and *greater arcane sight* to attempt to learn what spells were cast or what magic items were used during the time frame in question. *Hindsight* does not in any way allow you to interact with those you see in the past, or to affect the past, only to see what happened.

HOT FOOT

School evocation [fire]; Level bard 1, sorcerer/wizard 1
CASTING
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur dust or a tindertwig)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw no; Spell Resistance yes

DESCRIPTION

With a successful ranged touch attack, magical flames spring to life on the target's feet. The flames deal 1d3 points of fire damage per round, and give the target a -2 penalty to AC, ability checks, skill checks and saves until the spell ends or the fire is otherwise extinguished. The target can use a full round action to douse the flames.

IERENA'S COY CLOTHING

School illusion (glamer) [mind-affecting]; Level bard 2, sorcerer/wizard 3
CASTING
Casting Time 1 standard action
Components V, S
EFFECT
Range personal
Area 15 ft. burst
Duration 10 min.
Saving Throw Will negates; Spell Resistance no

DESCRIPTION

Creatures viewing you see your clothing as enticing, revealing, and even risqué (even if your clothing is far from such). Any creature within a 15 foot radius who would normally find you attractive must make a Will save or be distracted for the spell's duration. Distracted creatures will suffer a -5 penalty to Perception checks and a -5 penalty to all saving throws vs. enchantment or charm.

IERENA'S LUSCIOUS LIPS

School illusion (glamer); Level bard 2, sorcerer/wizard 3



The results of casting Ierena's luscious lips.

CASTING

Casting Time 1 standard action Components V, S, M (a bit of lip rouge) EFFECT Range personal Target you Duration 10 min./level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

Your lips take on a full, lush, wet, and kissable appearance. For the spell's duration you gain a +2 enhancement bonus to Charisma and a +5 bonus to all Bluff and Diplomacy checks.

KISS OF LIFE

School conjuration (healing); Level bard 5, sorcerer/ wizard 6

CASTING

Casting Time 1 round

Components V, S, M (perfumes, herbs, and powdered gemstones worth 1,000 gp)

EFFECT

Range touch

Target 1 dead creature touched

Duration instantaneous

Saving Throw none (see text); Spell Resistance yes (harmless)

DESCRIPTION

With a single kiss to the lips, you can restore life to a very recently deceased creature. The target creature must have been dead no more than one round per caster level. Otherwise *kiss of life* follows all the same rules as *raise dead*.

This is a very taxing spell to cast. You use some of your own life force to bring the target creature back from the dead, and due to the drain to your energy and the stress involved, you must make a Fortitude save or gain one negative level. The saving throw is modified by your relationship to the target.

Relationship	Save Modifier
Stranger	-15
Acquaintance	-10
Follower/Servant	-5
Animal Companion	0
Party Member/Close Ally	0
Blood Relative	+5
Cohort	+5
Lover	+10
Spouse	+15

If the target falls into multiple categories, use the most favorable one.

LIAR'S CURSE

School transmutation; Level sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S EFFECTS Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You place a curse on the target, specifically focused on his nose. Each time the target tells a lie, his nose grows larger.

The *liar's curse* cannot be dispelled. It can only be removed with a *limited wish*, *miracle*, *remove curse*, or *wish* spell.

LIMITED TELEPATHY

School divination; Level bard 2, sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 10 min./level (D) Saving Throw Will negates; Spell Resistance no

DESCRIPTION

You are able to mentally connect with one other creature within range, so long as the target creature has an Intelligence score of 6 or higher. As long as the target creature remains within the spell's range, you and it can communicate telepathically regardless of language. You do not gain any special powers or influences over the target creature.

LIZARDSKIN

School transmutation; Level sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, M (a small piece of reptilian hide) EFFECT Range personal Duration 10 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

Your skin becomes scaly and tough, like that of a lizard or snake. This grants you a +2 enhancement bonus to natural armor. This stacks with any existing natural armor bonus you already have (your effective natural armor bonus is +0 if you do not have natural armor), but not with other enhancement bonuses to natural armor (such as from an *amulet of natural armor*). The bonus increases by 1 every three caster levels beyond 3^{rd} , to a maximum bonus of +5 at 12th caster level.

LOCKSLIP

School conjuration (creation); Level bard o, sorcerer/ wizard o CASTING

Casting Time 1 standard action **Components** V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one non-magical lock

Duration instantaneous

Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

When cast upon a single non-magical lock, lockslip creates a small amount of magical lubrication. This drops the DC of a Disable Device check to open the lock by one.

MACE HAND

School transmutation; Level sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 min./level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

Your primary hand and forearm are temporarily transformed into a light mace. You can attack with it as one normally would with a light mace, dealing 1d6 points of damage (1d4 if you are Small), plus any Strength bonus you have. The weapon is considered magical for the purpose of overcoming Damage Reduction, and since the mace is part of you, you cannot be disarmed. The mace has a Hardness of 5 and 5 hp, for purposes of Sunder attempts vs. your mace. If any foe deals enough damage to Sunder your *mace hand*, the spell automatically ends, and you cannot use your now-injured hand until you are healed (DC 15 Heal check, drinking a *cure* potion, or any other form of healing magic). At 5th caster level and every 5 levels beyond, the mace gains a +1 bonus to hit and damage (maximum +4 at 20th level).

MAGIC HAT

School transmutation; Level sorcerer/wizard 3 CASTING Casting Time 1 min. Components V, S EFFECT Range touch Target one hat, helmet, or other piece of non-magical headgear Duration 1 day/level Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

You turn any non-magical headgear in to a small extradimensional space. The space will hold one Medium, two Small, four Tiny, eight Diminutive, or 16 Fine-sized items (no living creatures). You are the only person who can put an item into or remove an item from the hat, and it takes one standard action to do either. Any items not retrieved by the end of the spell's duration are forcibly expelled as the headgear reverts to its normal state. If the hat is damaged (the hat has a Hardness of 1 and 2 hp), all items within the space are forcibly expelled, just as if the spell had ended. If the hat is completely destroyed (such as being incinerated in a fire), the items stored within it are lost.

MAGIC PROBE

School divination; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, F (a small crystal or prism) EFFECT Range touch Target one living creature touched Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Magic probe reveals all spells currently active on the target. You instantly know the names and caster levels of any spells currently in affect on the target, but no further details. Magic probe also reveals spell effects on the target from potions, wands, and the like. For example, if the target is a sorcerer who drank a *potion of mage armor*, used a *wand of shield* upon herself, and cast *repulsion* upon herself, the magic probe reveals these spells (and the caster level) to you. It will not reveal the effects of magic items that are continuous-effect items (such as a *ring of protection* or a *brooch of shielding*).

MAGICAL QUILL

School transmutation; Level bard 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one quill or other writing instrument Duration 10 min./level Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

You enchant a quill or other writing instrument so it records all spoken words within your normal range of hearing – in the language in which they are spoken. The quill remains in one spot, moving only enough to traverse over the provided writing surface. It will continue writing for the duration of the spell so long as you provide it with enough parchment, paper, or other writing

surface. The quill stops writing if it has nothing to write upon. It will not write on tables, walls, floors, or any other non-standard writing surface.

MAGICAL QUILL, IMPROVED

School transmutation; Level bard 4, sorcerer/wizard 5

DESCRIPTION

This spell functions as *magical quill*, except the quill will translate all spoken languages into a language of your choice as it writes.

MAKESHIFT QUILL

School conjuration (creation); Level bard 0, sorcerer/wizard 0
CASTING
Casting Time 1 standard action
Components V, S
EFFECT
Range touch
Effect one ordinary feather
Duration 1 hour or until ink is used up, see text
Saving Throw Will negates (object); Spell Resistance ves (object)

DESCRIPTION

A single regular feather is suddenly filled with enough ink to write one page of text per caster level. When all the ink is used up in writing, the feather is left as it was before casting the spell. Any ink not used within one hour of casting will vanish, but all text written with the ink is permanent.

MASTER THESPIAN

School transmutation; Level bard 1 CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Master thespian grants you a +10 competence bonus to your next Perform (act) check, which must be made immediately after casting the spell.

MEMORY OF LOVE

School enchantment (compulsion) [mind-affecting]; Level bard 2, sorcerer/wizard 3 CASTING

Casting Time 1 standard action **Components** V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels) **Target** one living creature **Duration** 1 min. **Saving Throw** Will negates; **Spell Resistance** yes

DESCRIPTION

A memory of a loved one (mother, spouse, etc.) overwhelms the target every time he looks at you, preventing him from physically harming you. His feelings are directed only toward you – not your companions. The spell's effect is broken if you attack the target. The target receives a new Will save every round to shake off the spell's effects.

MENTAL CARTOGRAPHY

School divination; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, M (a scrap of an old map) EFFECT Range personal Target you Duration 1 hour + 1 hour/level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

Your sense of direction becomes unerringly perfect, and you remember every place you traverse during the spell's duration. You do not necessarily remember every detail of the contents or appearances of rooms or caverns, but you are unfaltering in knowing the physical directions. You cannot become lost for the duration of the spell, even in the most winding and complex dungeon or maze, or in the darkest or most dense forest - any place it would normally be easy to get turned around in. You also receive a +3 bonus to your Intelligence check to escape a *maze* spell.

MIND TO MIND

School divination; Level bard 4, sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one living creature Duration 10 min./level (D) Saving Throw Will negates (harmless); Spell Resistance ves (harmless)

DESCRIPTION

You and another creature forge a mental link that allows telepathic communication, and allows you to see and hear all that the target sees and hears. After the initial touch to cast the spell, distance between you and the target can be unlimited and the spell will remain in effect, so long as you remain on the same plane of existence. If the target is subjected to a gaze attack, it may affect you as well – you and the target make separate saving throws.

MIRROR TALK

School illusion (phantasm) [mind-affecting]; Level sorcerer/wizard 4

CASTING

Casting Time 10 min.

Components V, S, F (a pair of finely wrought and highly polished silver mirrors (any size) worth at least 1,000 gp)

EFFECT

Range see text Effect magical sensor Duration 1 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

You are able to create a link from your focus mirror to another mirror, wherever else it is on your plane of existence. You don't have to know exactly where the mirror is at the time of casting, but you must have studied the mirror carefully for the spell to work. The link grants those in front of your focus mirror to see through the other one as if it were a window (enables line of sight, but not line of effect), seeing the sights on the other side as well as hearing the sounds.

MIRROR WALK

School conjuration (teleportation); Level sorcerer/ wizard 7

CASTING

Casting Time 10 min.

Components V, S, F (a pair of finely wrought and highly polished silver mirrors – tall enough and wide enough to allow desired creatures to pass through – worth at least 1,000 gp)

EFFECT

Range personal and touch

Targets you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none; Spell Resistance no

DESCRIPTION

This spell functions as a *greater teleport*, except that a link is created from your focus mirror to another mirror, wherever it is on the same plane of existence. You don't have to know exactly where the mirror is at the time of casting, but you must have studied the mirror carefully for the spell to work.

MISS

School transmutation; Level sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, F (a tiny blindfold) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The target's next attack roll (before the end of the next round) suffers a -10 penalty.

MOMENT OF DARKNESS

School evocation [darkness]; Level sorcerer/wizard o CASTING Casting Time 1 standard action Components V, S, M (a pinch of coal dust) EFFECT Range close (25 ft. + 5 ft./2 levels) Effect 20 ft. sphere Duration 1 round Saving Throw none; Spell Resistance no

DESCRIPTION

A 20 ft. radius sphere of darkness expands out from a point you designate. This short-lived darkness functions as the spell *darkness*, however, it is not powerful enough to dispel *light*.

NET

School transmutation; Level sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one normal rope at least 50 ft. in length Duration 10 min./level Saving Throw Will negates (object); Spell Resistance

yes (object)

DESCRIPTION

You cause a normal, non-magical rope of at least 50 feet in length to instantly knot and weave itself into a net. It acts as a net weapon with a +2 bonus to hit enemies when thrown at them. It can also be used as a fishing net, and gives a +5 bonus to Survival checks when used for that purpose. The net has 10 hp. At the end of the spell's duration, the net will instantly unravel into its original rope form provided it did not suffer more than 5 hp of damage otherwise you are left with just a badly damaged net.

NEVERMORE

Duration permanent

School enchantment (compulsion) [mind-affecting]; Level sorcerer/wizard 9 CASTING Casting Time 10 min. Components V, M (25,000 gp worth of emeralds), F (a raven's feather) EFFECT Range touch Target one creature

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You erase all memories of the target's existence from all living creatures on the prime material plane. While such an effect can certainly be a curse, it can also be a blessing to someone who wishes to escape her past and start all over. Even the target's family and closest friends will not remember who she is. The spell does not affect the written word, but people reading documents that mention the target will no longer recognize her name. The spell does not affect the memories of sentient undead creatures who were already aware of the target. For example, if the target of the spell once did battle with a vampire lord, that vampire lord may be the only creature left with any memory of the target creature's existence.

The effects of *nevermore* can only be removed by a *wish* or *limited wish* spell.

Adventure Idea – Nevermore

As the characters are having a meal in a tavern they are approached by a haggard-looking warrior in shining armor. A holy symbol hangs from a chain around his neck and the symbol of a well-known order of knights decorates his shield. He claims to know one or more members of the party, but no one knows him. No amount of Knowledge checks of any type will turn up any information on the strange knight.

The knight keeps claiming that he knows the characters, possibly claiming to be related (a cousin or brother). He eventually leaves in frustration, almost in tears.

Investigation turns up no information on the man other than the fact that he has been approaching a lot of people and claiming to know them, but none know him. Word has reached representatives of the knightly order, too, and now they are on the way to take his weapons and armor from him and possibly interrogate him to find out which knight he slew to get the gear.

The problem is that the knight does indeed know everyone he claims to know, but a vile wizard the paladin crossed a year ago has cast a devastating spell – *nevermore* – causing every living person in the world to forget the paladin ever existed. Last year, the paladin faced off against a succubus and slew her. Because the succubus had come to this plane under her own power and the paladin had used a Holy sword, she was not just sent back to the outer planes but truly slain. Unknown to the paladin, the succubus was the lover of a powerful and evil wizard. When the wizard found out what had happened to his lover, he cast *nevermore* to punish the paladin. If the wizard had to live alone, so, too, would the paladin.

If the characters dig deeper into the mystery, they will encounter a vampire roaming the streets of the city who knows the paladin. Her memory was not affected by the wizard's spell since she is undead. From there, the characters can go on to eventually track down the wizard who cast the spell.

ONE TRACK MIND

School enchantment (compulsion) [mind-affecting]; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The target will continually repeat his last action before the spell was cast for the duration of the spell, whether it was swinging a weapon at a target that may no longer be in front of him, casting a spell that he may no longer have available, drinking from a potion vial that is now empty, etc. The target gets a new save each round to shake off the effects of the spell.

If the target's last action was casting a spell, he will only successfully cast the spell again if he still has that spell prepared or available, and has any necessary components.

PACIFIST

School enchantment (compulsion) [mind-affecting]; Level bard 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 10 min./level Saving Throw Will resists; Spell Resistance yes

DESCRIPTION

The target is suddenly convinced that killing is wrong and will avoid combat whenever possible. If forced into combat, the target will do her best to deliver only non-lethal damage and will cast only spells that do not do physical damage.

PARABLE

School transmutation; Level bard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Parable grants you a +10 competence bonus to your next Perform (oratory) check, which must be made immediately after casting the spell.

PEEP HOLE

School transmutation; Level bard 1, sorcerer/wizard 1 CASTING

Casting Time: 1 standard action **Components** V, S, M (a small awl)

EFFECT

Range touch

Target one non-magical door, wall, or window shutter **Duration** 1 min.

Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

You create a tiny, temporary hole in a standard, non-magical door, wall or window shutter of wood, iron or stone, no more than 1 foot thick, allowing you to see what's on the other side directly in front of the hole to the left and right. How much you actually see is limited by available light sources and the type of vision that you possess. The hole is hard to spot, and anyone on the other side must make a DC 25 Perception check to see it. This spell does not work on living matter (such as trees or hedges).

PERFECT BALANCE

School transmutation; Level bard 1, sorcerer/wizard 1 CASTING Casting Time 1 immediate action Components V, S EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

You gain an instant +10 bonus to an Acrobatics or Dexterity check when in a precarious situation, such as walking along a narrow ledge, crossing a tightrope, etc.

PERFECT PITCH

School transmutation; Level bard 1 CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Perfect pitch grants you a +10 competence bonus to your next Perform (sing) check, which much be made immediately after casting the spell.

PHILANTHROPIST

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 4

CASTING

Casting Time 1 standard action **Components:** V, S **EFFECT Range** close (25 ft. + 5 ft./2 levels) **Target** one living creature

Duration 1 day/level Saving Throw Will resists; Spell Resistance yes

DESCRIPTION

The target is overwhelmed by the desire to aid every beggar, leper, single mother, etc. who they come across. The target is compelled to give each such person he encounters 2d4 gold pieces (or the equivalent amount in silver and copper pieces) as long as he has the coins to do so. If he doesn't have the coins to give, the target will feel compelled to give those in need clean clothes, rations, and other supplies from his own gear. Once the target is out of both coins and supplies, he will start donating his time, offering to care for the sick, to cook for the poor, etc.

Encounter Ideas – Philanthropist

As the *philanthropist* spell can potentially last for several days, a player character (PC) affected by the spell while within the limits of even a small town could soon find himself bereft of coin as he gives it all away to help the poor, unfortunate souls he encounters.

To help a GM determine what sorts of individuals a PC meets while walking through the streets of a city, use the following chart, rolling four times each hour spent on the streets of the city (once every 15 minutes):

2d8 roll	Encounter
2-5	town guard or watch
6-7	wage laborer
8-10	beggar
11	priest
12	prostitute
13-14	orphaned child
15	wealthy merchant
16	noble

PHOBIA

School enchantment (compulsion) [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4

CASTING

Casting Time 1 standard action **Components** V, S, M (a dead spider)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min./level

Saving Throw Will partial, see text; Spell Resistance yes

DESCRIPTION

The target suddenly develops a phobia of a creature or object of your choice from the list provided.

Whenever presented with the source of her phobia, the target must make a Will save or be frightened as long as the phobia-inducer is within visual range (with a successful save, she will only be shaken). A frightened target will try to get as far away from the source of her phobia.as possible. If the source of her phobia moves within 5 feet of the target, even in a non-threatening manner, the target must make another Will save or be left cowering (with a successful save, she will only be frightened) as long as the source remains in that close proximity.

Aichmophobia (fear of knives and other sharp objects)

Ailurophobia (fear of cats and other felines)

Anthropophobia (fear of people)

Arachnophobia (fear of spiders)

Arsonphobia (fear of fire)

Bogyphobia (fear of goblinoids)

Dracophobia (fear of dragons)

Equinophobia (fear of horses)

Metallophobia (fear of metal)

Rhabdophobia (fear of magic and specifically spellcasters)

A targeted *dispel magic* or *remove curse* will end the effects of *phobia*.

GM Suggestions - Phobia

GMs are encouraged to modify the list to include phobias that may be more appropriate for their game and campaign world. However, one should be careful to stick with clearly tangible and easy to quantify objects and creatures for their phobia list, regardless of whether you use real-world phobias or ones unique to a fantasy setting. For example, the fear of enclosed spaces is a very common one, but to some people, just being confined within a building would induce fear, while others wouldn't be afraid until trapped in a very small alcove. A fear of spiders is a fear of spiders, period.

POISON ARROW

School transmutation; Level sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target 2 projectiles/level Duration 10 min. Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

You turn non-magical arrows, bolts, or darts into poisontipped projectiles. Upon striking a creature, the projectiles not only do their normal damage but also inject poison into the victim's blood. The poison deals 1d10 points of temporary Constitution damage immediately, and another 1d10 points of temporary Constitution damage one minute later. Each instance of damage can by negated by a Fortitude save (DC 10 + 1/2 your caster level + your Intelligence or Charisma modifier as appropriate for your spellcasting abilities). The projectiles must be fired or thrown within 10 minutes from casting or the poison harmlessly dissipates.

RESISTANCE, GREATER

School abjuration; Level bard 6, sorcerer/wizard 6 EFFECT

Duration 1 min./level

DESCRIPTION

This spell functions as *resistance*, except the target creature receives a +5 resistance bonus to saves for one minute per caster level.

RESISTANCE, IMPROVED

School abjuration; Level bard 2, sorcerer/wizard 2 EFFECT

Duration 1 min./level

DESCRIPTION

This spell functions as *resistance*, except the target creature receives a +1 resistance bonus to saves for one minute per caster level (maximum five minutes).

RESISTANCE, MASS

School abjuration; **Level** bard 4, sorcerer/wizard 4 **CASTING**

Components V, S, M (a number of miniature cloaks equal to the number of desired targets)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

EFFECT

Duration 1 min./level

DESCRIPTION

This spell functions as *resistance*, except all within the spell's radius of effect receive a +1 resistance bonus to saves for one minute per caster level.

ROGUE'S GAMBIT

School transmutation; Level bard 2 CASTING Casting Time 1 swift action Components V, S EFFECT

Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

This spell grants you one extra move action or one extra attack on your turn in the round in which you cast it. You must choose whether you want the effect to be a move action or attack at the time of casting.

SANDBLAST

School conjuration (creation); Level sorcerer/wizard 4
CASTING
Casting Time 1 standard action
Components V, S, M (a pinch of sand)
EFFECT
Range 15 ft.
Area cone-shaped emanation
Duration instantaneous
Saving Throw Reflex partial, see text; Spell Resistance yes

DESCRIPTION

A 15 foot cone of hot sand blasts forth from your hands. The sand deals 2d6 points of damage +1d6 points per four caster levels (to a maximum of +5d6 at 20th level), and leaves its victims blinded for 1d4 rounds. With a successful Reflex save, targets take half damage and are blinded only one round.

SCATTERBRAINED

School enchantment [mind-affecting]; Level bard 1, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You cause the target to forget what he were going to do next (i.e. his next action), leaving him dazed for one round.

SENSE OF PLACE

School divination; Level bard 1, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 round/level until discharged Saving Throw none; Spell Resistance no

DESCRIPTION

You become intimately familiar with the history, nobility, culture, important families and figureheads, scandals, and geography within the 10 mile radius area surrounding you. You gain a +5 bonus to your next skill check made in one of the following skills: Knowledge (history), Knowledge (local), Knowledge (nobility), or Knowledge (geography). The bonus goes up by +1 at 5th, 10th, 15th, and 20th caster levels (maximum +9 at 20th caster level).

SLEEPLESS NIGHT

School enchantment [mind-affecting]; Level bard 3, sorcerer/wizard 4
CASTING
Casting Time 1 standard action
Components V, S
EFFECT

Range close (25 ft. + 5 ft./2 levels) **Target** one living creature **Duration** 24 hours

Saving Throw Will partial; Spell Resistance yes

DESCRIPTION

The target is unable to sleep for the next 24 hours, leaving her exhausted. If the target was already fatigued or exhausted, she is left unable to recover, and is also unable to recover any hit points or temporary ability damage which would normally be recovered with a night's rest. If the target is a spellcaster, she won't be able to prepare or renew spells. With a successful Will save, the target does get some restless sleep, so she will not be exhausted, but she still won't be able to recover hit points, ability damage, or spells.

SLEEPWALKER

School enchantment (compulsion) [mind-affecting]; Level sorcerer/wizard 7 CASTING

Casting Time 1 standard action

Components V, S, M (a handful of goose down or sheep's wool)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration Special, see text

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The next time the target falls into natural sleep, he will rise to do one short mission of your choosing. The mission cannot be suicidal, or in any other way deliberately harmful to the target. It can be as simple as stealing an item and delivering it to you, or as powerful as assassinating someone (provided the target sensed he could do so and get away safely). While sleepwalking, the target is completely unaware of his actions and upon waking will remember nothing, though he will recognize friends and family during that time and will interact with them

appropriately. If he completes his mission within six hours, he will return to his bed and fall back into natural sleep. If he fails to complete the mission within six hours, he will awake where he is and will be confused with no memory of how he got there or why he is there.

SLIP OF THE TONGUE

School enchantment [mind-affecting]; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

The target gets words and phrases mixed up, and is unable to express herself clearly. She is left unable to cast spells with a verbal component for the duration of *slip of the tongue*, and also suffers a -2 penalty to all Charisma-based ability and skill checks.

SLIPPERY GRIP

School transmutation; Level bard 3, sorcerer/wizard

3 CASTING

Casting Time 1 standard action Components V, S, M (a dab of grease) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw none; Spell Resistance no

DESCRIPTION

(0)(0)

With a successful ranged touch attack, you leave the target unable to keep a firm grip on his weapon, giving him with a -2 penalty to attack. The penalty remains in effect even if the target switches weapons, and affects both single-handed and two-handed melee and ranged weapons. If the target fights with two weapons, the penalty is to his primary hand. The penalty increases by another -1 for every three caster levels beyond 5th, to a maximum of -6 at 17th level.

SNIPER SHOT

School divination; Level sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level until discharged Saving Throw Will negates (harmless); Spell

Resistance yes(harmless)

DESCRIPTION

The target's next successful ranged attack is an automatic critical hit.

SNOWSHOES

School transmutation; Level bard 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S, M (a small chip of willow bark) EFFECT Range personal Target you Duration 10 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

Snowshoes allows you to move at normal speed across ice or snow. The spell does not offer any sort of protection from the cold, it only affects your ability to travel without penalty.

SOCK PUPPET

School conjuration (creation); Level bard 3
CASTING
Casting Time 1 standard action
Components V, S, M (a small piece of an old sock)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw none; Spell Resistance no

DESCRIPTION

With a successful ranged touch attack, a magical sock puppet appears over the target's shoulder and starts talking, loudly and non-stop, about whatever you desire. For the spell's duration, the target has a hard time being stealthy (-20 penalty to Stealth checks), and also suffers a -5 penalty to Bluff and Diplomacy, as no one will take seriously the word of a man with a sock puppet yapping over his shoulder. The target may also find himself followed by children and other easily entertained creatures eager to hear more stories from the puppet.

SOUNDPROOF

School transmutation; Level bard 3 CASTING Casting Time 1 standard action Components V, S, M (a tiny bit of cotton) EFFECT Range personal Area Up to a 10 ft. cube/2 levels Duration 2 hours/level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

Soundproof insulates an area so that sound cannot escape

it. You and all others in the affected area can converse and hear each other normally, and you can still hear any sounds outside the spell's area that you would otherwise normally be able to hear, but any creature outside the spell's area of effect cannot hear what goes on within it. This spell is especially handy for making a room in a thinwalled inn more private, or for keeping your conversations at a booth in a tavern from being overheard.



The victim of a sock puppet spell.

SPECIAL DELIVERY

School conjuration (teleportation); Level: sorcerer/ wizard 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target one touched object weighing no more than one pound

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

You move one small item from your own person – a potion vial, a key, a wand, etc. – to any other person within a 50 foot radius of you.

SPELL HOLD

School necromancy; Level sorcerer/wizard 4 CASTING Casting Time 1 immediate action Components V, S EFFECT Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Will negates, Fortitude half (see text); Spell Resistance yes

DESCRIPTION

Upon seeing another spellcaster preparing to cast a spell, you can immediately channel forth some of your own essence to keep the target from successfully casting the spell. If the target fails her Will save, her spell's energy will instead internalize within her, delivering 1d3 points of Constitution damage (Fortitude save for half damage). *Spell hold* only affects spells of 3rd level or lower, and automatically fails if the target is casting a spell of 4th level or higher. Immediately before casting the spell you can make a Spellcraft check to determine the level of the spell your target is attempting to cast (DC 15 + spell level).

This is a very taxing spell for you to cast, and you pay a price. Because a part of your very essence goes into stopping the other caster's spell, you take one point of temporary Constitution damage, which will return with one hour of rest.

SPELL HOLD, GREATER

School necromancy; Level: sorcerer/wizard 8

DESCRIPTION

This spell functions as *spell hold*, but affects spells of 7^{th} level or lower, and deals 2d3 points Constitution damage and 3d6 points damage (Fort save for half damage). You take two points of temporary Constitution damage, which will return at a rate of one point per hour of rest.

SPELL MELD

School evocation; Level sorcerer/wizard 9 CASTING

Casting Time 10 min.

Components V, S, M (rare aromatic oils to anoint both you and the target's foreheads worth 2,750 gp), F (a pair of matching gold lockets to be worn by both you and the target worth at least 5,000 gp each)

EFFECT

Range touch

Target one creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You and another willing spellcaster are bonded by a strong, mystical connection, allowing your

spellcasting abilities to meld. Either of you can cast spells from the other's prepared/available spells, so long as you (or your partner in the meld as appropriate) has the required ability score to cast that level of spell and possess the material components and/or foci required.

SPELL SIGHT

School divination; Level sorcerer/wizard 1 CASTING Casting Time 1 immediate action Components V, S EFFECT Range 60 ft. Area cone-shaped emanation Duration 1 round/level Saving Throw none; Spell Resistance no

DESCRIPTION

This spell allows you to see faint magical auras, granting you a +1 bonus per caster level (maximum +5) on Spellcraft checks made to identify spells as they are being cast.

SPELLBOOK PROTECTION

School abjuration; Level wizard o CASTING Casting Time 1 standard action Components V, S, M (a pinch of metal shavings) EFFECT Range touch Effect one spellbook Duration 10 min./level Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

In placing this minor ward on your spellbook, you ensure that no one but youself can safely handle the book. Anyone besides you who tries to pick up or open your spellbook will take a shock of 1d3 points of electricity damage.

SPIRIT SIGHT

School transmutation; Level sorcerer/wizard 5 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 min./level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

Your vision is attuned the spirit element of all living things, and you see creatures and objects according to their life force. Fey creatures – including fey-touched creatures –

> appear as if surrounded by a halo of pure white light (the brightness is proportional to the amount of fey blood the creature possesses). Non-fey

living creatures are surrounded by halos of blue light. Living plants have halos of green light; items made from onceliving plants (wooden items, woven grass mats, etc.) have halos of dull yellow light. Stone, metal, gems, and other inert, never-living objects appear as normal. Dead and undead creatures appear as black holes in their surrounding space. The range of the *spirit sight* is limited to 60 feet.

STAGGERING BLOW

School divination; Level sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level or until discharged Saving Throw none; Spell Resistance no

DESCRIPTION

The target's next successful melee attack is an automatic critical hit.

STENCH OF THE POLECAT

School conjuration (creation); Level bard 3, sorcerer/ wizard 4 CASTING Casting Time 1 standard action Components V, S, M (the pelt of a skunk) EFFECT Range personal Area 15 ft. burst Duration see text Saving Throw Fortitude partial; Spell Resistance no

DESCRIPTION

You release around you a 15 foot burst of pungent, eyewatering fumes reminiscent of a polecat or skunk. You are unaffected but all others in the area of effect must make a Fortitude save or be blinded and nauseated for one round per caster level. Those who succeed on their saving throws are not blinded and are only nauseated for one round. Leaving the area of effect will not remove the blindness or nausea as the stench clings to the targets and their clothing. A hint of the stench lingers on them for a full eight hours after casting. The lingering stench causes no further nausea or blindness, though until the targets bathe and change clothes they suffer a -3 penalty on all Charismabased social skills. It is best not to cast this spell with allies nearby.

STICKY FINGERS

School transmutation; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, M (a drop of hide glue) EFFECT Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Reflex partial, see text; Spell Resistance yes

DESCRIPTION

With a successful ranged touch attack, you cause a sticky substance to exude from the target's hand. The target will stick to whatever he next comes in contact with – or is already in contact with, such as a weapon in hand – unless he succeeds on a Reflex save. Once stuck, the target can free himself with a standard action with a Strength check equal to the spell's save DC, with a full round action with no Strength check required.

STRING

School conjuration (creation); Level bard o, sorcerer/wizard o
CASTING
Casting Time 1 standard action
Components V, S, M (a short length of thread)
EFFECT
Range personal
Effect one ball of string
Duration 10 min./level (D)
Saving Throw none; Spell Resistance no

DESCRIPTION

You conjure a 50 foot length of string, already wound into a ball. The string has no magical or otherwise special properties. It can be used for tying things up, measuring distance, or as a guide line. The string vanishes at the end of the spell's duration.

STUTTER

School enchantment [mind-affecting]; Level bard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

If the target fails a Will save, she begins to stutter. The target will suffer a -1 penalty to all Charisma-based skill checks for the duration of the spell. The penalty increases by an additional -1 for every two caster levels beyond 1^{st} (maximum of -5). In addition, spellcasters will not be able to cast any spells with verbal components, and bardic performances that rely on vocalization – be it song or oratory – will not work.

SUFFERING WIND

(6161616161616161616

School evocation; Level sorcerer/wizard 5 CASTING Casting Time 1 standard action Components V, S, M (a pinch of alum) EFFECT Range 30 ft. Area cone-shaped burst Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

You release a blast of parching heat and wind in a 30 foot cone in front of you. All creatures in the area of effect must make a Fortitude save or suffer 1d4+1 points of Constitution damage as moisture is leached from their bodies.

SWEETNESS

School evocation; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, M (a drop of honey) EFFECT Range close (25 ft. + 5 ft./2 levels) Area 20 ft. burst Duration 1 hour Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

An area in a 20 foot burst is filled with the aroma of sweet baked treats, fresh from the oven. All living creatures in the area are dazed for one round as the delicious scent hits them. The sweet smell lingers for one full hour, which can serve to soothe and relax the creatures within – or to freshen a stinky room.

TAR PIT

School transmutation; Level sorcerer/wizard 6 CASTING Casting Time 1 standard action Components V, S, M (a dab of tar) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level Saving Throw Reflex negates; Spell Resistance no

DESCRIPTION

The ground beneath the target – in a 5 foot square space – turns to thick, black tar. A Reflex save allows the target to leap away from the tar pit before falling in. Anyone who falls into the pit is immobilized in the tar and begins to sink, vanishing beneath the surface in 2d3+1 rounds. A DC 21 Strength check allows a victim to pull himself up out of the pit, but failing the check reduces the number of rounds left before sinking below the surface by one round. Others can assist victims up out of the pit by making a DC 16 Strength check. Using ropes, tree limbs, spears, or any other sturdy item to help reduces the DC to 11. Anyone who fails to get out and sinks below the surface of the tar begins to drown. Anyone climbing successfully

from the pit is still covered in tar for the duration of the spell and suffers a -4 penalty to Dexterity checks and attacks. The ground reverts to its normal state when the spell expires; anyone still in the tar at that time will then be stuck in the ground.

THINNER

School transmutation; Level sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one creature Duration 10 min. (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

The target creature's body and gear flattens depth-wise (though her height does not change), allowing her to move though tight spaces. The target can move without penalty through any space that is at least half as wide as the space she normally occupies.

TIDE OF BATTLE

School divination; Level sorcerer/wizard 9 CASTING Casting Time 1 standard action Components V, S, F (an hourglass worth at least 1,000

gp) EFFECT Range personal Area 50 ft. radius Duration 1 round Saving Throw none; Spell Resistance no

DESCRIPTION

For one full round (starting after you cast the spell, and ending at the end of your next turn), all of your allies within a 50 foot radius of you will gain a +5 bonus to attack and damage rolls. All enemies in the same area will incur a -5 penalty to attack and damage rolls. *Tide of battle* only affects physical attacks, not spellcasting or spell-like or special ability attacks.

TIME STOP, LESSER

School transmutation; Level sorcerer/wizard 7 EFFECT Duration 1 round (apparent time)

DESCRIPTION

This spell functions as *time stop*, but only gives you one round of apparent time to act freely.

TOUCH ME NOT

School abjuration; Level bard 2, sorcerer/wizard 2

CASTING Casting Time 1 standard action Components V EFFFECT Range personal Target you Duration 1 round/level Saving Throw Will half; Spell Resistance yes

DESCRIPTION

Your body is charged with protective energy. You gain a +2 deflection bonus to AC, and any opponent that touches or grapples you takes 1d8 points of damage +1 point per caster level (to a maximum of +5). The opponent may make a Will save for half damage. Allies can touch you without harm. You cannot use the spell to make touch attacks – the opponent must touch or grapple you.

TRANSPARENCY

School transmutation; Level sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S, M (a small piece of clear glass) EFFECT Range personal Target you Duration 1 round/level Saving Throw none; Spell Resistance no

DESCRIPTION

You gain the temporary ability to see through solid objects – walls, doors, chests, barrels, etc. You can see through up to six inches of wood, stone, earth, or metal (except adamantine, which you can't see through at all). Enchantments block your vision – for example, you can't see through a magical door. Only your normal type of vision is granted – if there is not a light source beyond the wall to aid your normal vision, or enough light coming in between the slats of a barrel for your low-light vision, you still can't identify anything beyond or within. If you normally have darkvision, no light sources are needed.

TRUE STRIKE, MASS

School divination; Level sorcerer/wizard 5 CASTING

Components V, F (a tiny wooden replica of an archery target)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart.

DESCRIPTION

This spell functions as *true strike*, except that it affects multiple creatures.

TUNE

School transmutation; Level bard o

CASTING

Casting Time 1 swift action Components V, S EFFECT Range personal Target one non-magical musical instrument Duration instantaneous Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

You instantly tune one normal, non-magical musical instrument of any type to a perfect pitch. The tuning gives you a +1 competence bonus to your next Perform (that instrument) check, which must be made immediately after casting the spell.

TWINKLE

School illusion (glamer); Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, M (a pinch of silver dust) EFFECT Range personal Area 10 ft. burst Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

Your entire person begins to twinkle and shine brightly, leaving all creatures within a 10 foot radius of you dazzled for the spell's duration.

VILLAGE IDIOT

School transmutation; Level bard 3, sorcerer/wizard 4 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw none; Spell Resistance yes

DESCRIPTION

A dark blue ray flies from your hand toward the target. With a successful ranged touch attack, the target's Wisdom score drops to three. If the target already had the Wisdom score of three or less, the spell has no effect.

VIRTUOSO

School transmutation; Level bard 1 CASTING Casting Time 1 swift action Components V, S EFFECT Range personal Target you **Duration** instantaneous **Saving Throw** none; **Spell Resistance** no

DESCRIPTION

Virtuoso grants you a +10 competence bonus to your next Perform (any instrument) check, which must be made immediately after casting the spell.

UNFAZED

School transmutation; Level sorcerer/wizard 6 CASTING Casting Time 1 standard action Components V, S, M (a steel ingot worth 50 gp) EFFECT Range personal Target you Duration 1 round/level Saving Throw none; Spell Resistance no

DESCRIPTION

You cannot suffer from the following conditions for the duration of the spell: dazed, confused, cowering, fascinated, frightened, panicked, or shaken. While under the effects of *unfazed*, your Spellcraft DC for being able to overcome injury and cast spells successfully is reduced to 10+ your caster level.

UNSEEN SENTINEL

School conjuration (creation); Level bard 3, sorcerer/ wizard 4

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of string, a bit of wood, and a bit of metal)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect one invisible, mindless, shapeless servant

Duration 8 hours(D) or 2 rounds after being activated by an enemy, see text

Saving Throw none; Spell Resistance no

DESCRIPTION

This spell is very similar to *unseen servant*, but this servant acts as a guard. It will stand wherever you direct it and prevent anyone from moving past it. It can bull rush or trip foes using a CMB of your caster level + your Intelligence or Charisma modifier (as appropriate for your spellcasting abilities) + 4 for its Strength of 18, but it can make no other forms of attack. Any intrusion that causes the sentinel to act also causes it to release a warning sound of blaring or blasting horns.

WALL OF LIGHT

School conjuration (creation); Level sorcerer/wizard 3 CASTING Casting Time 1 standard action Components V, S EFFECT

Range medium (100 ft. + 10 ft./level) Area up to 10 square ft./level Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

You create a shimmering curtain of bright light, which is one inch thick and covers up to 10 square feet per caster level. It sheds light as the spell *light* 20 feet in all directions from the walls. Anyone within 10 feet of the wall when it first appears is dazzled for one minute (Fortitude negates), and anyone passing through the wall is blinded (Fortitude negates). While the light shed by the wall is not powerful enough to affect creatures normally affected by sunlight, it will cause them to pause and go around the wall. Such creatures will not willingly pass through the *wall of light*.

WINDOWS TO THE SOUL

School divination; Level bard 2, sorcerer/wizard 2 CASTING Casting Time 1 round Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min. Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

After one round of sustained eye contact with the target, you learn his general alignment (good, evil, or neutral) and gain a +10 bonus to Sense Motive regarding him. You learn nothing about his alignment in terms of law or chaos.

ZORRA'S HELLBANE

School evocation [cold, good]; Level sorcerer/wizard 7 CASTING

Casting Time 1 standard action

Components V, S, M (small glass or crystal cone and one platinum coin)

EFFECT

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex special, see text; Spell Resistance yes

DESCRIPTION

A cone of extreme cold originates from your hand, dealing 1d6 points of cold damage per caster level. Normal creatures can make a Reflex save for half damage. Creatures normally immune to cold/magical cold damage can make a Reflex save to negate. If they fail their save, they take 1d6 points of good damage per caster level. The spell also

dispels magical and outer planar fires, with a successful caster level check (DC 10 + level of the creator or effect.)

ZORRA'S MAGIC MISSILE

School evocation [force]; Level sorcerer/wizard 6 CASTING Casting Time 1 standard action Components V, S EFFECT

Range long (400 ft. + 40 ft./level)

Targets up to 6 objects or creatures within 15 ft. of each other

Duration instantaneous

Saving Throw none; Spell Resistance no

DESCRIPTION

Six missiles of magical energy fly from your hand and strike their declared targets without error, each dealing 2d4 points of force damage. The spell affects inanimate objects as well as creatures. You must name your targets before rolling damage.

GM Suggestion - Introducing New Spells into

Your Game

When starting a brand new campaign, introducing new spells is easy - simply make them available to your spellcasters from the very beginning. While a 1st-level bard, sorcerer or wizard does not get a large number of spells to start with, even just one or two spells from this new list can add depth to the character and a lot of fun to the roleplaying experience.

However, there's no need to wait until you start a new game to bring the new spells presented here into play. The GM can introduce these spells in any way he or she desires. Here are a few ideas.

The spells are ancient, and thought lost many years ago. The characters may have found mention of them in old texts, or heard bards' tales referring to them. It isn't until an old spellbook, scroll, or wand containing one or more of the spells is found that it is discovered that the spells have survived the tests of time.

The spells are known to exist, but only in a certain far-away part of the Known World. As such, the spells are quite rare, and knowledge of them can only be gained through a considerable amount of coin, daring adventure, or incredible good luck. A group of magic users could go on a quest to seek out these rare spells.

The bardic spells are all the creation of a legendary bard, and are passed on to fellow bards through word of mouth and the sale of scrolls.

The sorcerer/wizard spells are all the creation of a great and powerful wizard, who will gladly let fellow wizards copy them from his spellbook - for a price, of course. The spells are also available as scrolls.

The spells can only be learned by attending one of the institutions detailed in Chapter 2 - Colleges of Magic.



"So, what do you know about this Wolestone Institute?" Dissin asked, gingerly pulling down the books off the shelves, trying his best to neither damage them nor raise too much dust.

Marcus started to give his friend an incredulous look, then remembered that the drow had only lived in the surface world for a few years. "Wolestone's the oldest of the magical colleges," he explained as he rummaged through a desk drawer. "And if Orthan here was anything like most graduates of Wolestone I know, he was a polymorpher."

"Well, that certainly explains the number of transmutation spells in his spellbook." The drow finished collecting the abandoned tomes and placed them all in his bag, which still appeared just as empty as it had when they'd started looting the tower. "The oldest of the colleges, you say? How old?"

Marcus finished searching the desk before he answered. "It was founded over 400 years ago. If this wizard was in the first graduating class, even if he didn't abandon this tower until he was an old man, everything in here has to be over 300 years old."

Dissin wrinkled his nose as he opened a jar. "No wonder all these components are nothing but powder and dust. Nothing salvageable here. Looks like it was all pretty mundane, anyway." He looked up at his friend. "I'm sure he had all the good stuff in his pouches when he left."

"I wonder what happened that he had to leave so much behind. I mean, look at all we've found – what looks like his primary spellbook, his staff, that clockwork cat... No wizard I know would leave any of those things behind unless the fires of the Nine Hells were licking at his heels."

"Maybe they were," Dissin shrugged. He reached into one of the pouches on his belt and pulled out a stone attuned to the sun's position in the sky. "It's midway through the afternoon. We'd better finish up in here if we want to cover any distance before nightfall."

"We wouldn't have to start pushing back tonight. We have plenty of time to get back to Vanguard before classes resume. You just want to get back home to your wife," Marcus smirked.

"Well, there is that," Dissin chuckled. "But I'd love at least a full day to examine all our treasure

before we go back to teaching. If we don't get back to the academy until right before classes start back up, the next thing you know, we'll both be buried up to our eyeballs in examinations to grade and summonings to monitor until the next break."

"Why must you always be right?"

"It's just in my nature."

The conjurers picked up their pace, and soon had collected everything of value – magical or otherwise – from the old wizard's study. Dissin slung his bag over his shoulder and motioned for his companion to exit the room first. "After you, Professor D'Lyn."

"Thank you, Professor Bi'Jou."

There are currently eight colleges of magic and three bardic schools in the Known World, though there are several colleges founded in ages past which are no longer in existence. In addition to these eleven institutions of higher arcane study, there are several lesser bodies that are not formal magic universities or bardic schools. Wizards, sorcerers and bards attending any of the lesser schools, along with those who study under direct apprenticeship to another, do not gain the same benefits as those that attend one of the colleges detailed in this chapter. They are instead standard bards, sorcerers or wizards.

Each of the eight colleges of magic teaches a full course on arcane magic, with studies from all eight of the schools of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy and transmutation) included. However, each of the eight colleges is known for specializing in the teaching of one particular school of magic. Thus a particular college tends to produce wizards that specialize in the school of magic the college specializes in, though most of the colleges present enough of a well-rounded course in arcane studies that more than a few universalist wizards graduate each year. While sorcerers do not specialize in a school of magic as wizards do, many sorcerers graduating from a college of magic will still focus upon the school of magic the university specialized in teaching.

The colleges of magic are each four-year institutions of learning, and it is not easy to get admitted to any one of them (though the Moonarrow University of Magic does have lower admission standards than any other college). A prospective student must show the headmaster or headmistress of the college that she has not only the desire to learn the ways of wizardry or sorcery, but also the aptitude for it as well. A prospective student to any of the eight colleges of magic should be able to cast more than one o-level arcane spell and have at least 1 skill point in Knowledge (Arcana) or Spellcraft, and preferably at least 1 skill point in both.

Tuition at any one of the colleges of magic is not cheap; the more prestigious colleges – such as Wagner's College of Wizardry or the College of the All-Seeing Eye – cost a thousand gold coins or more per year in tuition. For those

individuals who cannot afford the tuition there are still ways of attending and covering the costs. Some of the colleges – such as Moonarrow University of Magic or the Himar Academy for the Arcane Arts – offer scholarships to underprivileged prospective students. These scholarships are funded by wealthy nobles, the crown, local temples, and various alumni of the college. Other colleges – such as Vanguard Academy or the Nightwatcher's Tower – have a sponsorship program. The sponsorship program is similar to a scholarship, except the prospective student must seek out a personal sponsor – usually a noble of the land, a wealthy alumnus of the college, or someone else of power – and convince him to sponsor her attendance. Generally, the student will owe the sponsor some service upon graduation that will need to be repaid before she sets off to seek her own fortune. Failing to repay the sponsor can lead to the spellcaster being labeled as dishonorable at best or as an outlaw at worst.

Of course, not all students who begin attending classes at a college of magic finish the full four-year education. Some leave college early because of dissatisfaction with the college in particular or with structured academic life in general. Other students are expelled for failing grades, for being troublemakers on campus or in nearby cities or towns, or for committing crimes against the college, the faculty or other students. Generally, once a student leaves a college in such a way, no other college will accept them. However, with the right contacts and a palm full of gold coins, a wizard can often gain admission into another school somewhere else.

Sometimes students transfer willingly from one college of magic to another. Some students discover they are not particularly fond of or proficient with the form of magic their college specializes in. Such students can arrange to transfer to a different college that specializes in the school of magic the student feels more inclined to and comfortable with. Transfers can happen for other reasons as well, including a desire to be closer to or farther away from family members and loved ones, to escape possible threats (either personal threats or threats against the college), to run from the authorities, and so on. Arranged transfers are an accepted part of the college of magic system and a transfer student is not held in any lower regard by the new college. The exception to this rule is a student who has transferred three or more times. At that point, the colleges will usually not sanction another transfer, forcing the student to either finish studies at the current college or simply drop out.

The Eight Colleges of Magic

Bartek's School of Thaumaturgy

Bartek's School of Thaumaturgy is one of the oldest of the eight colleges of magic still in existence. It is located in the hills above the village of Aldred's Cross in southern Elsith, with the vast expanse of the Tarn Lake stretching off to the northeast from the hills. Behind the school to the southwest are the rugged Tarnflow Mountains.

Conjuration magic is the focus of teaching at Bartek's, though the curriculum is well-rounded enough that the college graduates a few universalist wizards each year. Many of the world's most accomplished conjurers have

been graduates of Bartek's School of Thaumaturgy.

A couple of years ago Bartek's was attacked by a raiding party of dark elves from the vast, lightless regions of the realms below and several professors and many students perished in the raid before the dark elves were repulsed. The raiders were supposedly looking for something – or someone – specific but apparently did not find what they sought at Bartek's.

Graduates of Bartek's report great satisfaction with their education and college life, but, many say, if there was one thing they would wish for it would be a large urban area nearby. There is only so much exploring one can do in the tiny village of Aldred's Cross, and the nearest large city is several days ride to the north.

GM Suggestion – Colleges

While we have named a location specific to our game world for each of the eight colleges of magic and three bardic schools presented here, feel free to place each college wherever you feel it is most appropriate for your own campaign. You should not feel that the names of towns, cities, countries and geographic locations in the college descriptions must be used in your own game.

College of the All-Seeing Eye

Located in the sprawling city of Sheran in the mysterious Lands of the Pashas, the College of the All-Seeing Eye is the preeminent institution of divination in the Known World. Students at the college receive an in-depth education in divination magic, but enough of a well-rounded curriculum exists that the occasional universalist wizard is graduated as well.

The Lands of the Pashas are a collection of city-states, desert-dwelling tribes and bandit-lords, nominally ruled by Pasha of Pashas Shafee Ibn Waleel of the city of Sheran, and many of the other pashas send one or more of their children (usually a second born son or any daughter) to study at the college.

Graduates of the college have reported that studying in Sheran is its own reward, as the city – nicknamed "The Decadent City" by outsiders – has numerous fest halls, gambling parlors, horse racing tracks, and other dens of iniquity to tempt students during study breaks.

Himar Academy for the Arcane Arts

The kingdom of Elsith is the only nation home to more than one college of magic. While Bartek's School of Thaumaturgy is located in the southern hinterlands, Himar Academy for the Arcane Arts is located in the capital city, which, like the kingdom itself, is called Elsith.

Gnomes make up a significant portion of the non-human population of Elsith, and that fact is obvious at Himar Academy. The current headmistress is Zindri Diamondwillow, a powerful gnome illusionist, and nearly 20% of the student body is gnomes. It should thus come as no surprise that illusion is the school of magic Himar Academy focuses upon. Despite the focus on illusion magic, students at Himar Academy receive a very well-rounded education, with classes on all forms of magic available, as well as classes on the natural world, mathematics, and even on such things as cooking, dancing, and religion.

Academic life at Himar Academy is reportedly lively and fun, and many students say that with such a large population of gnomes on campus life could not be anything otherwise. Occasionally, a bigoted Elsan noble will attempt to convince the king to expel the non-humans from the Academy, but to date all such attempts have failed.

Moonarrow University of Magic

Moonarrow University of Magic is located in the city of Moonarrow, capital of the island nation of Citalia. It is considered one of the most prestigious of the eight colleges of magic, despite the university's rather lax admissions policy. The school occupies the compound of one of the first royal castles and at least one of the campus buildings sits on the location of an ancient wizard's tower.

Students who attend Moonarrow University can expect a well-rounded education, learning not only the basics of arcane spellcasting but also mathematics, astronomy, natural sciences, and much more. While students have the option to learn some basic self-defense, the university is *not* an institute of martial instruction.

Some residents of the city of Moonarrow insist that the college is a stronghold of immorality, claiming that parties of great excess – hedonistic, even – take place regularly, and that it isn't just the students who are involved. Inquiries into such accusations are generally short-lived, and the headmasters keep the details of any incidents private.

While the curriculum at Moonarrow University of Magic gives each graduate a well-rounded understanding of all eight schools of magic, professors at the college are particularly adept at the school of enchantment.

The Nightwatcher's Tower

The Nightwatcher's Tower is housed within an impressive, many-spired ebony stone tower jutting from the center of the city of Arkivus in Norn. For centuries Norn was a small but evil kingdom until the rise to power of Arkivus Dragonsbane, a powerful half-black dragon who clawed his way to the top and proclaimed himself Emperor of Norn. In the last few decades the empire has grown, largely thanks to the efforts of graduates of the Nightwatcher's Tower.

The Nightwatcher's Tower focuses most of their teachings on the school of necromancy. Very few universalist wizards graduate from the Nightwatcher's Tower, and no bard is known to have ever graduated, let alone attended classes at the Tower.

Most who attend the Nightwatcher's Tower cannot afford to do so completely on their own thanks to artificially high costs of education at the college. Emperor Arkivus keeps the cost high on purpose, forcing prospective students to seek sponsorship from one of the nobles of Norn. The noble then pledges the student's repayment, in the form of service in the Emperor's army.
Vanguard Academy

The City of Vanguard is a fortress city, like many of the cities of Urnauld. It is the oldest true city in Urnauld and some of the standing walls are over a thousand years old. The city is situated along trade roads and is also connected with a system of canals running along the Hammermill River. As such, merchants, travelers, and adventurers from across the continent pass through Vanguard.

The Gateside Bailey, as the first ring of the city inside the walls is called, caters exclusively to non-natives. The Donjon Bailey, which is the middle ring of the city, contains Vanguard Academy, the nation's only institute of magical learning. The city center is The Keep, wherein the Lord of the City resides and the population can withdraw during times of siege.

As one might expect from a college of magic located in a fortified city, the graduates of Vanguard Academy are highly skilled in powerful, damage-dealing spells. Vanguard Academy specializes in the school of evocation, and the majority of graduates of Vanguard Academy are wizards specializing as Evokers. Sorcerers who graduate from the college often have a far greater grasp of evocation than most other sorcerers. Students also study engineering and architecture at Vanguard Academy. In addition to the normal sort of sponsorships, prospective students who qualify can be sponsored by the Royal Army of Urnauld, in exchange for a term of military service of at least 4 years after graduation.



Young wizards-in-training attend class at Wagner's College of Wizardry.

Wagner's College of Wizardry

Located in the forested kingdom of Vitonia, Wagner's College of Wizardry is the newest of the eight colleges of magic. The college was founded just four decades ago in Vitonia's capital city of Seargentum by the great Vitonian hero-wizard Dominik Wagner. Despite the college being only four decades old, Wagner's is considered one of the most prestigious of all the colleges of magic.

Dominik Wagner is a powerful and prolific abjurer and as headmaster of the college he sees to it that the protective magics of abjuration are the focus of the classes taught at the college. Protection of the college, the students, the city and the country are preeminent.

Students who graduate from Wagner's College of Wizardry are often abjurers or sorcerers with a penchant for abjuration, though the occasional universalist wizard graduates from the college as well.

The kingdom of Vitonia is currently on edge as the machinations of the evil empire of Norn gather steam, and it is said that King Vladimir VI of Vitonia has provided extra funding to the college for the training of more spellcasters, though anyone accepting the royal scholarship must sign an agreement to serve the king for two years.

Wolestone Thaumatulurgical Institute

Founded over 400 years ago by an ancestor of Grale's current monarch, Queen Phaleen Airdel, Wolestone Thaumatulurgical Institute is the oldest existing college of magic in the Known World. The institute focuses teaching on transmutation, and wizards, sorcerers and bards seeking specialized knowledge in polymorph spells often seek admission to Wolestone.

Despite the focus on the school of transmutation, the college still graduates a number of universalist wizards each year, as well as sorcerers and bards seeking a more rounded education in magic.

Students who have transferred to other colleges from Wolestone report that the atmosphere at the institute is quite stuffy and formal, and students are often surprised at how much fun there is to be had at other colleges of magic.

The Bardic Schools

There are three bardic schools active in the Known World today, though they are not the only three to have ever existed. Each of the three schools focuses upon certain types of performance, so a bard inclined towards a certain type of performance will want to seek admission to that school.

While there are a few bards who attend a college of magic, most bards with formal training instead attend one of these three schools. There are also bards who attend informal training, who apprentice to another bard, or who are simply born gifted, but they do not gain any of the benefits that bards who attend one of the schools detailed below receive.

Like the colleges of magic, the bardic schools are four-year institutions of learning and students receive a more-or-less well-rounded education at each of the three schools. In addition to classes focusing upon the under-

standing and creation of the performance skills, students take classes on magic, history, religion, natural sciences and much more.

Some students fail to complete their schooling for one reason or another, dropping out due to frustration with the "confines" of formal education or being kicked out for poor performance or for creating trouble on campus. Such students are rarely allowed into one of the other bardic schools, though they often end up at a college of magic to complete their education.

While transferring between schools is not common, it does happen if a student discovers that the mandolin is not where the heart lies, but singing is. The three schools welcome transfer students, and while rare, it is not unheard of for a musically-inclined wizard to transfer from a college of magic to a bardic school to finish schooling.

The Three Bardic Schools

Ceilidh Conservatory

Ceilidh Conservatory, located on the shores of the Vitonian Bay, is the oldest active bardic school in the Known World. It is also the most prestigious of the three active schools, and prospective students must pass a grueling entrance exam before being accepted. The educational costs are quite high at Ceilidh Conservatory and most students have a personal sponsor covering their fees. In return the student is usually expected to be in residence at the noble's manor or estate for a year or three as repayment.

Students at Ceilidh Conservatory are usually those specializing in vocal or visual performances, such as singing, poetry recital, story-telling, speech-making, dancing and acting. While there are classes at Ceilidh that teach the mandolin, harp, greathorn or longflute, the teachers of those classes are not as proficient as those at The High Halls of the Harp in Grale.

Giacomo's Jester School

Telling another bard you are graduate of Giacomo's Jester School, located in the city of Belgae in southwestern Elsith, is likely to get you laughed at in derision. Still, the youngest of the three existing bardic schools never wants for new students. Giacomo's school focuses upon the fine arts of buffoonery, joke-telling, and pratfalls. Those seeking to make people smile and laugh find that Giacomo's is where they want to be.

The cost of an education at Giacomo's Jester School is relatively inexpensive, and only the most destitute of students have to seek sponsorships to pay their way. Those who do sponsor students to the school are usually nobles and wealthy merchants who appreciate the light-hearted art of comedy.

The classes taught at Giacomo's focus on acting, especially slapstick comedic acting, on pure comedy such as buffoonery, joke-telling and limerick poems, and on oratory, especially sarcasm and satire. There are classes on music and dance at Giacomo's, but most outside of the school regard them as, well, a joke.

The High Halls of the Harp

The High Halls of the Harp is housed within an ancient castle in the nation of Grale, on the eastern shore of the Tarn Lake, less than two day's ride from Bartek's School of Thaumaturgy. Because of the close proximity, the two colleges have an excellent working relationship among the staff, and a strong but friendly student body rivalry.

The High Halls is where a student wishing to perfect his skill with a musical instrument should endeavor to study. The instructors are considered the most proficient and accomplished musicians in all the Known World. Whether one is inclined to the harpsichord, bass drum, lute or pan flute, the High Halls of the Harp is the school of choice.

Post Graduate Study

Often, students who have graduated after four years of study at a college of magic or a bardic school will return for more in-depth and more narrowly focused study. This post graduate work often lasts from one to two years, costs as much or more than the four years of study already completed, and results in a bard, sorcerer or wizard of especially refined skill and talent.

A college-educated bard, sorcerer or wizard need not return to their original school for post graduate work. Someone inclined to study a different school of magic or type of performance than already specialized in can apply to do post graduate work at any of the eight colleges of magic or three bardic schools. Of course, a wizard specialist most likely will not choose to study at a school specializing in one of his or her prohibited schools of magic.

Because of the cost of post graduate work, many students seek sponsorship to cover their fees. No college of magic or bardic school currently offers post graduate scholarships, but all eleven accept sponsorships.

College of Magic and Bardic School Feats

Bartek's School Graduate (College of Magic) You are a graduate of Bartek's School of Thaumaturgy.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of conjuration. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of conjuration. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of conjuration.

Bartek's Post Graduate (College of Magic) You have done post graduate study at Bartek's School of Thaumaturgy.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of conjuration gives

you a better understanding of such spells. The casting time for summoning spells is 1 standard action.

Normal: Casting time for summoning spells is 1 round.

Ceilidh Conservatory Graduate (Bardic School) You are a graduate of Ceilidh Conservatory.

Prerequisite: Bardic Performance class feature. **Benefit**: You can use your bardic performance class feature one extra time per day, and receive a +2 bonus to Perform (act, dance, oratory or sing). The bonus from this feat stacks with the bonus from College Trained Bard.

Ceilidh Post Graduate (Bardic School) You have done post graduate study at Ceilidh Conservatory.

Prerequisite: Arcane caster level 3rd, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of acting, dancing, poem recital or singing has made you a master of skills and the envy of other bards. The DC to resist any of your bardic performance abilities increases by +1 and you gain a +1 bonus to Perform (act, dance, oratory or sing). This bonus stacks with the bonus from Ceilidh Conservatory Graduate.

College of the All-Seeing Eye Graduate (College of Magic)

You are a graduate of the College of the All-Seeing Eye.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of divination. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of divination. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of divination.

College of the All-Seeing Eye Post Graduate (College of Magic)

You have done post graduate study at the College of the All-Seeing Eye.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of divination makes your spells harder to resist, and you are able react to danger more quickly than many others. The Difficulty Class to resist your divination spells increases by +1, and you gain the *Uncanny Dodge* ability (see Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*).

College Trained Bard

You attended one of the bardic schools for at least two years, but no more than four years. You may still be a student but cannot be a dropout or have been expelled. **Prerequisite**: Bardic Performance class feature. **Benefit**: Your attendance of a bardic school has given you a better understanding of the performing arts than a bard who did not attend a college at all. You receive a +2 bonus to any one Knowledge and any one Perform skill checks.

College Trained Spellcaster

You attended one of the colleges of magic for at least two years, but no more than four years. You may still be a student but cannot be a dropout or have been expelled.

Prerequisite: Arcane caster level 1st.

Benefit: Your attendance of a college of magic has given you a better understanding of magic than a caster who did not attend a college at all. You receive a +2 bonus to Knowledge (Arcana) and Spellcraft checks.

Giacomo's Jester School Graduate (Bardic School) You are a graduate of Giacomo's Jester School.

Prerequisite: Bardic Performance class feature.

Benefit: You can use your bardic performance class feature one extra time per day, and receive a +2 bonus to Perform (Act, Comedy or Oratory). The bonus from this feat stacks with the bonus from College Trained Bard.

Giacomo's Post Graduate (Bardic School) You have done post graduate study at Giacomo's Jester School.

Prerequisite: Arcane caster level 3rd, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of the fine art of comedy has made you a master of skills and the envy of other bards. The Difficulty Class to resist any of your bardic performance abilities increases by +1 and you gain a +1 bonus to Perform (Act, Comedy or Oratory). This bonus stacks with the bonus from Giacomo's Jester School Graduate.

High Halls Graduate (Bardic School)

You are a graduate of the High Halls of the Harp.

Prerequisite: Bardic Performance class feature.

Benefit: You can use your bardic performance class feature one extra time per day, and receive a +2 bonus to Perform (Keyboard, Percussion, String or Wind). The bonus from this feat stacks with the bonus from College Trained Bard.

High Halls Post Graduate (Bardic School)

You have done post graduate study at the High Halls of the Harp.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of various musical instruments has made you a master of skills and the envy of other bards. The Difficulty Class to resist any of your bardic performance abilities increases by +1 and you gain a +1 bonus to Perform (Keyboard, Percussion, String or Wind). This bonus stacks with the bonus from High Halls Graduate.

Himar Academy Graduate (College of Magic)

You are a graduate of Himar Academy for the Arcane Arts. **Prerequisite**: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of illusion. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of illusion. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of illusion.

GM Suggestion - Feats

The College of Magic feats and Bardic School feats greatly increase the power of an arcane caster. It is recommended that if you decide to include these feats, you should consider making at least one of them mandatory (most likely College Trained Spellcaster or College Trained Bard) for all arcane casters; otherwise player characters without at least one of these feats may find themselves at a decided disadvantage. You should also make sure to give any potential enemy arcane spellcasters at least one of these feats in order to make sure they are not too much of a pushover for the PCs. Of course, a couple metamagic feats and a spell focus feat may also be a good match for two or three of the College of Magic feats.

Himar Post Graduate (College of Magic)

You have done post graduate study at Himar Academy for the Arcane Arts.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of illusion makes your spells harder to resist, and gives you an edge in resisting illusion spells cast by others. The Difficulty Class to resist your illusion spells increases by +2. You also gain the ability to use *minor image* as a spell-like ability. You can use the ability once per day.

Moonarrow University Graduate (College of Magic) You are a graduate of Moonarrow University of Magic.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of enchantment. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of enchantment. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of enchantment. Moonarrow Post Graduate (College of Magic) You have done post graduate study at Moonarrow University of Magic.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of enchantment makes your spells harder to resist, and gives you an edge in resisting enchantment spells cast by others. The Difficulty Class to resist your enchantment spells and spell-like abilities increases by +2 and you gain the ability to cast *charm person* as a spell-like ability once per day.

Nightwatcher's Tower Graduate (College of Magic) You are a graduate of the Nightwatcher's Tower.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of necromancy. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of necromancy. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of necromancy.

Nightwatcher's Tower Post Graduate (College of Magic) You have done post graduate study at the Nightwatcher's Tower.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of necromancy makes your spells harder to resist, and gives you an edge in resisting necromancy spells cast by others. The Difficulty Class to resist your necromancy spells increases by +2 and you gain a +2 bonus to your saves vs. necromancy spells of others.

Vanguard Academy Graduate (College of Magic) You are a graduate of Vanguard Academy.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of evocation. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of evocation. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of evocation.

Vanguard Academy Post Graduate (College of Magic) You have done post graduate study at Vanguard Academy.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of evocation makes your spells harder to resist, and they deal more damage. The Difficulty Class to resist your evocation spells

increases by +2 and you add your Intelligence (if a wizard) or Charisma (if a sorcerer or bard) bonus to the damage done by your evocation spells. For ray spells or for spells such as *magic missile*, you only gain the bonus damage on one of the missiles or rays. For spells that do damage over a number of rounds, you only gain this bonus on the first round damage. For wizards, this bonus also stacks with the damage bonus gained from the *Intense Spells* feature granted by specializing in the school of evocation.

Wagner's College Graduate (College of Magic) You are a graduate of Wagner's College of Wizardry.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of abjuration. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of abjuration. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of abjuration.

Wagner's College Post Graduate (College of Magic) You have done post graduate study at Wagner's College of Wizardry.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of abjuration makes your spells more powerful, and gives your abjuration spells more duration. The protective nature of your abjuration spells increases by +1 for any spell that provides an armor, shield or deflection bonus, and the duration of your abjuration spells is increased by 1 round. Even if concentration is required for the spell, the spell's effects will last for one full round after concentration ceases.

Wolestone Institute Graduate (College of Magic) You are a graduate of Wolestone Thaumatulurgical Institute.

Prerequisite: Arcane caster level 1st.

Benefit: You know one extra 1st level spell, but the extra spell must be from the school of transmutation. For wizards, this spell is an extra spell in your spellbook at 1st level. For bards and sorcerers, this is one extra spell known.

Also, you may cast one extra spell per spell level per day as long as that spell is from the school of transmutation. For wizards, this spell must be prepared in advance just as your normal allotment is prepared, and this bonus spell stacks with bonus spells gained for being a specialist in the school of transmutation.

Wolestone Institute Post Graduate (College of Magic) You have done post graduate study at Wolestone Thaumatulurgical Institute.

Prerequisite: Arcane caster level 5th, any one other College of Magic or Bardic School feat.

Benefit: Your detailed study of transmutation makes your spells harder to resist, and makes any transmutation spells you cast upon yourself last longer. The Difficulty Class to resist your transmutation spells increases by +1. For transmutation spells you cast upon yourself, the duration is extended by a number of rounds equal to half your caster level.



Graduation Day at Wolestone Institute.

Adventure Ideas for the Colleges of Magic Seeking information on a strange magic item uncovered in some ruins recently, the adventurers head to Bartek's School of Thaumaturgy, which is only a couple days ride away. It will take the wizards at the school a couple of days to not only cast some spells but also do some reading and research about the item.

In the meantime, the adventurers are invited to stay in guest lodging at the college. On campus, they become something like minor celebrities, and students follow them around, asking questions about what they have seen, where they have traveled and how many people they have killed.

One of the party's strongest warriors finds himself the object of attraction for a doe-eyed student wizard named Cassie, and she just won't take no for an answer.

Students at Vanguard Academy go on a field trip into the nearby hills, collecting rare herbs and roots. While picking nightshade near an ancient crumbling tower, the students are assaulted by skeletons and zombies that claw their way up from their graves.

An arcane spellcaster in the party is a graduate of the College of the All-Seeing Eye. Late one night as the spellcaster prepares for bed, she receives a powerful vision in which she sees the headmaster of the school beheaded as several students look on in horror. Can she get to College

of the All-Seeing Eye fast enough to prevent her vision from happening?

**

War has come to the land, and every able-bodied soul is needed to defend against the coming darkness. But when representatives of the king arrive on the campus of Himar Academy for the Arcane Arts hoping to recruit war-wizards they are met with protesters who abhor violence and profess only a love of peace. Are the students truly pacifists, or has the enemy arrived ahead of the king's men and snared the college in a powerful enchantment?

Sample Characters

Presented here are four sample characters – two 1st level college graduates and two 5th level post graduate students. GMs are welcome to use them as NPCs in their own campaign. Players, with your GM's approval, you could adopt one of these sample characters as a pre-generated PC.

Notes: spells marked with an (*) are detailed in Chapter 1-Spells of this book. Spells marked with a (^B) indicates bonus spells based on the school of specialization.

Khalthin Lombrar

Khalthin Lombrar is 22 years old, has shoulder-length straight blonde hair and deep green eyes. His skin is welltanned from a childhood spent mostly outdoors, but the tan is starting to fade after several years of college schooling kept him inside labs and classrooms.

Khalthin hails from Andersty, one of the many villages within a day's ride of the city of Vanguard. He came to the academy at the age of 18 when a local wizard recognized the his talent and offered to sponsor Khalthin's education.

Now that he has graduated from Vanguard Academy, Khalthin works off his sponsorship debt by serving in the Urnauldian Army as a war wizard. Khalthin is brave and loyal, but knows when to back down and retreat from a fight that can't be won. That said, Khalthin will not abandon his friends and comrades.

Khalthin Lombrar, Vanguard Academy Graduate CR 1

Male Human Wizard 1 (Evocation specialist) LG medium humanoid Init +1; Senses Perception +2 DEFENSE AC 11, touch 11, flat-footed 10 (+1 Dex) hp 8 (1d6+1+1) Fort +1, Ref +1, Will +3 **OFFENSE** Spd 30 ft. Melee longsword +0 (1d8-1) Spells Prepared (CL 1st, +1 ranged touch): Evocation (Illusion, Necromancy) 1st – hot foot*, magic missile, shield 0 – acid splash, detect magic, flare, ray of frost Intense Spells (Su) Whenever Khalthin casts an evocation spell that deals hit point damage, he adds +1 to the damage (half his wizard level, minimum 1). This bonus applies only once per spell, and cannot be split among multiple missiles or rays. Bonus damage is of the same type as dealt by the spell.

Force Missile (Sp) As a standard action, Khalthin can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile does 1d4 points of damage, plus Khalthin's Intense Spells bonus. Khalthin can use this ability 6 times per day.

TACTICS

Before Combat Khalthin will cast *shield* on himself as soon as he knows trouble is brewing.

During Combat Khalthin starts out with *flare*, attempting to dazzle other spellcasters or archers if there are no spellcasters. He follows that spell up with *hot foot* against a warrior-type and then *ray of frost* or a *magic missile* at a dazzled spellcaster or archer. Khalthin then begins using his Force Missile spell-like ability on any other targets. If need be, Khalthin will enter melee combat with his longsword, but this will be a last resort.

Morale Khalthin retreats to a safe distance if reduced to 3 or fewer hit points, though he will not abandon the field and leave comrades behind.

STATISTICS

Str 9, **Dex** 13, **Con** 13, **Int** 16, **Wis** 12, **Cha** 11 **Base Atk** +0; **CMB** -1: **CMD** +10

- **Feats** College Trained Spellcaster, Martial Weapon Proficiency: longsword, Scribe Scroll, Vanguard Academy Graduate
- **Skills** Appraise +7, Knowledge (arcana) +9, Knowledge (engineering) +7, Knowledge (history) +7, Perception +2, Spellcraft +9

Languages Celestial, Common, Draconic, Elven

SQ Arcane bond, arcane school, cantrips, weapon training (longsword)

- **Combat Gear** Dagger, longsword; **Other Gear** backpack, belt pouch (2), bonded object (ring), inkpen, mess kit, parchment (12 sheets), scholar's outfit, scroll case, spell component pouch, spellbook, traveler's outfit
- **Spellbook** contains all prepared spells plus the following: 0 – all; 1st – *bird's eye view**, *burning hands, fireshape**, *mace hand**

Wylderyl Zelfaren

Wylderyl ("Wyld" to his friends) Zelfaren was born in the city of Elsith to a prominent nobleman and an elven diplomat. He grew up in luxury and wealth, and very early on showed an aptitude for magical skills. His father saw that he had some rudimentary tutelage in his younger years, but at the age of 16 he sent Wylderyl off to the Moonarrow University of Magic in Citalia for formal education.

Some of Wylderyl's instructors at the college wonder how the half-elf managed to graduate with such good marks, considering the trouble he often seemed to be in and amount of time he spent drinking, carousing and celebrating.

After graduation, Wylderyl wandered the world for a few years, sowing even more oats. At the age of 25 he returned to his alma mater and enrolled in post

graduate studies. Years of adventuring tempered his nature and Wylderyl was much more serious in his studies this time, though when the time came Wyld could still celebrate with the best of them. Now that he has finished his post graduate work, Wylderyl intends to apply to join the faculty at Moonarrow University of Magic.

Wylderyl Zelfaren, Moonarrow University Post Graduate CR 5

Male Half-elf Wizard 5 (Universalist) CG medium humanoid (elf, human)

Init +2; Senses Low-light vision; Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex) **hp** 28 (5d6+5)

Fort +1, Ref +3, Will +5; +2 against enchantment spells or effects

OFFENSE

Spd 30 ft.

Melee silver dagger, masterwork +3 (1d4)

Melee dagger, masterwork +3 (1d4)

Ranged crossbow, light +4 (1d6)

- **Spells Prepared** (CL 5th, +4 ranged touch):
- 3rd copycat*, deep slumber, suggestion
- 2nd alter self^B, daze monster, detect thoughts, friendly face*, touch me not*
- 1st awe*, identify, mage armor, magic missile, peep hole*, sleep^B
- o acid splash, daze, detect magic, prestidigitation, read magic

Spell-like Abilities (CL 5th):

- Once per day *charm person*
- Note: Wylderyl receives a +2 bonus to the DC of the enchantment spells he casts

TACTICS

Before Combat If he feels the situation is becoming threatening, Wylderyl will cast mage armor and touch me not upon himself.

During Combat Wylderyl always starts off with a magic *missile* spell, sending all missiles at the target he feels is the biggest threat. If it will not affect any of his friends or allies, Wylderyl will then cast either sleep or deep slumber, depending on the type and number of foes he faces. He will then resort to using his acid splash over and over, as necessary, or firing bolts from his light crossbow. Wylderyl will only enter melee combat if he has no other choice, and will drink his potion of mace hand before doing so.

Morale If he is reduced to 10 hp or fewer, Wylderyl will retreat as soon as possible.

STATISTICS

Str 10, Dex 14, Con 11, Int 17, Wis 13, Cha 12 Base Atk +2; CMB +2: CMD +14

Feats Brew Potion, College Trained Spellcaster, Moonarrow Post Graduate, Moonarrow University Graduate, Scribe Scroll, Skill Focus (Perform (dance)) Skills Appraise +10, Knowledge (arcana) +12, Knowledge (history) +10, Knowledge (local) +10, Perception +3, Perform (dance) +6, Spellcraft +12, Stealth +3

Languages Auran, Common, Draconic, Elven, Sylvan

SQ Arcane bond, cantrips, elven immunities, keen senses, school powers

Combat Gear Bolts, crossbow (10), crossbow, light, dagger, masterwork, potion of cure light wounds, potion of mace hand*, potion of spell sight*, scroll of *lizardskin**, silver dagger, masterwork; **Other Gear** backpack, bracers of armor +1, belt pouch (2), bonded object (amulet), explorer's outfit, inkpen, noble's outfit, parchment (15 sheets), scroll case, spell component pouch, spellbook

Spellbook contains all prepared spells plus the following: 0 – all; 1st – animate rope, erase, floating disk; 2nd – protection from arrows, scorching ray; 3rd – major image, wall of light*

SPECIAL ABILITIES

Hand of the Apprentice (Su) Six times per day, as a standard action, Wylderyl can cause his melee weapon to fly from his grasp and strike a foe up to 30 ft. away. This attack is treated as a ranged attack with a thrown weapon, except Wylderyl adds his Intelligence modifier (+3) to the attack roll instead of his Dexterity modifier. If he hits, damage bonuses still rely upon his Strength bonus. Wylderyl cannot use Hand of the Apprentice to perfom a combat manuever.

Annyl Pran

Annyl Pran grew up in a small village in southeastern Elsith. Her father and mother were both wizards of no small power who had met and fell in love at Bartek's School of Thaumaturgy, and the two intended to send their daughter to the school as well. Unfortunately for her parents, Annyl's first love wasn't magic - though she was competent with the arcane arts - but instead was the lute and the pan flute. When Annyl announced her intention to forgo studies at Bartek's and instead cross the lake and enroll at the High Halls of the Harp, her parents disowned her.

Annyl secured a sponsorship to pay for her education, making a deal with a nobleman from Grale to be his court bard for four years after she graduated. Annyl was saddened by her parent's reaction to her desire, but felt she needed to follow her own course.

After four years of study, Annyl has graduated from the High Halls of the Harp, and with highest honors at that. She now resides in the manorhouse of Lord Ambry DeVirst where she performs for his guests every night.

CR 1

Annyl Pran, High Halls Graduate

Female Human Bard 1 N medium humanoid Init +2; Senses Perception +4 DEFENSE AC 12, touch 12, flat-footed 10 (+2 Dex) **hp** 9 (1d8+1) Fort +0, Ref +4, Will +2 **OFFENSE**

Spd 30 ft.

Melee rapier +0 (1d6), dagger +0 (1d4) **Ranged** dagger +2 (1d4)

- **Spells per Day** (CL 1st, +2 ranged touch): 1st (2) – silent image, virtuoso*
- **Spell-like Abilities** (CL 1st, +2 ranged touch): Cantrips (at will) – *detect magic, ghost sound, prestidigitation, summon instrument* **TACTICS**

TACTICS

- **Before Combat** Annyl does her best to avoid combat, as few of her spells are useful in combat.
- **During Combat** Annyl will use her *ghost sound* to attempt to trick foes into thinking she has aid on the way. If she chance is there, she will then cast *silent image* to further the trick. If she has actual assistance, Annyl will stay out of the way and use her bardic performance ability to inspire courage in her comrades.
- **Morale** If Annyl is injured even once, she will quickly retreat to a safe distance.

STATISTICS

- **Str** 10, **Dex** 15, **Con** 11, **Int** 14, **Wis** 11, **Cha** 16 **Base Atk** +0; **CMB** +0: **CMD** +12
- **Feats** College Trained Bard, High Halls Graduate **Skills** Craft (string instruments) +6, Craft (wind instruments) +6, Knowledge (history) +6, Percent
- instruments) +6, Knowledge (history) +6, Perception +4, Perform (dance) +7, Perform (sing) +7, Perform (string instruments) +9, Perform (wind instruments) +9, Sense Motive +4

Languages Common, Elven, Gnome

- **SQ** Bardic knowledge (history), bardic performance (2x day), cantrips (Sp), countersong (Su), distraction (Su), *fascinate* (Sp), inspire courage +1 (Su), weapon training (shortbow)
- **Combat Gear** Dagger, rapier; **Other Gear** backpack, belt pouch (2), inkpen, noble's outfit, parchment (24 sheets), *potion of perfect pitch*, scroll case, spell component pouch, spellbook, traveler's outfit

Ashley Tumblebottom

Ashley Tumblebottom is a lovely halfling woman with a thick mane of auburn hair. Ashley wears her hair loose and it cascades past her shoulders to the small of her back. She stands just over three feet tall. Ashley hails from the village Pyerodos in Urnauld.

She always had a love of music and song, but early on showed an aptitude for magic. When she was old enough, her parents sent her to Citalia to the Moonarrow University of Magic. Ashley enjoyed her time at the college and graduated after four years, but it was tough in getting there as she never quite grasped the full meaning of some of the arcane arts. She knew that there was something else missing from her life but she couldn't figure it out.

After a couple of years of adventuring, Ashley arrived at the Ceilidh Conservatory with her adventuring companions. It was there that Ashley realized what was missing for her – focused study in music. Thus, she used the coins and gems she'd earned as her share of the adventuring plunder to pay for two years of post graduate study at the prestigious bardic school. Now, she has finished her training and is once again ready to see the world.

- Ashley Tumblebottom, Ceilidh Post Graduate CR 5
- Female Halfling Bard 5 CG small humanoid Init +2; Senses Perception +10 DEFENSE
- AC 14, touch 13, flat-footed 12(+1 armor, +2 Dex, +1 size) hp 30 (5d8+5)
- **Fort** +2, **Ref** +7, **Will** +6; +2 on saving throws vs. fear **OFFENSE**

Spd 20 ft.

- **Melee** short sword +4 (1d4-1), dagger +3 (1d3-1) **Ranged** sling +7 (1d3-1)
- **Spells per Day** (CL 5th, +6 ranged touch):
- 2nd (2+1) daze monster, Ierena's luscious lips*, rogue's gambit*
- 1st (4+1) cure light wounds, magical quill*, perfect balance*, perfect pitch*, sleep
- **Spell-like Abilities** (CL 5th, +6 ranged touch): Cantrips (at will) – *detect magic, flare, ghost sound, prestidigitation, read magic, summon instrument* **TACTICS**
- **Before Combat** Ashley will use her *elixir of hiding* and Stealth to get into a more strategic position.
- **During Combat** Ashley will cast *daze monster* first to try and slow down her foe. She will then use *rogue's gambit* to gain either a second attack, or if the foe is too powerful, an extra move action to get further away. From then on, Ashley will use her bardic performance abilities to aid her companions.
- **Morale** Ashley will retreat if reduced to 10 or fewer hit points, but she will hesitate to leave good friends behind. **STATISTICS**
- Str 8, Dex 15, Con 10, Int 15, Wis 12, Cha 16
- Base Atk +3; CMB +1: CMD +13
- **Feats** Ceilidh Post Graduate, College Trained Spellcaster, Moonarrow University Graduate
- **Skills** Acrobatics +9, Appraise +7, Bluff +8, Climb +6, Craft (string instruments) +7, Diplomacy +8, Disguise +7, Escape Artist +6, Knowledge (arcana) +10, Knowledge (geography) +8, Knowledge (history) +8, Linguistics +6, Perception +10, Perform (dance) +9, Perform (sing) +10, Perform (string instruments) +7, Sense Motive +5, Sleight of Hand +6, Spellcraft +8, Stealth +6, Use Magic Device +7
- **Languages** Common, Elven, Gnome, Goblin, Halfling **SQ** Bardic knowledge (history), bardic performance (2x day), cantrips (Sp), countersong (Su), distraction (Su), *fascinate* (Sp), inspire competence (Su), inspire courage +2 (Su), lore master 1x day (Ex), versatile performance (Ex) (dance), weapon training (shortbow), well-versed
- **Combat Gear** Bullets, sling (20), dagger, short sword, masterwork, sling, masterwork; **Other Gear** backpack, belt pouch (2), *bracers of armor* +1, *elixir of hiding*, inkpen, mandolin, noble's outfit, parchment (24 sheets) *potion of cure light wounds*, scroll case, spell component pouch, spellbook, traveler's outfit

CHAPTER 3 - SORCERER BLOODLINES



Marcus tapped his fingers impatiently on his desktop, wondering what was taking Dissin so long to return from the supply room with more ink and parchment. He'd been the one who'd been so eager to get back to the academy early to begin their research, and now he was off doing who-knows-what instead.

When the door to his study finally opened, Marcus couldn't help but let out a sigh of mixed relief and frustration. "What took you so long?" he asked – not quite a demand, but as close as he'd ever come to demanding his old friend of anything.

"Sorry," Dissin replied sheepishly, pushing the

door closed behind him with his foot, his arms loaded full with blank journals, loose sheets of parchment, and a small crate of ink vials. "I ran into one of the students I'm advising. He needed to talk."

Marcus' expression instantly softened, but he cocked his head to the side slightly. "I didn't think any of the students were back from the term break yet." He got up to help Dissin with his burden.

"Telthor didn't go anywhere over the break. Poor lad has nowhere to go – or at least no one to go to who he trusts."

"Oh, Telthor..." Understanding washed over Marcus.

"You know, if I could get a hold of his parents..." Dissin snorted in disdain.

Marcus sighed. "Not that it's a justifiable excuse, but they probably had no idea what was happening when Telthor's powers started to manifest. His grandparents all died before he was born. Wherever the sphinx is in his family history, no one's ever talked about it, and the traits must have skipped a couple generations."

Dissin shook his head, setting down the stack of journals. "There are so many worse creatures that could be in one's bloodline than a sphinx. That's hardly one to be ashamed of."

Marcus opened the crate and began selecting vials of several different colors of ink. "Not everyone thinks like we do, Dissin. While we see the gifts that a unique ancestry can give a sorcerer, many common folk see it only as something perverse or unnatural."

"Still, it's no reason to disown one's own son," Dissin spat, pulling his chair back a little too hard.

"It's certainly not. Unfortunately, it happens all too often. That's one of the reasons the academy and the other colleges are so important. We can't replace a lost family, but we can become a new one." Marcus sat back down behind his desk. "Just like we did for you and your sister."

The drow smiled at that. "True enough." He pulled his mane of white hair to the side as he finally sat down. "Don't be concerned when you see Telthor in class Monday. His claws have started to harden and he scratched himself pretty deep without realizing it. He didn't get in a fight or anything like that."

"Did you tell him to put socks over his hands at night until he's used to them?"

Dissin rolled his eyes. "Of course I did. I've dealt with young students with new claws before."

Marcus laughed. "Alright, then. With that settled, let's see what Orthan left behind for us to study."

Sorcerer bloodlines are many and varied. While the most common bloodlines may be the Arcane, Draconic, Abyssal, Celestial, Aberrant, Destined, Elemental, Infernal, Fey and Undead bloodlines, they are not the only ones. There are many potential sources of magical power flowing through a sorcerer's body, and even those detailed here still do not come close to being the totality of all known bloodlines.

Spells denoted with an (*) after the spell name are spells that are detailed in Chapter 1 of this book. Spells not in this book can be found in Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*.

Bestial

Flowing through your veins is the blood of a great and powerful magical beast. Somehow, your family's ancestry includes a manticore, sphinx, lamia, blink dog or other such creature. The family keeps this knowledge very close, and speaks infrequently about it even amongst other family members. The bestial blood sometimes seems to skip a generation or two before manifesting again, as it has in you. You feel the rage of your bestial ancestor easily, and often find it hard to keep yourself under control.

Class Skill: Survival.

Bonus Spells: enlarge person (3^{rd}) , call of the wild* (5^{th}) , rage (7^{th}) , shout (9^{th}) , beast shape III (11^{th}) , heroism, greater (13^{th}) , giant form I (15^{th}) , form of the dragon III (17^{th}) , shapechange (19^{th}) .

Bonus Feats: Acrobatic, Alertness, Arcane Strike, Blind-fight, Dodge, Great Fortitude, Improved Unarmed Strike, Toughness.

Bloodline Arcana: Magical beasts are potentially susceptible to your spells. For the purpose of determining which of your spells affect them, magical beasts are treated as humaniods.

Bloodline Powers: Your bestial heritage becomes more prominent as you progress in power. The more powerful you become, the harder it becomes for you to hide what you really are.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). At 11th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). At 11th level, the damage increases by one step to 1d10 points of damage (1d8 if you are Small). You can use your claws a number of rounds per day equal to 3 plus your Charisma modifier.

Bestial Reflexes (Ex): At 3^{rd} level, you gain a +2 inherent bonus to your Dexterity. At 11^{th} level this bonus increases to +4, and at 17^{th} level it increases to +6.

Tremendous Fortitude (Ex): At 9th level, you gain a +2 inherent bonus to your Fortitude save. At 13th level this bonus increases to +4.

Howl of the Beast (Su): At 15^{th} level you gain the ability to emit a piercing, terrifying howl. Everyone within a 20ft. radius of you who hears your howl is Paralyzed with fear for 2d6 rounds unless they succeed on a Will save. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. Those that succeed on the save are still Shaken for 1d4 rounds. At 15^{th} level you can use this ability once per day. At 19^{th} level you can use this ability twice per day.

Tough Hide (Ex): At 20^{th} level, your skin hardens like thick, leathery animal hide, giving you DR 10/-.

Divine

The divine bloodline is often confused with the celestial bloodline, but whereas those with the celestial bloodline have the blood of a celestial flowing through their veins, you actually have the blood of a deity – even a minor one – in your ancestry. It is even possible that the deity in question may be a decidedly evil one.

Class Skill: Knowledge (Planes).

Bonus Spells: *awe** (3rd), *resist energy* (5th),

heroism (7th), dimension door (9th), contact other plane (11th), repulsion (13th), plane shift (15th), planar binding, greater (17th), gate (19th).

Bonus Feats: Arcane Strike, Augment Summoning, Empower Spell, Endurance, Magical Aptitude, Maximize Spell, Persuasive, Spell Focus.

Bloodline Arcana: Whenever you cast a spell from the school of divination, the duration of the spell increases by one round per caster level.

Bloodline Powers: Your divine heritage is not noticeable at first, but as you grow in skill, your true powers begin to show themselves. Others are often left in awe of your mere presence.

Resistant Touch (Ex): At 1st level you gain the ability to grant a +2 inherent bonus to an ally's saving throw. An ally granted the resistance must use the bonus within a number of rounds equal to half your sorcerer level (minimum 1). You can use this ability a number of times per day equal to 3 plus your Charisma modifier.

Ethereal Jaunt (Su): At 3rd level, you gain the ability to become ethereal for up to 3 rounds per day. At 7th level, the duration increases to 7 rounds per day. At 11th level, the duration increases to 11 rounds per day.

Divine Strike (Su): At 9th level, you can unleash a divine strike against your enemy. You can target any enemy within 30 feet as a ranged touch attack. The ray that shoots from your finger is blue in color if you are good aligned, and deals 2d6 points of holy damage +1 for every three caster levels. The ray is black in color if you are evil, and deals 2d6 points of unholy damage +1 for every three caster levels. Neutral sorcerers who have the blood of a neutral deity must pick holy or unholy damage upon first gaining this power at 9th level, and this choice cannot be changed.

Divine Protection (Ex): At 15th level you gain a +6 natural armor bonus to your armor class. At 19th level this bonus increases to +8.

Shock & Awe (Ex): At 20^{th} level, your presence is clearly unearthly. You can radiate divine power in a 15 foot radius that leaves any creature less than 6 HD Stunned as long as you remain in range. Creatures of 7 HD or greater can make a Will save vs. a DC of 10 + 1/2 your sorcerer level + your Charisma modifier to resist your divine power. Those that fail are Shaken as long as you remain within range.

Feline

The blood of felines flows through your veins. Someone among your ancestors was a werecat, weretiger, or other lycanthropic feline, or perhaps your ancestor was blessed by the Goddess of Cats. Either way, you have excellent nightvision, the reflexes of a cat, and a penchant for mischief and magic.

Class Skill: Stealth.

Bonus Spells: perfect balance* (3rd), cat's grace (5th), clairaudience/clairvoyance (7th), locate creature (9th), telepathic bond (11th), cat's grace, mass (13th), phase door (15th), protection from spells (17th), foresight (19th).

Bonus Feats: Acrobatic, Agile Maneuvers,

Animal Affinity, Combat Reflexes, Dodge, Lightning Reflexes, Persuasive, Stealthy.

Bloodline Arcana: Any target that suffers damage from a ranged touch or melee touch spell you cast also suffers a bad luck penalty equal to half the spell's level (minimum 1) on all their saving throws for the next round.

Bloodline Powers: At first, your feline heritage is apparent but subtle, manifesting in a lightness of the feet, and in your claws. As you gain skill as a sorcerer, your feline powers become more prominent.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). You can use your claws a number of rounds per day equal to 3 plus your Charisma modifier.

Cat's Eyes (Ex): At 3rd level your eyes become cat-like in appearance, granting you low-light vision. If you already have low-light vision, you gain darkvision 60 feet. If you already have darkvision 60 feet, the range is extended to 120 feet.

Climb like a Cat (Ex): At 9th level, your claws harden and you gain a +2 inherent bonus to Climb skill checks. At 11^{th} level this bonus increases to +4, and at 17^{th} level it increases to +6.

Cat's Meow (Su): At 15th level, you gain the ability to make a sound much like that of a cat. This sound can have an effect on some people, leaving them Fascinated for 1d4 rounds unless they succeed on a Will save. The DC of this save is 10 + 1/2 your sorcerer level + your Charisma modifier.

Cat Form (Su): At 20th level, you gain the ability to *shapechange* into the form of a humanoid cat at will. You can change forms up to a total of five times per day, though there is no maximum duration to how long you can stay in cat form. When you are in the form of a humanoid cat you gain a +8 inherent bonus to Acrobatics, +4 inherent bonus to Stealth, and a +4 inherent bonus to Charisma and a +4 inherent bonus to Dexterity.

Fiendish

Sorcerers of the abyssal bloodline have the blood of demons in their veins, while those of the infernal bloodline are descended from devils. Yet there are many more evil outsiders than just demons and devils. Sorcerers descended from those evil creatures are of the fiendish bloodline, and they are often far more unstable than those of the abyssal or infernal bloodlines. This describes you perfectly.

Class Skill: Perception.

Bonus Spells: protection from good (3rd), darkness (5th), magic circle against good (7th), fear (9th), black ice* (11th), mislead (13th), waves of exhaustion (15th), shadow

evocation, greater (17th), weird (19th).

Bonus Feats: Alertness, Deceitful, Improved Initiative, Iron Will, Persuasive, Silent Spell, Skill Focus (Perception), Stealthy.

Bloodline Arcana: Whenever you cast a damage-dealing spell with the evil descriptor, that spell deals +1 point of damage per die rolled.

Bloodline Powers: You always knew you were different, and as your sorcerous powers increase, you find yourself taking on more and more fiendish qualities.

Smite Good (Su): Starting at 1st level, you can make a normal melee attack and deal extra damage equal to half your sorcerer level (minimum 1) against a good-aligned foe. You can use this ability a number of times per day equal to 3 plus your Charisma modifier.

Darkvision (Ex): Starting at 3rd level, you have darkvision to a distance of 60 feet. If you already have darkvision, the range is extended by an additional 30 feet.

Fiendish Resistances (Ex): At 9^{th} level, you gain resist fire 5 and resist cold 5. At 17^{th} level this becomes resist fire 10 and resist cold 10.

Damage Reduction (Su): At 15^{th} level, you gain damage reduction 5/magic. At 19^{th} level, the damage reduction increases to 10/magic.

Spell Resistance (Ex): At 20^{th} level, you gain spell resistance equal to sorcerer level + 5.

Genie

One or more of your ancestors was a powerful genie, perhaps a djinni, an efreeti, or a janni. Maybe your family tree includes more than one type. This genie blood sometimes manifests in a descendant, such as has happened to you. You have great and wonderful powers thanks to your genie ancestor.

Class Skill: Sense Motive.

Bonus Spells: fire shape* (3rd), invisibility (5th), gaseous form (7th), wall of fire (9th), major creation (11th), permanent image (13th), project image (15th), discern location (17th), wish (19th).

Bonus Feats: Arcane Strike, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Quicken Spell, Wind Stance.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to match the type associated with your bloodline.

Bloodline Powers: You have always known you were different. From a young age you exhibited extraordinary abilities, and as your skills increased, more powers came under your control. A few of your powers grant resistances or deal damage based on what type of genie you are descended from, and these differences are noted where applicable.

Telepathy (Su): At 1st level, you gain telepathy 100 feet. You can communicate with anyone within 100 feet of your location with telepathy. You cannot cast spells or directly influence anyone through telepathy. You can use this ability a number of rounds per day equal to 3 plus your Charisma modifier. *Darkvision* (Ex): Starting at 3rd level, you gain darkvision 60 feet. If you already have darkvision, the range is extended another 30 feet.

Energy Resistance (Ex): At 9th level, you gain resistance to a type of energy. The type of energy depends on the type of genie you are descended from. If you are descended from a djinni, you gain resist acid 5. If you are descended from an efrecti or a janni, you gain resist fire 5. At 15th level, the power increases to resist energy 10.

Energy Attack (Sp): At 15th level, you gain an energy attack usable one time per day. The type of attack depends on the type of genie you are descended from. If you are descended from a djinni, you gain a *whirlwind* attack, as a 15th-level druid. If you are descended from an effecti, you gain a *fireball* attack, as a 10th-level sorcerer. If you are descended from a janni, you gain a *chain lightning* attack, as a 10th-level sorcerer.

Plane Shift (Su): At 20th level, you gain the ability to *plane shift* once per day. You can shift to any of the elemental planes, the Astral Plane, or the Material Plane. You can shift yourself and up to eight other individuals, as long as everyone links hands. This ability is otherwise similar to the spell of the same name, as a 13th-level caster.

Lycanthropic

Somewhere in your families past was a lycanthrope – a werewolf, wereboar, wererat, or any other sort of werecreature. You know the bloodline manifests in you because you have an affinity for the kind of animal akin to your ancestor, and because of a certain amount of bloodlust that often rises with the full moon.

Class Skill: Handle Animal.

Bonus Spells: *bird's eye view** (3rd), *bull's strength* (5th), *beast shape I* (7th), *beast shape II* (9th), *beast shape III* (11th), *beast shape IV* (13th), *polymorph, greater* (15th), *moment of prescience* (17th), *shapechange* (19th).

Bonus Feats: Alertness, Dodge, Endurance, Improved Initiative, Iron Will, Run, Toughness, Track.

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by half your sorcerer level (minimum 1 round). This does not stack with increase from the Extend Spell feat.

Bloodline Powers: The lycanthrope blood in your veins is not strong enough to make you one of them, but it is strong enough to grant you extraordinary powers that progress as your sorcerous skills increase. A few of your powers are based on what type of lycanthrope you are descended from, and these differences are noted where applicable.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). You can use your claws a number of rounds per day equal to 3 plus your Charisma modifier.

Animal Empathy (Ex): At 3^{rd} level, you gain an empathic connection to the type of animals similar to your lycanthropic ancestor. This empathy grants you a +4 racial bonus on Charisma-based skill checks against those types of animals, and allows you to communicate with them as well. The animal empathy works only for the type of animal akin to your lycanthropic ancestor and no other type. If you are descended from a werewolf, you have wolf empathy, and cannot communicate with felines, boars, bears or any other type of animal. At 7th level, the bonus to Charisma-based skill checks increases to +6.

Lycanthropic Power (Ex): At 9th level, you gain a special power or combat maneuver depending upon what type of lycanthrope you are descended from, as indicated in the table below this bloodline listing.

Damage Reduction (Ex): At 15th level, damage reduction 5/silver. At 19th level the damage reduction becomes 10/ silver.

Alternate Form (Su): At 20th level, you gain the ability to *shapechange* into the animal form or hybrid form of the type of lycanthrope you are descended from, and only that form. If you have werewolf blood, you can *shapechange* into wolf form or a hybrid wolf/humanoid form and no other. In all other respects this power functions as the *shapechange* spell at 20th caster level.

Lycanthrope Lycanthropic Power Gained at Туре **9th Level** Werebear Improved Grab – You can make a grapple attempt as a free action without provoking an attack of opportunity if you hit with a claw attack Wereboar Ferocity - You continue to act without penalty even while disabled or dying Wererat Disease - Your claw attack can spread Filth Fever; claw, Fortitude DC 12, Frequency 1d3 days/1 day, Effect 1d3 Dex damage and 1d3 Con damage, Cure 2 consecutive saves Weretiger Pounce - You can make a full attack when you charge an opponent; all other rules for a charge apply Werewolf Trip – You can make a trip attempt with your own foot or with a weapon without provoking an attack of opportunity; you cannot be tripped yourself if the attempt fails

Table 3-1: Lycanthropic Powers

Mixed

Your family's past is sprinkled with odd individuals. Your ancestors include pixies, lycanthropes, dragons, demons, monstrous humanoids and possibly more. This mix of powerful, magical and supernatural ancestors has gifted you with an odd but powerful assortment of sorcerous talents.

Class Skill: Knowledge (any one).

Bonus Spells: enlarge person (3rd), bull's strength (5th), dispel magic (7th), remove curse (9th), spirit sight* (11th), form of the dragon I (13th), phase door (15th), power word stun (17th), energy drain (19th).

Bonus Feats: Blind-Fight, Combat Casting, Diehard, Dodge, Empower Spell, Iron Will, Lightning Reflexes, Power Attack.

Bloodline Arcana: Whenever you cast a spell with the range of personal, you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Bloodline Powers: The mixed heritage of your odd family tree has left you with a wide range of powers that manifest as you gain skill as a sorcerer. There seems to be no overall theme to your powers.

Laughing Touch (Su): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action and can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 1 day. You can use this ability a number of times per day equal to 3 plus your Charisma modifier.

Infernal Resistances (Ex): At 3^{rd} level, you gain resist fire 5 and a +2 bonus on saving throws made against poison. At 9^{th} level, your resistance to fire increases to 10 and your bonus on poison saving throws increases to +4.

Breath Weapon (Su): At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of acid damage per caster level in a 30 foot cone. Those caught in the area of effect receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Constitution modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Conviction (Su): At 15th level, you can reroll any one ability check, attack roll, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the results are revealed. You must take the second result, even if it is worse. You can use this ability once per day.

Arcane Apotheosis (Ex): At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you are using magic items that require charges, you can instead expend spell slots to power the items. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

Monstrous

You are descended from a powerful monstrous humanoid. It may have been a goodly creature such as a centaur or it may have been one of an evil bent, such as a hag or harpy. The monstrous blood flowing in your veins connects you with the magical world in a powerful way.

Class Skill: Perception.

Bonus Spells: *jump* (3rd), *bull's strength* (5th), *fly* (7th), *staggering blow** (9th), *cone of cold* (11th), *flesh to stone* (13th), *teleport, greater* (15th), *giant form II* (17th), *crushing hand* (19th).

Bonus Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Great Fortitude, Improved Unarmed Strike, Intimidating Prowess.

Bloodline Arcana: Whenever you cast a spell with the range of personal, you gain a luck bonus equal to the spell's level on all your Strength checks and Strength-based skill checks for 1 round.

Bloodline Powers: The blood of monstrous humanoids you are descended from has left you with a fine connection to the magical world and given you an array of powers that grow as your skill does.

Sneak Attack (Ex): At 1st level, you gain the ability to sneak attack opponents. Anytime that an opponent is denied a Dexterity bonus to AC, or anytime you flank an opponent, you deal an extra 1d6 points of damage per three sorcerer levels. You can use this ability a number of times per day equal to 3 plus your Charisma modifier. In all other aspects, this power is like a rogue's sneak attack ability.

Monstrous Cunning (Su): At 3rd level, you gain a sense of monstrous cunning. This prevents you from ever becoming lost and enables you to track enemies as if you were trained in the Survival skill. At 7th level, your monstrous cunning also means you cannot be caught flat-footed. At 11th level, you become immune to the *maze* spell.

Evil Eye (Su): At 9th level, you gain the ability once per day to gaze at a single creature within 30 feet, giving them the evil eye. The target must succeed on a Will save or be dazed for three days, although *remove curse* or *dispel evil* can remove the effect. The save DC is equal to $10 + \frac{1}{2}$ your sorcerer level + your Charisma modifier. At 15th level, an affected creature must succeed on a Fortitude save or die from fright. The save DC is equal to $10 + \frac{1}{2}$ your sorcerer level + your Charisma modifier. Creatures that are immune to fear effects are not affected by the evil eye.

Blindsight (Ex): At 15th level, you gain the blindsight ability. Anytime you are blinded – either with blindfolds, because of darkness or because of spells – your blindsight kicks in. With blindsight, you can sense all foes within 40 feet just as if you were not blinded. Any creatures beyond 40 feet are treated as having total concealment. At 19th level, the range of your blindsight doubles to 80 feet. You cannot use your evil eye power while using your blindsight, but may use any other spells, powers or abilities.

Weakening Touch (Su): At 20th level, you gain the ability to weaken opponents with but a touch. If you touch someone as a standard action, your opponent must make a Fortitude save or take 2d4 points of Strength damage. The save DC is equal to $10 + \frac{1}{2}$ your sorcerer level + your Charisma modifier.

Nightmarish

Strange, unknowable alien evils are said to lie far beyond the known planes of existence. These god-like creatures are neither deities, nor demons, nor devils, but something wholly different. Luckily for the Known World, their influence is felt only rarely. Sometimes they leave their tainted mark on a family's bloodline, and it will occasionally manifest to give a descendant strange and terrifying power, just as it has done with you.

Class Skill: Knowledge (Planes).

Bonus Spells: *cause fear* (3rd), *darkness* (5th), *nondetection* (7th), *phobia** (9th), *nightmare* (11th), *shadow walk* (13th), *insanity* (15th), *symbol of insanity* (17th), *shapechange* (19th).

Bonus Feats: Alertness, Blind-fight, Deceitful, Enlarge Spell, Extend Spell, Iron Will, Maximize Spell, Silent Spell.

Bloodline Arcana: Whenever you cast a spell that deals damage, you can change the type of damage to evil.

Bloodline Powers: The alien evil that left its taint in your family tree has also given you several horrific powers. From an early age, it was obvious you had been given the gift of the bloodline, and as your sorcerous skills increase, so do your nightmarish powers.

Nightmarish Touch (Su): At 1^{st} level, you can touch a creature as a standard action and leave them with nightmarish visions in their head unless they succeed on a Will save. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. Those that fail the save are frightened by the visions of unknowable evil appearing in their mind's eye. The fear lasts for 1 round + 1 round per sorcerer level. Creatures that succeed on their saving throw are still shaken for one round. Once a creature has been successfully affected by the nightmarish touch they are immune to further touches for one day. You can use this ability a number of times per day equal to 3 plus your Charisma modifier

Prehensile Tongue (Su): At 3rd level, you gain the ability to use your tongue as a weapon or to hold small objects. Your tongue can extend up to 10 feet from your mouth, appearing as a reddish-pink suckerless tentacle. The tongue can make a single attack at your highest base attack bonus, dealing 1d6 points of damage + 1/2 Strength bonus (1d4 + 1/2 Strength if you are Small in size) against any target within reach. This attack can be made even if you make a full attack with handheld weapons or cast a spell in the round. The tongue tentacle can also grasp objects of up to Small-size and move them about. You can hold a key ring to open a locked door, pick up a potion vial, or even attempt to grapple a size Small creature or smaller (using your normal CMB). While you can grasp, hold and move Small weapons with the tongue tentacle, the grip is not sure enough to allow you a viable attack with that weapon. If you attempt to attack with a weapon held in the tongue tentacle, you do so at a -5 penalty to the

attack roll, and you cannot score a critical hit with the weapon, even on a natural roll of 20. You cannot speak or cast spells requiring verbal components while using the prehensile tongue power.

Nightmarish Resistances (Su): At 9th level, you gain spell resistance equal to your sorcerer level +10 and a +5 bonus to saves versus cold and fear.

Eyeless (Ex): At 15th level, your eyes vanish and flesh grows over your eye sockets. At the same time you are gifted with extraordinary blindsight. You can sense creatures around you as if you had low-light vision. Any opponents who could not be seen by you with low-light vision are treated as having total concealment. At 19th level, you gain tremorsense to a range of 120 feet. You can sense and automatically pinpoint the location of any creature in contact with the ground within range. If you are in water, the sense extends to any creature in contact with the water within range.

Black Tentacles (Su): At 20th level, you gain the ability to cause up to six black, rubbery tentacles to sprout from your back, chest or shoulders. These tentacles have a reach of 10 feet and will attempt to grasp and grapple any creatures within reach, just as in the description of the *black ten-tacles* spell. The CMB of the tentacles is your sorcerer level +6. Any tentacle that successfully grapples an opponent deals 1d6+5 points of damage each round the grapple is maintained and the creature attacked gains the grappled condition. The tentacles can be damaged by opponents. Each tentacle has AC 20, hp 25 and DR 5/slashing or piercing. Destroying one does not damage you, but you cannot call forth that tentacle again for 1 day.

Scaly

The blood of a lizardfolk, yuan-ti, troglodyte or some other scaly-skinned creature runs in your family. You find yourself slow to anger, but quick to strike once angered. There is deliberateness about your actions and movement and as your power grows you take on more of the physical traits of a lizard, snake, or other reptilian creature.

Class Skill: Survival.

Bonus Spells: true strike (3rd), lizardskin* (5th), water breathing (7th), charm monster (9th), dominate person (11th), form of the dragon I (13th), form of the dragon II (15th), scintillating pattern (17th), dominate monster (19th).

Bonus Feats: Acrobatic, Agile Maneuvers, Alertness, Blind-fight, Combat Reflexes, Deadly Aim, Quicken Spell, Silent Spell.

Bloodline Arcana: You can decrease the casting time of some of the spells you cast. Spells with a casting time of 1 hour are decreased to a casting time of 10 minutes. Spells with a casting time of 10 minutes are decreased to a casting time of 1 minute. Spells with a casting time of 1 minute are decreased to a casting time of 1 round. Spells with a casting time of 1 round are decreased to a casting time of 1 standard action. This power does not change the

casting time of spells with a casting time of 1 standard action or less.

Bloodline Powers: The heritage of your scaly-skinned ancestor has given you several impressive powers, and as you skill as a sorcerer grows, your bloodline powers increase as well.

Claws (Ex): Starting at 1st level, you can make two claw attacks as your full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). You can use your claws a number of rounds per day equal to 3 plus your Charisma modifier.

Acid Touch (Su): At 3rd level, you gain the ability to damage others with an acidic touch. If you succeed on a standard touch attack, the creature touched takes 1d6 points of acid damage. You can deliver this acid touch with a successful attack with your claws. At 7th level, the damage from your acid touch increases to 1d8.

Hold Breath (Ex): At 9th level, you gain the ability to hold your breath for a number of rounds equal to four times your Constitution score before you risk drowning. This power is useful not only underwater, but also in passing through magical, alchemical or poison gases.

Scaly Skin (Ex): At 15^{th} level, your skin becomes scaly like that of a lizard, snake or other reptilian creature. You gain a +10 natural armor bonus and DR 5/magic.

Chameleon Power (Su): At 20th level, you gain the ability to magically change the coloration and pattern or yourself and your equipment to match your surroundings. This grants you a +40 bonus to Stealth checks when attempting to hide. You can activate this power even as others are looking at you, effectively vanishing right before their eyes.

Sample Characters

Presented here are two sample characters – a 1st level sorcerer of the Bestial bloodline who is still a student at Vanguard Academy and a 10th level sorcerer of the Scaly bloodline who is a professor at Wolestone Thaumatulurgical Institute. GMs are welcome to use them as NPCs in their own campaign. Players, with your GM's approval, you could adopt the 1st level sample character as a pregenerated PC.

Notes: spells marked with an (*) are detailed in Chapter 1-Spells of this book.

Telthor Alleine

Telthor is a lonely young man and barely controls the rage that seethes within him. Somewhere in Telthor's family tree there is a sphinx. No one knows for sure what type of sphinx lent its blood to the family lineage, and none of the family wants to know more about it. The sphinx traits seem to come and go, and several generations may pass in the family with no one displaying any bestial characteristics. But every few decades, one is born marked with the heritage of the sphinx.

It was bad enough that Telthor looked bestial, but when he began manifesting arcane powers and his nails began to grow into claws, his family disowned him. He wandered the streets of Vanguard for nearly a year before one of the professors from Vanguard Academy encountered the young man and took him to the college where he can learn more about the magic that runs in his veins, and how to control his rage.

Telthor refuses to tell anyone what his real family name is – Alleine is an adopted name that means "alone" in the Urnauldian language – as he wants nothing more to do with the ones who abandoned him. Now beginning his third year at Vanguard Academy, he has started to make a few friends, but is slow to place trust in most people. Telthor angers easily; a combination of his bestial heritage and anger at his family results in a seething rage that always seems to be just below the surface of an outwardly calm countenance.

Telthor Alleine, Vanguard Academy Student CR 1

Male Human Sorcerer 1 (bestial bloodline)

CN medium humanoid Init +0; Senses Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10; Dodge (+1 Dex)

hp 7 (1d6+1)

Fort +0, **Ref** +1, **Will** +2

OFFENSE

Spd 30 ft.

Melee claws +1 (1d6+1), can be used 5 rounds per day **Melee** starknife +1 (1d4+1)

Ranged starknife +1 (1d4+1)

Spells per Day (CL 1st, +1 ranged touch):

 $1^{st}(4) - awe^*$, magic missile

Spell-like Abilities (CL 1st, +1 ranged touch): Cantrips (at will) – acid splash, detect magic, ray of frost, read magic

TACTICS

- **Before Combat** Despite his rage and ease to anger, Telthor does not like confrontation. Therefore, anytime he is in a situation where combat is imminent, he will cast *awe* and attempt to Intimidate his foes into backing down.
- **During Combat** Once combat begins, Telthor throws in with his full bestial rage. He will often begin by throwing his starknife at a target within 20 feet, before casting *magic missile* at a strong or powerful target, followed by an *acid splash* or *ray of frost*. If left with no other option, Telthor will wade into melee using his claws.

Morale Telthor will stay in a fight for the long run, not backing down until reduced to 1 hp.

STATISTICS

Str 12, Dex 13, Con 10, Int 14, Wis 11, Cha 14

Base Atk +0; CMB +1: CMD +12

- Feats College Trained Spellcaster, Dodge, Eschew Materials
- **Skills** Intimidate +6, Knowledge (arcana) +8, Perception +1, Spellcraft +8, Survival +4
- Languages Common, Halfling, Orcish

- **SQ** Bloodline arcana, bloodline power, cantrips (Sp), weapon training (starknife)
- **Combat Gear** Starknife; **Other Gear** backpack, belt pouch (2), inkpen, parchment (12 sheets), scholar's outfit, scroll case, traveler's outfit

Irdee Thervil

Professor Irdee Thervil is a bit of a mystery. Aside from her years as a student at the Himar Academy for the Arcane Arts and her post graduate work at Wagner's College of Wizardry, she doesn't talk about her past much at all,. Irdee is clearly a half-elf, but also she is clearly something more. Her scaled skin, claws, small fangs and slit-pupil eyes mark her as a sorcerer with the Scaly bloodline.

Irdee is an instructor at Wolestone Thaumatulurgical Institute where she teaches a class on basic understanding of the arcane arts and a class on metamagic theory. Despite her somewhat frightening appearance, Irdee is an extremely friendly woman who laughs easily and often. A few of her fellow instructors at Wolestone's have been known to say that she is easily the most reliable and trustworthy of any of the faculty members.

Irdee Thervil, Wolestone Institute Professor CR 10

Female Half-elf Sorcerer 10 (scaly bloodline) CG medium humanoid (elf, human)

Init +1; Senses Low-light vision; Perception +7 DEFENSE

AC 13, touch 12, flat-footed 12 (+1 armor, +1 deflection, +1 Dex)

hp 7 (1d6+1)

Fort +4, Ref +4, Will +8

OFFENSE

Spd 30 ft.

Melee claws +5 (1d8), can be used 6 rounds per day; Acid Touch (Ex) 1d8 acid damage can be delivered with successful claw attack

Melee +1 *dagger* +6 (1d4+1)

- Spells per Day (CL 10th, +6 ranged touch):
 - $5^{\text{th}}(3+1) shadow evocation$
 - 4th (5+1) charm monster, globe of invulnerability, lesser, mirror talk*
 - 3rd (7+1) displacement, fire and ice*, limited telepathy*, water breathing
 - 2nd (7+1) blur, lizardskin*, minor image, resist energy, resistance, improved*
 - 1st (7+1) color spray, disguise self, endure elements, fireshape*, shield, spell sight*, true strike

Spell-like Abilities (CL 10th, +6 ranged touch):

Cantrips (at will) – acid splash, daze, detect magic, detect poison, mage hand, message, ray of frost, read magic, resistance

TACTICS

- **Before Combat** Before any combat Irdee will cast *lizardskin** and *globe of invulnerability, lesser* on herself.
- **During Combat** Irdee doesn't have many offensive spells, but what she does have she uses well. She'll

start with *fire and ice** cast at a particularly threatening foe. Irdee will follow that with a *ray of frost* or *acid splash* if a foe is especially vulnerable to cold or acid damage. Otherwise Irdee pulls out her *wand of magic missile* and blasts away with it. If forced into melee combat, Irdee doesn't hesitate to use her claws. She will also use her acid touch ability, delivering the acid damage by touch or claw attack.

Morale Irdee is brave but not foolhardy. She will use her spells to aid her companions but if reduced to 10 hp or less, Irdee will retreat to safety.

STATISTICS

Str 11, **Dex** 13, **Con** 13, **Int** 15, **Wis** 13, **Cha** 17 **Base Atk** +5; **CMB** +5: **CMD** +16

- **Feats** College Trained Spellcaster, Eschew Materials, Extend Spell, Himar Academy Graduate, Quicken Spell, Scribe Scroll, Skill Focus (Perception), Wagner's College Post Graduate
- **Skills** Appraise +8, Bluff +7, Craft (alchemy) +10, Fly +5, Intimidate +7, Knowledge (arcana) +10, Knowledge (geography) +6, Knowledge (history) +7, Perception +7, Perform (dance) +7, Profession (teacher) +9, Spellcraft +10, Survival +5, Use Magic Device +7

Languages Common, Draconic, Elven, Gnome
SQ Bloodline arcana, bloodline powers, cantrips (Sp), elven blood, elven immunities, hold breath 52 rounds (Ex)
Combat Gear +1 dagger: spell storing, metamagic rod: silent, lesser, wand of magic missile (CL 1st, 50 charges); Other Gear backpack, belt pouch (2), bracers of armor +1, explorer's outfit, inkpen, parchment (12 sheets), portable bookcase with 50 books on history and magic theory, ring of protection +1, scholar's outfit,

scroll (globe of invulnerability, lesser, lizardskin)*, scroll case

Adventure Ideas

The Andarkuine family of the city of Vanguard is an old family, having made their home in the city for many generations. Their standing is minor at best, but they are well-respected and have the support of many other noble families in Vanguard, and across the nation of Urnauld as well.

What most people do not know, however, and would be surprised to learn, is that the Andarkuines are strapped for cash. Over the past several decades, bad business deals combined with lavish lifestyles to deplete the family coffers. In order to make ends meet and maintain the lifestyle they had grown accustomed to, Lord Vogel Andarkuine made a deal with the local thieves' guild in the city. Vogel borrowed more than 5,000 gold coins from the guild to get his family through the year, but two extravagant parties thrown by his wife burned through most of the coin in less than two months.

Not long after learning of the second party, the thieves' guild demanded repayment of the loan. Vogel promised to pay as soon as he could, but that promise was not good

enough for the guildmaster. Somehow, the guildmaster learned that Vogel's oldest son, Telthor, was a student at Vanguard Academy, studying there under an assumed name. The guild kidnapped Telthor and is holding him for ransom in the amount of the 5,000 gold pieces loaned to Vogel Andarkuine, plus another 5,000 coins in interest.

The problem is, Telthor was disowned by the family when the marks of the sphinx deeply rooted in the family tree became too apparent to hide. Vogel and the rest of his family are so ashamed of Telthor's bestial nature that they feel no pressing need to pay the ransom quickly, if at all.

Will someone come to young Telthor's rescue and set right the wrongs of the Andarkuine family?

In her younger years, Irdee Thervil was an adventurer who traveled the lands in search of gold, gems and magic. The individuals she traveled with were not the most savory of characters, and on more than one occasion she and her party left a town behind in the middle of the night because someone ended up with a knife in the back.

After several years of traveling with cutthroats and thieves, Irdee could stomach no more. She parted ways with her former companions and headed north for warmer climates. She enrolled in post-graduate studies at Wagner's College of Wizardry and four years later was offered a job teaching at Wolestone Academy. The change in lifestyle has left Irdee content and happy, and she has made true friends among her colleagues.

All of the peace in her life comes to a halt when a oneeyed halfling arrives in town looking for Irdee. He claims to be an old friend, but he is a most unsavory fellow who drinks too much, leers at women with his one eye, and fidgets with a knife at almost all times.

Irdee is terrified that the halfling – Sandwir by name – will reveal far too much about her past to her colleagues at the college. She has begged and pleaded with Sandwir to leave her in peace, but he claims she owes him for the eye he no longer has. Desperate to not have her new life shattered by the sins of her past, Irdee turns to a group of adventurers newly arrived in town, who, for the right amount of coin, may be willing to see that the halfling never speaks to anyone ever again.



"You're sure that's what it is? I've never heard of such a thing."

"Neither had I. But read this." Marcus slid an open book across the desk toward Dissin.

Dissin took the book and gave Marcus a skeptical glance before starting to read the marked selection. His expression shifted to one of surprise, then realization. He looked up – not at Marcus, but at what they had thought was an expensive mithral plaything. "You were Orthan's familiar?" he asked in a hushed whisper, almost embarrassed to be heard talking to the clockwork cat.

The cat, freshly cleaned and re-oiled, cocked its gleaming metallic head to the side as it regarded Dissin, and twitched its tail back and forth across the desktop. "Isn't she fascinating?" Marcus breathed. Dissin raised one eyebrow. "She?"

"Well, Orthan called her a 'she'." The half-elf carefully paged through one of the journals they'd retrieved from the abandoned tower. "See this entry? 'On this day, finished rebuilding Missy from mithral. She's so much more beautiful now."

At the mention of the name 'Missy', the cat turned toward Marcus and opened its mouth in the motion of a meow, though no sound came out save for the faint whirring and ticking of its internal mechanisms.

Marcus and Dissin both froze, dumbstruck by the

magical construct before them. "It... She's still aware," Marcus said in awe. "She still knows her name, even after all these years of dormancy."

"I wonder what happened to her when Orthan disappeared," Dissin said, unable to help looking at the clockwork feline with a bit of sadness. "I mean, there's simply no way it could have had the same effect it would on a living familiar, but it must have been a jolt none the less."

"I suppose that could be part of why she fell dormant. Or," Marcus paused, giving the cat a sad look of his own, "she just curled up to wait for him to come back and seized up due to lack of maintenance."

The wizards both fell silent, trying to dispel that image from their minds. Missy turned her head back and forth between the two of them, her head tilted as though she were curious.

Marcus finally cleared his throat. "So… Well. What do we do with her now?"

Dissin tapped a slim finger against his lower lip. "Why don't you keep her? You've been terribly lonely since you released Nix as your familiar."

Marcus looked stunned, as if the idea had not occurred to him. "I... I don't know, Dissin. I'm not sure I'm ready..." He trailed off as Missy stood up, walked across the desktop, and gently butted her head against his arm.

Dissin chuckled. "I think the decision's been made, whether you're ready for it or not." He started to say something more, then suddenly looked out the window. "Hold on, bat incoming," he said, getting up and pushing up the sash just in time for a little black bat to come flying in and land on his shoulder. "Hello, Flutter. You're just in time to meet Marcus's new familiar."

There are many, many types of animals that can become a wizard or an arcane bloodline sorcerer's familiar. Listed here are a few creatures that have been known to occasionally become a spellcaster's familiar. Though none of these creatures are common as familiars, they are also far from unknown as familiars.

As with a standard familiar, each of these new familiar types also grants the spellcaster master a special ability, as noted in Table 4-1.

The statistics provided here are for the base creature – i.e. an ordinary badgerhound, golden eagle, etc. Use the information for familiars in the Wizard entry in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook* to adjust the base creature to a familiar.

DOG, BADGERHOUND

N Tiny Animal

Init +3; Senses Low-light vision, scent; Perception +4 DEFENSE

AC 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural)

hp 4 (1/2 d8+2)

Fort +4, Ref +5, Will +2 OFFENSE Spd 30 ft., burrow 10 ft. **Melee** bite +2 (1d2)

STATISTICS

Abilities Str 10, Dex 17, Con 15, Int 2, Wis 15, Cha 6 Base Attack +0; CMB -4: CMD +11

Feats Alertness

Skills Acrobatics +3, Perception +4, Survival +6*; *badgerhounds receieve a +4 racial bonus on Survival checks when tracking by scent ECOLOGY

Environment Any temperate except mountains Organization Solitary or pack (4 - 8) Alignment Always neutral Advancement –

The badgerhound is a short-legged, long, slender canine. It was first bred centuries ago by farmers who had problems with badgers digging up their fields. The dog's short legs and long, slender body allow it to follow its prey into the holes the badgers dig and drag them out.

Badgers will frequently dig away from a badgerhound, throwing dirt up into the dog's path to try and block it. To overcome this obstacle, the badgerhounds learned to dig rapidly themselves and can move through loose soil at a rate comparable to their prey.

Several centuries after they were first bred, the badgerhound is quite popular as a pet. Many that keep them as pets are unaware of their nature as a hunting dog.

Table 4-1: Familiar Types

Familiar Type	Bonus
Dog, Badgerhound	+3 bonus on scent-based and opposed Perception checks
Eagle, Golden	+2 bonus on Intimidate and sight- based and opposed Perception check in bright or low light
Fluttermouse	+2 bonus on Fly and Stealth checks
Fox, Red	+3 bonus on Survival checks
Hedgehog	+1 natural armor bonus
Parrot	+3 bonus on Linguistics checks
Rabbit	+2 bonus on sight-based, sound- based and opposed Perception checks
Robin	+2 bonus on Fly and sound-based and opposed Perception checks in bright light
Woodrat	+2 bonus on Acrobatics and Appraise checks

EAGLE, GOLDEN

CR 1/2

N Small Animal **Init** +2; **Senses** Low-light vision; Perception +4 **DEFENSE AC** 14, **touch** 13, **flat-footed** 12 (+1 size, +2 Dex, +1 natural) **hp** 5 (1d8+1)

CR 1/3

Fort +3, Ref +4, Will +2 **OFFENSE** Spd 10 ft., fly 80 ft. (average) Melee talons +3 (1d4) Full Attack 2 talons +3 (1d4), bite +2 (1d4) **STATISTICS** Abilities Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6 Base Attack +0; CMB -1: CMD +11 Feats Alertness, Weapon Finesse^B **Skills** Fly +2, Intimidate +2, Perception +4*; *golden eagles receive a +8 racial bonus on sight-based Perception checks in bright or low light **ECOLOGY** Environment Temperate mountains and plains Organization Solitary or pair Alignment Always neutral Advancement 2-3 HD (Medium)

Golden eagles are one of the more majestic species of eagle. They are most commonly found in mountainous regions or vast grasslands near rivers and lakes. Golden eagles build their nests atop mountain peaks and along cliffs, in areas inaccessible to predators. When faced with a predator, the golden eagle will spread its wings wide and give a piercing cry in an attempt to intimidate it into leaving.

FLUTTERMOUSE

CR 1/10

N Diminutive Animal Init +3; Senses Low-light vision, scent; Perception +4 DEFENSE

AC 17, touch 17, flat-footed 14 (+4 size, +3 Dex) hp 1 (1/4 d8)

Fort +2, Ref +5, Will +2

OFFENSE

Spd 10 ft., fly 40 ft. (good) **Melee** bite +3 (1d2-5)

STATISTICS

Abilities Str 1, Dex 16, Con 10, Int 2, Wis 14, Cha 8 **Base Attack** +0; **CMB** -9: **CMD** +4

Feats Alertness, Weapon Finesse^B

Skills Fly +7, Perception +4*, Stealth +7*; *fluttermice receive a +4 racial bonus on all Perception and Stealth checks

ECOLOGY

Environment Temperate forests and plains **Organization** Solitary or nest (pair plus 3 - 12 young) **Alignment** Always neutral **Advancement** -

The fluttermouse is an unusual creature that appears at first glance to be a common field mouse, with light brown or gray fur on the back and white fur on the belly, but with colorful butterfly-like wings sprouting from its back. Fluttermice are friendly, curious creatures and will often flit in to investigate campsites, cabins, and so on. Unlike their non-winged cousins, fluttermice do not like to dwell in the same structures as humans, elves, and other humanoids, and thus do not become pests in the eyes of many people.

Fluttermice can often be found in the company of fey creatures, especially pixies. They will occasionally be found as pets for pixie families.

FOX, RED CR 1/4 N Small Animal Init +3; Senses Low-light vision, scent; Perception +4 DEFENSE AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural) **hp** 4 (1d8) Fort +4, Ref +5, Will +2 **OFFENSE Spd** 40 ft. **Melee** bite +4 (1d4-2) **STATISTICS** Abilities Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6 Base Attack +0; CMB -3: CMD +10 Feats Alertness, Weapon Finesse^B Skills Perception +4*, Stealth +3*; Survival +5; *red foxes receive a +4 racial bonus to Perception checks and on Stealth checks. ECOLOGY **Environment** Temperate forests and hills Organization Solitary or pair Alignment Always neutral Advancement -

The red fox is just one of several species of fox, and perhaps the most common. They are usually found in temperate forested areas or in temperate forests, and will usually make their dens near a source of water. They are actually common near small towns and farms because of the number of rodents attracted to those places.

A red fox is quiet, quick and rarely taken by surprise. They have a keen sense of hearing and will stop to listen for prey – voles, mice and other such creatures – moving through the grass. A red fox is also good at following a scent trail.

HEDGEHOG

N Diminutive Animal

CR 1/10

Init +1; **Senses** Low-light vision, scent; Perception +5 **DEFENSE**

AC 16, touch 15, flat-footed 14 (+4 size, +1 Dex, +1 natural) hp 1 (1/4 d8)

Fort +2, Ref +3, Will +3

OFFENSE

Spd 15 ft.

Melee bite +2 (1d2-4)

Special Attacks spines (any creature attacking the hedgehog with natural weapons or unarmed attacks must make a DC 12 Reflex save or take 1d2 damage from the hedgehog's spines)

STATISTICS

Abilities Str 3, Dex 12, Con 10, Int 2, Wis 12, Cha 5 Base Attack +0; CMB -8: CMD +3

Feats Weapon Finesse

Skills Perception +5, Stealth +1*; *hedgehogs receive a +8 racial bonus on all Stealth checks

ECOLOGY

ØØØØØØØØØØØØØØØØØØØØØØØØØ

- Environment Any temperate except mountains
- Organization Solitary or pair
- Alignment Always neutral
- Advancement –

Hedgehogs are diminutive animals that appear somewhat like mice with spines all over their body. The hedgehog is a quiet creature, rarely seen or heard, and prefers to be left alone. The hedgehog doesn't fear many other animals, thanks to the spines that cover its body. Any creature attempting to bite, claw or touch a hedgehog has to take care not to injure itself. One poke from a spine is usually enough to send most predators looking for easier prey. Unlike the larger porcupine, a hedgehog's quills do not come loose and stick in whatever creature attacks them.

PARROT CR 1/3	
N Tiny Animal	
Init +3; Senses Low-light vision; Perception +7	
DEFENSE	
AC 16, touch 15, flat-footed 12	
(+2 size, +3 Dex, +1 natural)	
hp 4 (1d8)	
Fort +2, Ref +5, Will +2	
OFFENSE	
Spd 10 ft., fly 60 ft. (average)	
Melee bite -3 (1d2-3)	
STATISTICS	
Abilities Str 5, Dex 16, Con 10, Int 2, Wis 15, Cha 6	A golde
Base Attack +0; CMB -5: CMD +8	
Feats Alertness	RABBIT
Skills Fly +3, Linguistics -4*; Perception +7; *parrots	N Tiny Ani
receive a +8 racial bonus to Linguistics checks	Init +4; Se
SPECIAL ABILITIES	DEFENSI
Mimicry (Ex) – Parrots can learn some words and	AC 17, tou
phrases of the languages they are exposed to. A parrot	(+2 size, +4
can make a Linguistics check each day to learn 1d3 new	hp 4 (1/2 d
words, with a typical parrot capable of knowing d100	Fort +3, R
words. The DC of the skill check varies depending on the	OFFENSE
difficulty of the word, but is usually between 11 and 15.	Spd 50 ft.
In addition to imitating languages, parrots can imitate	Melee bite
other birds as well as dogs, cats, and other animals.	STATIST
ECOLOGY	Abilities S
Environment Subtropical or tropical forests and hills	Base Atta
Organization Solitary, nest (pair plus 2-4 hatchlings) or	Feats Aler
flock (4 - 24)	Skills Pero
Alignment Always neutral	racial bo

Advancement 2 HD (Small)

Parrots are one of the most intelligent of all birds. There are many varieties of parrot to be found in the tropical and subtropical climates of the world, with a few occasionally straying into warm temperate regions. Parrots are generally social birds, and are prized as pets because of their ability to learn words and phrases from various languages. Especially intelligent specimens have even learned to put together complete sentences.

Parrots come in a variety of plumage colorations, from solid gray to multicolored blue, green and yellow. A few specimens grow to the size of a small halfling.



len eagle and a parrot eye each other warily.

CR 1/4

nimal enses Low-light vision, scent; Perception +4 uch 16, flat-footed 14 -4 Dex, +1 natural) d8+1) **Ref** +6, Will +2 Е te -3 (1d2-3) **TICS** Str 4, Dex 18, Con 12, Int 2, Wis 15, Cha 8 ack +0; CMB +0: CMD +9 ertness, Agile Maneuvers^B rception +8*, Stealth +4*; Rabbits receive a +4 onus on all Perception and Stealth skill checks **ECOLOGY** Environment Any temperate except mountains

Organization Solitary or clutch (4 - 8)

Alignment Always neutral Advancement 1 HD (Tiny), 2 HD (Small)

Rabbits are common animals throughout most temperate regions, except the most rugged mountains. They come in a variety of colors and sizes, though all retain the same basic form. Some varieties have ears that stand up straight, while others have ears that flop to the ground. Most species are very stealthy, very fast and difficult to sneak up on, thanks to excellent senses of smell, hearing and sight.

Some species of rabbit can grow rather large, with some measuring almost 3 feet tall to the tip of their ears.

ROBIN

CR 1/10

N Diminutive Animal Init +2; Senses Low-light vision; Perception +4

DEFENSE

AC 17, **touch** 17, **flat-footed** 13 (+3 size, +4 Dex)

hp 1 (1/4 d8)

Fort +2, Ref +4, Will +2

OFFENSE

Spd 10 ft., fly 40 ft. (average)

Melee talons -5 (1d2-5)

STATISTICS

Abilities Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Base Attack +0; CMB -9: CMD +3

Feats Acrobatics^B, Alertness

Skills Fly +8, Perception +4*; *robins receive a +8 racial bonus on all sight-based Perception checks in bright light and all sound-based Perception checks

ECOLOGY

Environment Any temperate or subtropical **Organization** Solitary or flock (6 - 24) **Alignment** Always neutral **Advancement** –

Robins are colorful birds, having gray feathers on their backs and reddish-orange plumage on their breasts. They are inquisitive and will often be attracted to shiny objects, though they do not show the natural intelligence of parrots, crows, ravens, magpies and jays. Robins are excellent fliers, quite skilled at aerial maneuvers. They also have keen eyesight and an excellent sense of hearing. A robin will often stand still when on the ground, head cocked slightly to the side, listening for worms or insects just below the surface. These excellent senses and their aerial maneuverability help keep them safe from predators.

WOODRAT CR 1/10 N Diminutive Animal Init +2; Senses Low-light vision, scent; Perception +4 DEFENSE AC 16, touch 15, flat-footed 14 (+3 size, +2 Dex, +1 natural) hp 1 (1/4 d8) Fort +2, Ref +4, Will +2

OFFENSE Spd 30 ft. Melee bite -5 (1d3-5) STATISTICS Abilities Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 5 Base Attack +0; CMB -9: CMD +4 Feats Acrobatics^B, Alertness Skills Acrobatics +4*, Perception +4*, Stealth +6; *woodrats receive a +4 racial bonus to all Acrobatics and Perception skill checks ECOLOGY Environment Any temperate Organization Solitary or family (6 - 24) Alignment Always neutral Advancement –

The woodrat, also known as the packrat, is a cousin of the more common black rat. Woodrats tend to make their lairs in rock crevices, old trees, abandoned burrows and any place else of convenience. Woodrats are exceptionally fast for their size and incredibly nimble. They can leap rocky gaps and over obstacles with little trouble. Woodrats are also scavengers, attracted to shiny objects and will carry them back to their lair. This practice has left them with the nickname of "packrat". Woodrats care nothing for the value of their shiny objects, only that the object is shiny. A woodrat is more likely to choose bright red glass beads over valuable onyx gemstones or shiny copper over tarnished silver.

Clockwork Familiars

Clockwork familiars are not true familiars, despite the name. They are tiny constructs that resemble a living creature, such as a cat, rat, owl or bat, and for a wizard or sorcerer, have a place somewhere between a bonded object and a true familiar.

If a wizard has a living familiar, he cannot also have a clockwork familiar. Likewise, the sorceress with a bonded object cannot also have a clockwork familiar. If a wizard or sorcerer loses a familiar or bonded object, he or she can then acquire a clockwork familiar. A wizard or sorcerer can never have more than one clockwork familiar at a time.

There are four common types of clockwork familiars – the clockwork cat, clockwork rat, clockwork bat and clockwork owl. All are visually similar to their namesake animal, but are not living creatures. A wizard must clean and oil his clockwork familiar at least once per week in order to keep grit, mud and rust from interfering with the gear mechanisms that give the clockwork familiar mobility. A clockwork familiar with faulty gears suffers a cumulative -1 penalty to all attack rolls, damage rolls, ability checks and skill checks for each week it goes uncleaned. The clockwork familiar's speed slows by 5 ft. per round for each week it is not cleaned. If a clockwork familiar's speed drops to 0 ft. due to ill maintenance, the internal gears freeze up, requiring 2d3 days work and 4d10 gp in supplies to return to working condition.

A wizard must be within 1 mile of his clockwork familiar to easily cast spells. If he is more than 1 mile away from the clockwork familiar, the wizard must make a Spellcraft check or lose the spell. The DC for this check is equal to 20 + the spell's level.

Unlike a living familiar, a clockwork familiar grants a wizard no special abilities. However, like a living familiar, the wizard can *share spells* (Su) with the clockwork familiar, even if the spells normally do not affect creatures of the clockwork familiar's type (construct). Also like a living familiar, the wizard can *deliver touch spells* (Su) through the clockwork familiar. The wizard must be 5th level or higher in order to do this, otherwise it works the same as the ability of a living familiar. Finally, as with a living familiar, a wizard can *scry on clockwork familiar* (Sp). If the wizard is 13th level or higher, he may scry on his familiar once per day as if casting the spell *scrying*.

Because of the arcane nature of their construction, clockwork familiars possess a rudimentary intelligence on par with their living counterparts. Unlike a living familiar, a clockwork familiar's intelligence does not increase as its master gains power.

CLOCKWORK BAT CR 1/2 N Tiny Construct Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0 DEFENSE AC 15, touch 14, flat-footed 12 (+2 size, +2 Dex, +1 natural) **hp** 2 (1/2 d10); Hardness 5 Fort +0, Ref +2, Will -5 **OFFENSE** Spd 10 ft., Fly 30 ft. (poor) **Melee** bite -1 (1d3-1) **STATISTICS** Abilities Str 8, Dex 14, Con -, Int 2, Wis 2, Cha 2 Base Attack +0; CMB -3: CMD +9 Feats Acrobatics^B, Alertness Skills Fly +0, Perception +0, Stealth +2 **ECOLOGY** Environment Any **Organization** Solitary Alignment Always neutral Advancement -

CLOCKWORK CAT CR 1/2 N Tiny Construct Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0 DEFENSE AC 15, touch 14, flat-footed 12 (+2 size, +2 Dex, +1 natural) hp 2 (1/2 d10); Hardness 5 Fort +0, Ref +2, Will -5 OFFENSE Spd 40 ft. Melee claw +2 (1d3-1)

STATISTICS

Abilities Str 8, Dex 14, Con -, Int 2, Wis 2, Cha 2 Base Attack +0; CMB -3: CMD +9 Feats Alertness, Weapon Finesse^B Skills Perception +0, Stealthy +2 ECOLOGY Environment Any Organization Solitary Alignment Always neutral

Advancement –



A hedgehog and a rabbit sniff curiously at a clockwork cat.

CLOCKWORK OWL CR 1/2 N Tiny Construct Init +2; Senses Darkvision 60 ft., low-light vision; Perception +o DEFENSE AC 15, touch 14, flat-footed 12 (+2 size, +2 Dex, +1 natural) **hp** 2 (1/2 d10); Hardness 5 Fort +0, Ref +2, Will -5 **OFFENSE** Spd 10 ft., Fly 30 ft. (poor) Melee talons -1 (1d3-1) **STATISTICS** Abilities Str 8, Dex 14, Con -, Int 2, Wis 2, Cha 2 Base Attack +0; CMB -3: CMD +9 Feats Acrobatics^B, Alertness Skills Fly +0, Perception +0, Stealth +2 **ECOLOGY** Environment Anv **Organization** Solitary Alignment Always neutral Advancement -

CLOCKWORK RAT CR 1/2 N Tiny Construct Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0DEFENSE AC 15, touch 14, flat-footed 12 (+2 size, +2 Dex, +1 natural) **hp** 2 (1/2 d10); Hardness 5 Fort +0, Ref +2, Will -5 **OFFENSE** Spd 40 ft., Climb 20 ft. **Melee** bite +2 (1d3-1) **STATISTICS** Abilities Str 8, Dex 14, Con -, Int 2, Wis 2, Cha 2 Base Attack +0; CMB -3: CMD +9 Feats Alertness, Weapon Finesse^B Skills Perception +0, Stealth +2 **ECOLOGY** Environment Any **Organization** Solitary Alignment Always neutral Advancement -

Improving Clockwork Familiars

It is possible to improve a clockwork familiar. Wizards can invest some of their own power into the familiar (through feats detailed below) or can attach magic items to the clockwork familiar. Many protective magic items can be attached to a familiar, such as rings, brooches, amulets, and so on. Only those items that have a continuous effect can be attached to the clockwork familiar; clockwork familiars simply are not intelligent enough to be able to activate items that only function when activated. The most commonly attached items are *rings of protection, rings of counterspells, rings of energy resistance, amulets of natural armor*, and *brooches of shielding*. As with any living creature, the clockwork familiar must have an available body slot to make use of an attached magic item (e.g. no more than two magical rings per clockwork familiar).

Clockwork Familiar Feats

By taking one of these feats, the wizard or sorcerer can improve a clockwork familiar. The tradeoff is that the spellcaster gains no personal benefits for this feat, representing the wizard's sacrifice of some of her own power to improve the familiar.

Improved Clockwork Familiar

You pour some of your own blood, sweat, tears and arcane power into improving your clockwork familiar.

Prerequisite: Caster level 5th; must already have a clockwork familiar.

Benefit: Your clockwork familiar's hit dice improve from 1/2 d10 to 2d10. Reroll for the clockwork familiar's new hit point total. Also, the clockwork familiar's Hardness increases from 5 to 10. Advanced Clockwork Familiar

You pour some of your own blood, sweat, tears and arcane power into improving your clockwork familiar.

Prerequisite: Caster level 9th; Improved Clockwork Familiar.

Benefit: Your clockwork familiar improves from 2d10 HD to 4d10 HD. Roll 2d10 and add the total to the clockwork familiar's hit point total. Also, the clockwork familiar's land speed increases by 10 ft. per round (no increase to a Fly speed).

Superior Clockwork Familiar

You pour some of your own blood, sweat, tears and arcane power into improving your clockwork familiar.

Prerequisite: Caster level 13th; Advanced Clockwork Familiar.

Benefit: Your clockwork familiar gains 2 skill points. These skill points can only be placed in skills the familiar already has. The clockwork familiar's hit dice improve from 4d10 to 6d10. Roll 2d10 and add the total to the clockwork familiar's hit point total.

Mithral Clockwork Familiar

You rebuild your clockwork familiar from mithral parts.

Prerequisite: Improved Clockwork Familiar; 500 gp worth of mithral.

Benefit: Your clockwork familiar is now made of gleaming mithral. Its Hardness increases from 10 to 15, and the lightweight metal allows it to move faster, increasing all speeds by 5 ft. per round.

Adamantine Clockwork Familiar

You rebuild your clockwork familiar from adamantine parts.

Prerequisite: Improved Clockwork Familiar; 1500 gp worth of adamantine.

Benefit: Your clockwork familiar is now made of shiny adamantine. Its Hardness increases to 20, but the heavy weight of the adamantine slows the clockwork familiar's speed by 10 ft. per round (to a minimum of 5 ft. per round).

CHAPTER 5 - MAGIC [TEMS

Dissin stood in front of Marcus' desk, palms flat on its surface as he looked down at the staff laid across the desktop. It was the last remaining unidentified item from Orthan's tower. Though he and Marcus had managed to determine the spells the staff could release, its ornate appearance suggested something more.

The office door opened, and Dissin looked up as Marcus came in with a stack of books from the library, Missy slipping between his feet and walking in ahead of him. The clockwork cat trotted over to the desk and jumped up, lightly landing upon its surface. She sat down on the corner of the desktop and began going through the motions of licking her front paw, her gears and pulleys whirring softly. Dissin rubbed her behind one mithral ear and then turned to help Marcus with the books. "Is this all there was?"

"I'm afraid so – at least all that I thought would help us, but there isn't much beyond this either. I'm surprised the Head of Transmutation hasn't raised more of a ruckus that there's a distinct lack of transmutation references in the library."

"He's probably got everything he or his students could possibly want in his personal collection," Dissin mused, dividing the books into two stacks of three. "I suppose we could have asked him for help with this."

"And give that stuffy old codger the satisfaction of two young whipper-snappers like us needing his help?" Marcus laughed. "No chance in Hells."

Dissin snorted with laughter. "**Young?** I've probably got a hundred years on him."

"Oh, you know what I meant," Marcus snickered, lightly punching his friend on the arm. "Come on, let's see what we can find out about this staff."

The pair spent nearly two hours paging through the tomes, checking and re-checking cross-references and not making much headway. More than once they found reference to a powerful staff, but upon further reading discovered it wasn't the staff they had in their possession. Both wizards were starting to become frustrated when Dissin suddenly stilled, mid-page turn. He looked at the staff, then back to the book, then back to the staff again. "Oh my," he said softly, a grin tugging at his lips.

"What?" Marcus leaned across the desk to try to see what had Dissin so enraptured.

Dissin spun the book around so Marcus could see. "That."

Marcus read over the page, then looked at the staff, then back at the book, then back to the staff again, just as Dissin had done. "The Staff of the Polymorpher," he whispered. "It's the Staff of the Polymorpher!"

"One of only four ever known to exist," Dissin said, grinning fully.

""The fates of only three of the staves are known," Marcus read from the text, "with the fourth having disappeared several centuries past. The missing staff was the most beautifully crafted of the four, with a large bumblebee perfectly preserved in the amber at its top.""

Dissin leaned over toward the amber tip of the staff. "Most perfect bumblebee I've ever seen," he said with a nod. "This just might be the best loot we've ever recovered." A cold metal paw tapped his hand, and Dissin chuckled. "Well, the second best, at any rate."

Bards, Sorcerers and Wizards have created numerous magic items over the centuries, and many are more well-known than others. Presented here are several lesser known magic items, including rings, wondrous items, and one staff. In lieu of acquiring these items either through purchasing or hoping to find them in a treasure horde, these items can be created by any spellcaster who possesses the required feats, is capable of casting the required spells, and is able to afford the raw materials needed.

Weapons

Vow-keeper

Aura moderate evocation [lawful], moderate enchantment [compulsion]; **CL** 11th

Slot none; Price 286,506 gp; Weight 1 lb.

DESCRIPTION

Vow-keeper is a +2 *axiomatic* dagger with a special bit of magic about it. Any non-chaotic being can use *Vowkeeper*, benefiting from the extra damage it does to chaotic creatures (chaotic creatures attempting to wield the weapon suffer one negative level as long as it is held in hand).

However, anyone carrying *Vow-keeper*, whether in hand or in a sheath on a belt or in a boot, or elsewhere on the body, becomes susceptible to the weapons unique ability. Those that possess the dagger find that anytime they make a vow or promise while the weapon is on their person they will be forced to carry out that vow or promise, as if under the effects of a *geas/quest* spell.

Once a vow or promise has been made by the one carrying *Vow-keeper* that individual will go out of their way to see that the vow is kept. More than one person has lost their life in the attempt to keep a promise that was ultimately far beyond their ability to keep.

Vow-keeper is not a true cursed weapon (though it is often referred to as 'cursed' by those who come into its possession) and can be left behind, given away or sold with ease. However, any vow the dagger has compelled the wielder to keep that is yet unfulfilled must still be fulfilled even if the dagger is no longer possessed, as the *geas/quest* the dagger casts lasts until the vow is kept. Only a *remove curse* will remove the compulsion to keep a vow that is yet unfulfilled.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *order's wrath, geas/quest,* creator must be lawful;

Cost 143,253 gp

RINGS

Table 5-1: Rings

Ring	Market Price
Fireshape	24,000 gp
Good Humor	8,000 gp
the Master Thespian	8,000 gp
Parables	8,000 gp
Perfect Pitch	8,000 gp
the Virtuoso	8,000 gp

Ring of Fireshape

Aura moderate transmutation; CL 12th Slot ring; Price 24,000 gp; Weight – DESCRIPTION

Made of reddish-orange gold, a *ring of fireshape* grants the wearer the ability to reduce, increase or completely extinguish any normal, non-magical fires within a 200 ft. radius of the caster, as the spell *fireshape*. On command, the wearer can affect fires in a 60 ft. burst within the range. The wearer can utilize the power of the ring for up to 12 rounds per day, though those rounds do not have to be consecutive.

CONSTRUCTION

Requirements Forge Ring, fireshape; Cost 12,000 gp

Ring of Good Humor Aura moderate transmutation; CL 1st Slot ring; Price 10,000 gp; Weight – DESCRIPTION

This ring is made of white gold and has a child-like smiling face etched into the surface. The wearer is granted a +10 competence bonus to all Perform (comedy) checks, as if by the spell *good humor*.

CONSTRUCTION

Requirements Forge Ring, good humor; Cost 5,000 gp

Ring of the Master Thespian

Aura moderate transmutation; CL 1st Slot ring; Price 10,000 gp; Weight –

DESCRIPTION

This ring is made of silver, with two obsidian chips – one black, one white – in a setting. The obsidian chips are carved to resemble the masks of comedy and tragedy. The wearer is granted a +10 competence bonus to all Perform (act) checks, as if by the spell *master thespian*.

CONSTRUCTION

Requirements Forge Ring, *master thespian*; **Cost** 5,000 gp

Ring of Parables Aura moderate transmutation; CL 1st Slot ring; Price 10,000 gp; Weight – DESCRIPTION This plain electrum band grants the wearer a +10 competence bonus to all Perform (oratory) checks, as if by the spell *parable*.

CONSTRUCTION

Requirements Forge Ring, *parable*; Cost 5,000 gp

Ring of Perfect Pitch

Aura moderate transmutation; CL 1st Slot ring; Price 10,000 gp; Weight – DESCRIPTION

This ring is made of platinum and set with a single small clear quartz crystal. Etched into the crystal is a musical note. The wearer is granted a +10 competence bonus to all Perform (sing) checks, as if by the spell *perfect pitch*.

CONSTRUCTION

Requirements Forge Ring, perfect pitch; Cost 5,000 gp

Ring of the Virtuoso Aura moderate transmutation; CL 1st

Slot ring; Price 10,000 gp; Weight –

DESCRIPTION

This ring is made of yellow gold and has a number of different types of musical instruments etched all around the outside of the band. The wearer is granted a +10 competence bonus to all Perform (any instrument) checks, as if by the spell *Virtuoso*.

CONSTRUCTION

Requirements Forge Ring, virtuoso; Cost 5,000 gp

STAVES

Staff of the Polymorpher Aura strong transmutation; CL 17th Slot none; Price 103,600 gp; Weight 5 lb. DESCRIPTION

The *staff of the polymorpher* is a very rare item, and only four are known to have ever existed. It is a stout, straight shaft of ash of uniform diameter. Carved into the ash wood are the forms of numerous animals, beasts, creatures and races, from the chunk of amber that tops the staff to the 6 in. long sheath of gold at the bottom. The staff has the following powers:

- *polymorph, greater* (1 charge)
- polymorph any object (2 charges)
- *shapechange* (3 charges)

CONSTRUCTION

Requirements Craft Staff, polymorph, greater, polymorph any object, shapechange; **Cost** 51,800 gp

WONDROUS ITEMS

Table 5-2: Wondrous Items

Wondrous Item	Market Price
Amulet of Good Fortune	6,000 gp
Amulet of Lizardskin	8,000 gp
Boots of Happy Feet	8,000 gp
Boots of Perfect Balance	6,000 gp
Boots of the Rogue	3,200 gp
Circlet of Spirit Sight	90,000 gp
Collar of Constant Lubrication	400 gp
Collar of Protection +1	2,000 gp
Collar of Protection +2	8,000 gp
Collar of Protection +3	18,000 gp
Collar of Protection +4	32,000 gp
Collar of Protection +5	50,000 gp
Headband of Hindsight	79,200 gp
Ierena's Glamered Garter	20,000 gp
Ierena's Lip Gloss	15,000 gp
Magical Quill	2,000 gp
Perch of Healing	24,000 gp
Porfio's Mandolin	8,450 gp
Portable Familiar Carrier	54,000 gp
Portable Peep Hole	2,000 gp
Soundproof Cube	42,000 gp
Torq of Awe	8,000 gp

Aura faint divination; CL 5th Slot neck; Price 6,000 gp; Weight -

The amulet of good fortune is crafted of a greenish stone sometimes marble, sometimes jade - and has some symbol of good luck carved into one face, such as a four-leaf clover, a rabbit's foot, the numeral 7 or any other of the hundreds of luck symbols used by various cultures. The wearer of the amulet is granted the ability to reroll any three attack rolls, ability checks, skill checks, and/or saving throws each day, as if affected by the spell good fortune.

Requirements Craft Wondrous Item, good fortune; Cost 3,000 gp

Amulet of Lizardskin Aura faint transmutation; CL 5th Slot neck; Price 8,000 gp; Weight -

Crafted of thin, beaten yellowish-green metal and etched with the representation of scales, the *amulet of* lizardskin confers upon the wearer a

+2 enhancement bonus to natural armor. **CONSTRUCTION** Requirements Craft Wondrous Item, lizardskin; Cost

4,000 gp

Boots of Happy Feet

Aura faint transmutation; CL 1st Slot feet; Price 8,000 gp; Weight 1 lb.

DESCRIPTION

These well-crafted low, soft leather boots confer upon the wearer a +10 competence bonus to Perform (dance) checks. The wearer can activate the power of the boots a maximum of four times per day by clicking the heels together and uttering the command word.

CONSTRUCTION

Requirements Craft Wondrous Item, happy feet; Cost 4,000 gp

Boots of Perfect Balance

Aura faint transmutation; CL 1st

Slot feet; Price 6,000 gp; Weight 1 lb.

DESCRIPTION

Boots of perfect balance are low, soft leather boots made of white leather. Tooled into the leather on both ankles of each boot is a cat's paw print. Three times per day, on command, the wearer is granted a +10 competence bonus to Acrobatics checks or to Dexterity checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *perfect balance*; Cost 3,000 gp

Boots of the Rogue

Aura faint transmutation; CL 4th Slot feet; Price 3,200 gp; Weight 1 lb.

DESCRIPTION

Crafted of fine leather, boots of the rogue cover the wearer's feet to the calf. Once per day the boots grant the wearer one extra move action or one extra attack on the wearer's turn. The wearer can take only one option or the other, not both, and after the power of the boots is used, the boots may not be used again for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, rogue's gambit; Cost 1,600 gp

Circlet of Spirit Sight

Aura faint transmutation; CL 9th

Slot head; Price 90,000 gp; Weight -

DESCRIPTION

A circlet of spirit sight is crafted of fine wrought silver, decorated with a tiny white pearl at the front center. The circlet grants the wearer the ability to see the natural world in terms of the living spirit in all things. Fey creatures including fey-touched creatures – appear to the wearer as if surrounded by an aura of pure white light, the brightness of which is proportional to the amount of fey blood the creature possesses. Non-fey living creatures are surrounded by an aura of blue light. Living plants have an aura of

Amulet of Good Fortune DESCRIPTION **CONSTRUCTION** DESCRIPTION

ay communicate past, nor can scenes that are adsight; **Cost** hk silk garter of yorn, the wearer or style desired qué and daring e swift action) he clothing. ion from the n against weap-

green light; items made from once-living plants (wooden items, woven grass mats, etc.) have an aura of dull yellow light. Stone, metal, gems, and other inert, never-living objects do not have an aura and appear as they do to normal vision. Dead and undead creatures appear as black holes in their surrounding space. The range of the *spirit sight* is 60 feet.

The power of the circlet can be turned on and off at will by the wearer, with no maximum duration of use.

CONSTRUCTION

Requirements Craft Wondrous Item, *spirit sight*; **Cost** 45,000 gp

Collar of Constant Lubrication Aura faint conjuration; CL 1st

Slot neck; Price 400 gp; Weight – Description

This leather collar was designed especially for clockwork familiars. Wearing the collar keeps the gears of the clockwork familiar oiled and lubricated and operating smoothly, as if the clockwork familiar's master had performed routine maintenance.

CONSTRUCTION

Requirements Craft Wondrous Item, *grease*; **Cost** 200 gp

Collar of Protection

Aura faint abjuration; CL 5th

Slot neck; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Weight** –

DESCRIPTION

This studded leather collar offers continues magical protection in the form of a deflection bonus of +1 to +5 to AC when worn by a familiar or clockwork familiar. The collar is too small to be worn by any but the tiniest of humanoid creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield of faith*; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Headband of Hindsight

Aura faint divination; CL 11th Slot head; Price 79,200 gp; Weight – DESCRIPTION

This well-crafted leather headband has an unblinking eye tooled into the front center. The pupil of the unblinking eye is hourglass-shaped. Three times per day, on command the wearer can view their immediate area up to 66 hours in the past. The *hindsight* is in a 60 ft. cone ahead of the wearer and turns as the wearer's head turns. Any moment between 1 second earlier and 66 hours earlier can be viewed by the wearer as if the wearer were present at the time the events happened (or is present again, if present the first time). While the headband is activated, the wearer can also use spells such as *detect magic, arcane sight*, and *greater arcane sight* to attempt to learn what spells were cast or what magic items were used during the time

frame in question. The wearer can in no way communicate with individuals or creatures viewed in the past, nor can the wearer change or affect in any way the scenes that are viewed.

CONSTRUCTION

Requirements Craft Wondrous Item, *handsight*; **Cost** 39,600 gp

Ierena's Glamered Garter

Aura moderate illusion (glamer); CL 5th Slot none; Price 20,000 gp; Weight – DESCRIPTION

At first, this item appears to be a simple pink silk garter of a type worn by ladies. While the garter is worn, the wearer can create illusory clothing of any type, size or style desired – from the simplest of robes to the most risqué and daring outfits. With only a moment's thought (one swift action) the wearer can change the appearance of the clothing.

The illusory clothing provides no protection from the elements, nor does it provide any protection against weapons. Only the use of a *true seeing* spell or other similar magic reveals the truth of the clothing.

The creator of this item – Ierena Cherizyn – was a daring, adventurous woman. Some say that she often went about her daily business wearing nothing but a cloak and her *glamered garter*.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 10,000 gp

Ierena's Lip Gloss

Aura faint illusion; CL 5th Slot none; Price 30,000 gp; Weight – DESCRIPTION

Ierena's lip gloss is usually found in a small ceramic or stone jar. It is always bright red in color. Applying the lip gloss to the lips with a finger or small brush grants the user a + 2 enhancement bonus to Charisma and a + 5 bonus to all Bluff and Diplomacy checks for the next hour. A jar of lip gloss has a maximum of 50 uses.

CONSTRUCTION

Requirements Craft Wondrous Item, *Ierena's luscious lips*; **Cost** 15,000 gp

Magical Quill

Aura faint transmutation; CL 5th Slot none; Price 10,000 gp; Weight –

DESCRIPTION

Upon command, this magical quill or ink pen begins to record the words spoken by all audible voices within 35 feet. The pen can only record the spoken words in the language in which they were spoken. The quill must be provided with a constant flow of parchment, paper or another suitable writing surface. If the flow of paper ceases the quill stops recording.

CONSTRUCTION

(0)(0)(0)(0)(0)(0)(0)(0)(0)

Requirements Craft Wondrous Item, *magical quill*; **Cost** 5,000 gp

Perch of Healing

Aura faint conjuration; **CL** 5th

Slot none; Price 24,000 gp; Weight 5 lbs. DESCRIPTION

The *perch of healing* is constructed of stout oak. A 5 ft. tall central shaft is set in a wooden base and two or three sturdy dowels jut from the oak shaft at varying heights. The perch can be used by birds to perch on or bats to hang from. Up to four times per day, a wizard or sorcerer can activate the perch's power to heal a familiar of the appropriate type, so long as the familiar is perched on or dangling from one of the dowels. The magic heals 3d8+5 hp of damage to a familiar.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure serious wounds*; **Cost** 12,000 gp

Porfio's Mandolin

Aura faint transmutation; CL 12th Slot none; Price 16,900 gp; Weight 4 lbs. DESCRIPTION

Porfio's mandolin is a unique magic item prized by bards. To most eyes, the mandolin appears as just another stringed musical instrument, perhaps a little well-used. A bard, though, will recognize Porfio's mandolin immediately.

When carried by a bard, the mandolin allows the bard 4 extra uses per day of his Bardic Performance class feature. Whenever the bard plays Porfio's mandolin, he receives a +3 bonus to his Perform (string instruments) skill checks. **CONSTRUCTION**

Requirements Craft Wondrous Item, *virtuoso*; Cost 8,450 gp

Portable Familiar Carrier

Aura faint abjuration and transmutation; **CL** 10th **Slot** none; **Price** 54,000 gp; **Weight** 15 lbs. **DESCRIPTION**

The well-to-do wizard who wishes to carry a familiar around in style often uses a *portable familiar carrier*. The carrier is a sturdy cage of wood and steel with a locking door. The lock will open only for the familiar's master, keeping the familiar safe from those who would do it harm. The carrier is large enough to accommodate most smallsized familiars and smaller. While in the cage, the familiar is protected from most extremes of heat and cold (though it receives no protection from fire- or cold-based damage) and if the cage is dropped, the carrier will float gently to the ground for up to 10 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *arcane lock, endure elements, feather fall*; **Cost** 27,000 gp

Portable Peep Hole

Aura faint transmutation; CL 4th Slot none; Price 8,000 gp; Weight – DESCRIPTION

A portable peep hole appears to be a tiny gold-

rimmed lens when found. If placed against a non-magical door, wall or window shutter of wood, iron or stone and no more than 1 ft. thick, the lens allows the holder to peer through and view the scene on the other side. The holder's normal vision rules apply, so someone without darkvision would not be able to see anything in a completely dark room. The holder of the peep hole can see straight ahead and no more than 5 feet to the immediate left or right of the lens on the other side. The peep hole is tiny, and anyone on the other side of the door, wall or window shutter must make a DC 25 Perception check to spot it.

Young male student wizards at various colleges of magic are occasionally found in possession of one of these items, using it to spy on the female students in the bath house. **CONSTRUCTION**

Requirements Craft Wondrous Item, *peep hole*; **Cost** 4,000 gp

Soundproof Cube

Aura moderate transmutation; CL 7th Slot none; Price 42,000 gp; Weight –

DESCRIPTION

The *soundproof cube* is a tiny 1 in. x 1 in. cube of frosted glass that appears to be a six-sided die on first glance. When commanded to activate, the cube magically sound-proofs up to a 40 ft. cube of space for up to 14 hours. Everyone within the affected area can converse and hear each other normally, and can still hear any sounds outside the spell's area that would otherwise normally be heard, but any creature outside the spell's area of effect cannot hear what goes on within it.

CONSTRUCTION

Requirements Craft Wondrous Item, *soundproof*; **Cost** 21,000 gp

Torq of Awe

Aura faint illusion; CL 1st Slot neck; Price 8,000 gp; Weight – DESCRIPTION

Made of several strands of wrought gold twisted together, the *torq of awe* grants the wearer a +10 competence bonus to all Intimidate checks four times per day. When activated, the wearer appears larger-than life and awe-inspiring to those targeted by the Intimidate check. As suits the wearer of the torq, thunder may echo and lightning may flash from a staff or sword, or the wearer may be wreathed in flames or deep shadows, or a great, golden light may surround the wearer. No matter the specific visible effect, the bonus is the same.

CONSTRUCTION

Requirements Craft Wondrous Item, *awe*; Cost 4,000 gp

 \gtrsim

APPENDIX - BOOK OF ARCANE MAGIC SPELLS FOR DIVINE CASTERS

Not all gamers who play spellcasting characters choose arcane casters. Many prefer to play divine casters – clerics, druids, paladins, and rangers. To facilitate players and GMs alike who might wish to use some of the new spells in this book for divine casters, make use of the following spell list as a suggested guide. GMs are, of course, welcome to adjust this list as they see fit. If the GM feels a spell from this book, but not on the following list, would work well for divine casters, that is of course the GM's discretion.

CLERIC SPELLS

0-Level Cleric Spells Makeshift Quill

1st-Level Cleric Spells Pacifist

2nd-Level Cleric Spells Comfort Food Heartache Magic Probe

3rd-Level Cleric Spells Good Fortune Liar's Curse Memory of Love Wall of Light

4th-Level Cleric Spells Limited Telepathy Mind to Mind Philanthropist

5th-Level Cleric Spells Spirit Sight

6th-Level Cleric Spells Flesh and Blood

9th-Level Cleric Spells Spell Meld

DRUID SPELLS

1st-Level Druid Spells Bird's Eye View Fireshape Snowshoes 2nd-Level Druid Spells Call of the Wild

3rd-Level Druid Spells Liar's Curse

4th-Level Druid Spells Spirit Sight Suffering Wind

PALADIN SPELLS

1st-Level Paladin Spells Awe Parable

2nd-Level Paladin Spells Charge of the Valiant Philanthropist Wall of Light

3rd-Level Paladin Spells Staggering Blow

4th-Level Paladin Spells Spirit Sight

RANGER SPELLS

1st-Level Ranger Spells Bird's Eye View Call of the Wild Double Take Fireshape Net Sense of Place Snowshoes

2nd-Level Ranger Spells Perfect Balance

3rd-Level Ranger Spells Sniper Shot Wall of Light

4th-Level Ranger Spells Spirit Sight



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPY-RIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. **Pathfinder RPG Core Rulebook.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Book of Erotic Fantasy. Copyright 2006, Arthaus, Inc.; Authors: Gwendolyn F.M. Kestrel and Duncan Scott.

The Book of Arcane Magic. Copyright 2009, 4 Winds Fantasy Gaming; Authors: Connie J. Thomson and Robert W. Thomson.

Arcane Possibilities Abound

A Sourcebook for Bards, Sorerrors & Wheards

 \bigcirc

Arcane spellcasters are an indispensible factor in fantasy gaming. You always want at least one in your party, and you always cringe when you find out the enemy has one on their side. Be they bards, sorcerers, or wizards, you'd be hard pressed to play a good game without them. And let's face it – they're incredibly fun to play!

But are you tired of the same old choices for your characters? Same spells, same familiars, same sorcerer bloodlines...they even find the same magic items in every dragon's horde! Looking for something new?

With *The Book of Arcane Magic*, you can flesh out those magic-users as never before. Inside this book you'll find over 100 new spells, from minor cantrips to 9th-level powerhouse spells. Want a unique background for your character? Make your spellcaster a graduate of one of eleven colleges of magic and bardic schools, or give your sorcerer one of ten new bloodlines. You won't be stuck with a cat for a familiar after taking a look at the ten new options in this book. And there's a virtual treasure chest full of new magic items for your party to argue over.

A great resource for both players and Game Masters, in low-magic and high-magic games alike, *The Book of Arcane Magic* will add a fresh spark to your fantasy gaming experience.



Bringing unique RPG products to all corners of the world! www.4windsfantasygaming.com



\$15.95