

# Lost Lore:

# Schools of Thought



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# Schools of Thought

Seems to me, it's what you do with magic that counts. Doesn't matter if you're one of those fire throwers, a grave robber, or even a puppet master; use magic to kill someone and they're dead. Read some poor bastard's mind or twist it until he thinks you're his best friend either way you know his secrets.

That's not the way most wizards see it though. They think how is more important than what or why. By their reckoning, conjuring something from another world to fight is completely different from making a zombie to do the exact same thing. That's the problem with spending so much time with your nose in a book; you lose all your common sense.

Some wizards live in the real world. Not many, but their numbers are growing. They still have their schools of course, can't sneer at other wizards without those, but theirs are based on what they want to do with their magic instead of how it works. Makes a lot more sense to me.

Want to rule? Or just whisper in some noble's ear? There's a school for both: lords — dark or otherwise — and court wizards. What's more important; money or fame? Commercial wizards and entertainers put different weight on that answer. Do you care about mysteries and chasing people down? Or do you want to teach people, especially those who can make a real difference? Investigators and mentors each think their work's more important. Are you self-taught, scrapping for every crumb of knowledge, and so pig ignorant that you sometimes manage to break rules you don't even know exist? Or are you just a couple insights away from figuring out the whole damn universe? Hedge wizards still have their pride but I bet they're all a little intimidated by mystics.

Huh, imagine that! Wizards who see magic as just a tool and not some blind god they worship every time they open their spellbooks. Who'd have thought?

# Introduction

Conjurers summon monsters to fight for them. Necromancers create undead to fight for them. Enchanters corrupt the will of others to... make them fight for them. Why are those different? What if, instead, we created a school for wizards who get others to fight for them?

Let's call them Lords.

This book presents eight new schools of wizardry. Schools defined by what their members want to do with their magic instead of how it works. It treats wizards as people. As members of a larger society who must coexist with others. After all, no one, not even the most powerful wizard, is completely self-sufficient.

The rules for the new schools work the same as the old. A wizard must specialize in one, or embrace the universalist school instead, and then select two opposition schools. Each school grants certain powers to its members as well as a bonus spell slot (drawn from that school's spell list) from levels 1st to 9th as soon as the wizard gains access to it. Specialists must spend two spell slots to prepare spells from opposition schools and find it harder to craft items using opposition spells as prerequisites.

Players who want to play a court wizard instead of an abjurer or a hedge wizard instead of an evoker should consult with their Game Master first. As always, GMs have full control over their campaigns. For the sake of simplicity a GM might treat that PC as completely unique. On the other hand, GMs could integrate this new school system into the larger campaign whether by completely replacing the old schools or allowing both systems to exist at the same time.

# Assigning Spells to Schools

While this book classifies nearly nine hundred spells, mistakes happen and time marches on. GMs and players who wish to add new spells to one of the schools should use the basic themes outlined below as a rough guide.

**Commercial** spells are primarily ones that casters can use to make money. They typically not only fill a marketable niche but also have long enough durations to make casting worthwhile to customers. The commercial school also deals with spells related to objects, safeguarding valuables, and anti-magic.

**Court wizard** spells focus on enhancing or safeguarding others.

**Entertainer** spells are concerned with spectacle, stagecraft, and the caster's ego often through personal transformation.

**Hedge wizard** spells are primarily intended to work well with the school's petty magic ability. This typically means they have some sort of random numeric variable as required but also additional effects making them useful to reclaim after each casting.

**Investigator** spells are typically concerned either with locating and incapacitating targets or keeping the caster safe while on the hunt.

**Lord** spells mostly focus on either causing others to serve or support the caster in some way or modifying servant creatures. The school also includes some spells that cause creatures to react in predictable ways, especially those involving fear effects.

**Mentor** spells are related to communication, gathering information, and all aspects of teaching including "lessons" through curse related effects.

**Mystic** spells emphasize controlling or manipulating primal forces, travel through dimensions, and the just plain weird.

**Rule of Balance:** If a spell could fit multiple schools assign it to the school with the poorest spell selection for its level.

**Rule of Fun or Pun:** If a spell's name or mechanics associate it with a particular school on a meta level consider assigning it to that school even if it does not otherwise fit. For instance, since *draconic reservoir* allows a caster to "bank" energy damage it was assigned to the commercial school.

The second requires a bit more work but presents some interesting options. For instance, each system could represent a different part of the campaign world whether divided by geography, culture, race, time period, or something even more exotic. Alternately, the new schools could have recently appeared as upstart challengers to the old schools. Or perhaps the old schools are dying off for reasons no one claims to understand.

Whatever their decision, GMs should determine how spells like *detect magic* function if both systems of magic exist in parallel. The easiest solution is to give both auras ("It radiates divination and commercial magic."). Alternately, one could describe auras from the perspective of the caster seeking the information. Or perhaps from the person who created the effect under study. Any answer works so long as GMs stay consistent.

# Commercial Wizard School

Sure, magic moves the universe. But money moves people. And when was the last time the universe scrubbed out your chamber pot? — Elias Trent, Owner/Operator Trent's Treats

Commercial wizards love to hustle. Nothing makes them happier than coming out ahead in a deal or business venture. Most consider their magic a means to an end. A way to make money and reap all the comforts and advantages wealth brings rather than the core of their being. Some simply play directly to their strengths; casting spells for cash or creating magic items. Others run conventional businesses but use their abilities to give them an edge. Commercial wizards typically stay on the right side of the law. However they often display a certain ruthlessness in pursuit of the bottom line. This sometimes causes them to push the boundaries by dealing in trades that, while legal, are still considered unsavory. Commercial wizards who actually cross the line and become genuine criminals can command hefty fees for their services.

Despite the demands their business affairs place on them commercial wizards often get drawn into adventures. Many consider braving dungeons and the wilderness as a quick and relatively simple way to earn capital for their next endeavor. Others view adventures in a more tactical way. They undertake them as a means to earn favors, customers, or useful employees. Some even regard this sideline as a way to win fame and enhance their reputation. A form of advertising they cheerfully exploit in their corporate lives.

#### **Commercial School**

Commercial wizards bend their innate abilities to judge and exploit valuables, drive off thieves or other nuisances, and to safeguard property.

Appraise and Absorb (Su): Whenever you cast detect magic you can, instead of the normal effects and duration of the spell, choose to make an Appraise check as a swift action and study any one object you can see. You gain a bonus on this check equal to half your wizard level (minimum of 1). If applied to a magic item the DC of this check is equal to 15 + the caster level of the item. If you make this check by 5 or more you also discover the spells required to create that item and not just its approximate worth. At 5th level, if you successfully appraise a minor magic item, and the result of your check is high enough to reveal the spell or spells that underlie it, you can then, as a standard action in the following round, attempt to suppress its magical properties until the next time you prepare spells or 24 hours pass, whichever comes first. This requires an opposed caster check against the caster level of the item. While suppressed, the item loses its magical aura and all magical abilities. If the underlying spell of the item you suppressed is one you know, and you have an open or expended slot at the appropriate level or higher, you can choose to fill the slot exactly as if you had prepared that spell for the day. If this applies to multiple spells for that item you must choose which one to absorb. You need two open slots of the same level if the spell belongs to an opposition school. At 10th level this ability expands to include medium magic items and at 15th major magic items. At 20th level you can add suppressed spells to the list of those you can cast even if you have no open slots (but you must still know the spell). However, in all cases, regardless of your level, you can only add a single spell to each spell level you can cast on any given day no matter how many items you suppress or how many open slots you have.

Slow Bolt (Sp): As a standard action you can produce a crackling ball of energy that slowly, but relentlessly, pursues its target requiring her to either flee or suffer its destructive power. The slow bolt appears in your square and has a base speed of 5 feet. You can designate any creature you can see as its target. On any round in which the target approaches you the bolt gains a +20 foot enhancement bonus to its next move. The bolt lasts for one hour/level or until discharged

dealing 2d4 points of electricity damage +1 for every two wizard levels you possess (minimum 1). Each bolt can only harm its target and you can direct multiple bolts at the same opponent (though producing each one requires its own action). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Mine! (Su): At 8th level, you can, as a full-round action, touch any object at least one size smaller than you and turn it into a booby trap that injures the first creature, except yourself and those you designate, who voluntarily come into contact with it. When touched, the object emits a surge of either acid, cold, electricity, or fire damage as you chose when using this ability. This does not harm the object. If the object was in your possession for at least 24-hours prior to you weaponizing it the target takes 1d6 points of damage for every two wizard levels you possess and half that otherwise. The target can make a saving throw for half damage (DC equals 10 plus your Intelligence modifier plus 1/2 your wizard level). When establishing who can safely touch the object, you can designate specific individuals, all creatures with particular identifiable physical traits (gender, race, type, hair color, etc), or any combination of the two. You cannot use intangibles such as alignment, class, language, or similar criteria.

#### **Commercial Wizard Spells**

#### Cantrips-detect magic, mending

1st level—abundant ammunition, alarm, alchemical tinkering, alter winds, break, damp powder, fabricate bullets, floating disk, hold portal, identify, jury-rig, magic aura, magic weapon, reinforce armaments, sculpt corpse, theft ward, weaken powder, youthful appearance

2nd level—arcane lock, arrow eruption, brow gnasher, continual flame, create treasure map, destabilize powder, fiery shuriken, knock, magic mouth, magic siege engine, make whole, masterwork transformation, misdirection, obscure object, phantom trap, recoil fire, reinforce armaments (communal), reloading hands, returning weapon, ricochet shot, silk to steel, stabilize powder, telekinetic assembly, thunder fire, warding weapon

3rd level—devolution, dispel magic, draconic reservoir, flame arrow, flash fire, gentle repose, improve trap, keen edge, magic weapon (greater), nondetection, pellet blast, resinous skin, returning weapon, communal, shrink item, tiny hut, versatile weapon, water breathing

4th level—detect scrying, fire trap, globe of invulnerability (lesser), illusory wall, malfunction, minor creation, named bullet, nondetection (communal), remove curse, resilient reservoir, secure shelter, stoneshape, true form

5th level—break enchantment, energy siege shot, fabricate, false vision, mage's private sanctum, major creation, possess object, rapid repair, secret chest, summoner conduit, transmute mud to rock, transmute rock to mud, treasure stitching, village veil, wall of stone

6th level—antimagic field, dispel magic (greater), energy siege shot (greater), flesh to stone, guards and wards, move earth, permanent image, stone to flesh, wall of iron

7th level—arcane cannon, control weather, create demiplane (lesser), instant summons, mage's magnificent mansion, rampart, spell turning, teleport object, temporary resurrection

8th level—antipathy, clone, create demiplane, screen, sympathy 9th level—arcs demiplane (creater) mage'r disiunction, where

9th level—create demiplane (greater), mage's disjunction, refuge, wall of suppression

# Court Wizard School

No one expects a blacksmith or cobbler to rule. Why are wizards any different? Power is not the same thing as judgment. — Grina Bain, Wizard in Residence to Duke Althorn

Court wizards bend knee to people with power and status rather than seeking crowns or coronets for themselves. They view magic as their ticket in, an essential skill they can leverage for position, instead of the focus of their lives. While some truly are humble

enough to deem reflected glory their proper place, most combine modesty with other, more practical, concerns. For instance, many court wizards have backgrounds that their society believes disqualifies them from the heights of power such as gender, ethnicity, or social class requiring them to influence events through someone more "appropriate" or at least acceptable to common prejudice. Others simply want the authority and comfort that comes from high office but are canny enough to realize that actual rulers spend far too much time either dealing with tedious nonsense or dodging assassins, ambitious rivals, and revolutionaries. Though, as the name suggests, court wizards typically serve nobility or royalty, this has more to do with how power is usually distributed. Court wizards willingly pledge loyalty to whatever a society considers an appropriate leader whether a

merchant prince, elected official, village elder, or anyone else with the right title. Usually they must start small, working their way up through a hierarchy of lesser rulers before finally landing someone with real clout. Since their plans typically depend on the approval of the ruler they serve, court wizards are often a bit sly and practiced manipulators. The best of them use their political skills to subtly guide their master towards making wise decisions while the worst ruthlessly pull strings to get what they want no matter how it affects others or even the realm.

Adventure tends to find court wizards whether they want it to or not. Court wizards without a position accept danger as necessary to develop their magic and win the attention of potential employers. However, duty often pulls even those with lieges away from their cushy lives. Threats to the realm, or their patron, never stop popping up and all too often they require a wizard's talents. Since these sorts of problems tend to simmer before finally boiling over, smart court wizards make a point of chasing them down before they become unmanageable. Court wizards also sometimes join up with adventuring parties to learn more about their companions whether in hopes of recruiting them or to determine how much of a risk they pose. Despite that possibility, most parties are smart enough to realize that court wizards, with their contacts and knowledge, are far too useful to turn away. Court wizards who have lost their position, particularly if due to assassination, revolution, or something else beyond their control, sometimes take to adventuring while searching for revenge or to find (or safeguard) a secret heir.

#### Court Wizard School

Court wizards develop magical talents that allow them to offer additional assistance when casting helpful spells, move allies to a better location, or to make those they touch even more effective in a number of different ways. Each of these abilities works better when applied to the one particular target, traditionally referred to as a court wizard's "lord." Despite the name, court wizards are not required to grant this status to the person they serve and can apply it to any creature other than themselves, even a fellow party member. Court wizards must designate a lord whenever they prepare spells but are free to retain their existing lord from day to day.

*Power Behind the Throne (Su):* Whenever you successfully cast a beneficial spell on another creature you can also, as a swift action, choose to perform an aid another maneuver on the target. You must still make a hypothetical AC 10 melee "attack" or DC 10 skill check even if you cast the spell from too far away to actually make physical contact. If you succeed, the target gains an additional +1 bonus on the action you are assisting along with the +2 granted by the aid another maneuver. This increases by a further +1 for every five wizard levels you possess up to a maximum of +5 at 20th level. This bonus does not stack with any other action or effect that improves your aid another maneuver. The bonus, except for the +2 granted by any aid another maneuver, doubles when you assist your lord.

If your spell benefits multiple creatures you must choose which one to target with that aid another. Whenever you successfully use this ability you gain temporary hit points equal to the level of the spell or twice that if assisting your lord. These hit points stack with each other and remain until lost due to injury or the next time you prepare spells, whichever comes first.

Out of Harms' Way (Sp): As an immediate action, you can produce a wave of telekinetic force that slightly lifts, a few inches, and then moves another willing creature 5 feet to any open adjacent square. This does not provoke an attack of opportunity. When used on your lord you can move him up to 15 feet instead. If used as a standard action you can increase the distance you move the target by up to 5 additional feet for every two wizard levels you possess (minimum of 5 feet). This does not count towards the target's movement during his own move action. You cannot move a creature through an opponent's square but you need not move him in a straight line. You can use this ability a

number of times per day equal to 3 + your Intelligence modifier. Exalt (Sp): At 8th level, you can touch another creature and grant

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- a +2 enhancement bonus to any one of the following:
  One ability score (Strength, Dexterity, etc)
  - Attack rolls
  - Initiative
  - Initiative
  - One saving throw (Fortitude, Reflex, or Will)
  - Checks when using one specific skill
  - Weapon damage rolls

This bonus increases to +3 at 10th level, +4 at 15th, and finally +5 at 20th. Each bonus lasts for a number of minutes equal to 1/2 your wizard level. Each day, you can grant these bonuses to either your lord and one other creature or your lord twice. You can grant different bonuses with each application however you cannot withdraw a bonus once granted. You must wait for it to expire on its own even if the target dies, becomes incapacitated, or betrays you.

## Court Wizard Spells

Cantrips—light, resistance

1st level—air bubble, ant haul, anticipate peril, crafter's fortune, endure elements, enlarge person, expeditious retreat, liberating command, longshot, mage armor, marid's mastery, moment of greatness, protection from chaos/evil/good/law, reduce person, strong wings, touch of the sea, unerring weapon, vocal alteration, winter feathers

2nd level—ant haul (communal), badger's ferocity, bear's endurance, boiling blood, bull's strength, bullet shield, cat's grace, certain grip, cushioning bands, death from above, darkvision, delay pain, eagle's splendor, endure elements (communal), fox's cunning, owl's wisdom, protection from arrows, protection from chaos/evil/ good/law (communal), resist energy, slipstream, spider climb, squeeze

3rd level—ablative barrier, blood scent, burrow, countless eyes, darkvision (communal), displacement, fins to feet, fly, gaseous form, haste, heroism, magic circle against chaos/evil/good/law, prehensile pilferer, protection from arrows (communal), protection from energy, rage, resist energy (communal), spider climb (communal)

4th level—darkvision (greater), earth glide, enlarge person (mass), miasmatic form, protection from energy (communal), reduce person (mass), ride the waves, scorching ash form, telekinetic charge

5th level—animal growth, fickle winds, half-blood extraction, life bubble, polymorph, seeming, stoneskin (communal)

6th level—bear's endurance (mass), bull's strength (mass), cat's grace (mass), eagle's splendor (mass), fox's cunning (mass), heroism (greater), owl's wisdom (mass), veil

7th level—firebrand, fly (mass), invisibility (mass), joyful rapture, planar adaption (mass), polymorph (greater), sequester, statue

8th level—mind blank, polymorph any object, protection from spells 9th level—foresight, freedom, heroic invocation, mind blank (communal)

# Entertainer School

You say you want real magic? Any dusty graybeard can mutter a few incantations. Drawing every eye. Swaying crowds like trees in the wind. That's real magic.

— Xeran Gull, aka Xeran the Deathless, Xeran the Cloud Juggler, Xeran Earth Shaker, Xeran the Dream Speaker, Xeran the Wave Singer, Xeran the Wind Weaver, Xeran of the Thousand Eyes, and many many many more

Spectacle! Drama! Without attention and praise entertainers wither. They imagine their magic as nothing more than their due. A way to help the world realize how unique and extraordinary they truly are rather than that which makes them special. Entertainers are stars. Not just of their own lives but also of anyone drawn into their orbit. Many entertainers use their spells to enhance mundane performances like singing, theatre, or dance. Others opt for more exotic fare such as collecting a menagerie, creating unusual constructs or magic items to keep them in the public eye, or crafting dreams for audiences of one. A few even abandon conventional show business in favor of winning adulation in fields like politics or religion. Regardless of the path they choose, entertainers are rarely content unless basking in the admiration of others. They are perfectly willing to take risks to win this favor and they often fear damage to their reputations (or egos) more than their own skins. Their nobler impulses make them heroes who never allow enthusiasm to flag while their worst leave them sick with jealously and loathing for anyone who dares to upstage them.

Restive and looking for excitement, not to mention the limelight, entertainers rarely turn down a chance at adventure. Since they especially relish playing the hero entertainers are more likely to embroil themselves in causes or social movements than members of most other schools. This sometimes drags them into adventures closer to home than dungeon delving or braving the wilderness. Of course, entertainers who do end up fighting monsters in the middle of nowhere take great pains to spread word of their deeds; which often grow in the telling.

#### **Entertainer School Powers**

Entertainers develop magical abilities that allow them to become the center of attention, punish hecklers or other nuisances, and to craft illusions placing them at the heart of dramatic scenes.

Splendid Spotlight (Su): You can, as a standard action, surround yourself with a magnificent aura of light and sound that persists until you dismiss it as a swift action. You cannot make a Stealth check while bathed in this aura or take similar steps to dim your glory. However, you can make yourself so distracting that you grant any one creature you can see within 30 feet of you a +1 circumstances bonus to AC and saving throws against any attack specifically directed against her. This bonus increases by an additional +1 for every five wizard levels you possess up to a maximum of +5 at 20th level. At 20th level you can grant this bonus to any number of creatures you choose and not just one. You can only grant this bonus if the attacker can either see or hear both you and the affected creature.

Garbage against Garbage (Sp): As a standard action you can create and direct a stream of rotten fruit, soiled clothing, and similar disgusting rubbish against any single creature you can see within 30 feet. This foul mess deals 1d6 points of nonlethal damage +1 for every two wizard levels you possess (minimum of 1) and sickens the target for 1 round. However, if she makes a Fortitude saving throw (DC equals 10 + your Intelligence modifier + 1/2 your caster level) she takes only half damage and does not become sickened. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

In the Thick of It (Sp): At 8th level, you can create a complex and interconnected illusion covering an area of up to a 30-foot radius emanation centered anywhere you wish as long as it moves with you. You can craft this illusion to depict virtually any scene you can imagine if you are presented as the most important creature within it. You can portray yourself as a prince surrounded by a retinue of followers, the victim of jeering crowd about to burn you at the stake, a fierce and painted chieftain leading a band of screaming warriors, or anything that comes to mind. While you can use this illusion to alter clothing, hair style, or similar fairly minor details for yourself or others, all actual creatures depicted within the illusion must remain recognizably themselves. You cannot use this illusion to fully conceal creatures, objects, or hazards nor can you change their appearance such that a creature would unknowingly come to harm if interacting with them. You can only create one such illusion each day and you must concentrate on it to keep it functioning and interactive. However, you can essentially put the illusion on "autopilot" for a total number of rounds equal to half your wizard level without causing it come to an end. During one of these rounds you can take standard actions while still maintaining the illusion. These rounds need not be consecutive. Except as noted above, this otherwise works identically to major image.

#### **Entertainer Spells**

Cantrips-dancing lights, flare, ghost sounds

1st level—delusional pride, disguise self, ear piercing scream, feather fall, flare burst, grease, jump, lock gaze, silent image, snapdragon fireworks, ventriloquism

2nd level—adoration, alter self, animal aspect, disguise others, miserable pity, fiery breath, ghostly disguise, glide, glitterdust, gust of wind, levitate, minor image, rope trick, shatter

3rd level—beast shape I, daylight, enter image, fearsome duplicate, loathsome veil, major image, minor dream, monstrous physique I, nixie's lure, pup shape, undead anatomy I, vision of hell

4th level—animal aspect (greater), beast shape II, detonate, dragon's breath, elemental body I, hallucinatory terrain, monstrous

physique II, shadow projection, shadowy haven, shout, vermin shape I 5th level—beast shape III, dream, elemental body II, mirage arcana, monstrous physique III, persistent image, plant shape I,

suffocation, undead anatomy II, vermin shape II 6th level—beast shape IV, elemental body III, form of dragon

I, monstrous physique IV, plant shape II, programmed image, transformation, undead anatomy III

7th level—elemental body IV, form of dragon II, giant form I, plant shape III, prismatic spray, project image, waves of ecstasy

8th level—form of dragon III, frightful aspect, giant form II, iron body, prismatic wall, undead anatomy IV

9th level—fiery body, overwhelming presence, prismatic sphere, shapechange, suffocation (mass), wail of the banshee

# Hedge Wizard School

I ain't dumb. But books weren't never for folks like us. Had to figure it all out myself. First time I cast a spell that worked my Momma cried and my Daddy near drove me off. Too bad 'bout the chickens.

— Ma Tanner, The Witch of Blackrock Cove

Hedge wizards maybe aren't the most polished folks but they still had the gumption to teach themselves magic. They're the sort that rises up from nothing. People so poor or pushed down that slick types wouldn't even think one of them could learn spells. They love magic. But they love their kin and kind even more and won't ever turn their backs on them. Hedge wizards aim to help people who don't normally get noticed by wizards. They work in villages or city slums. Or maybe they travel around in wagons or creaky ships helping anyone they can on the sly. Some live in hollows or bogs or other places that only slaves, serfs, and the like know to look. Wherever they end up hedge wizards live rough. What money they've got they spend on components or things the worse off need. Most know life is hard and don't see any real way to change it. They just try to look after their own as best they can. Some are angrier though. They're the ones who go after the bosses and the lords and the masters and everyone else who lives of the sweat of people with nothing to spare. They usually come to a bad end. But at least they fight.

Hedge wizards are always short of cash. There're just too many people suffering. Adventuring helps them make do. They also don't put much stock in knights and nobles looking out for average folk so they spend time hunting down local monsters and the like. Sometimes they reckon the best treasure is the dungeon itself since it gives them a place to stash people on the run or who need a square deal.

## Hedge Wizard school

Teaching themselves magic gives hedge wizards unique insights allowing them to develop talents more conventionally trained wizards would consider either impossible or impractical. Hedge wizards can use their magic to weaken certain spells in order to reclaim them immediately after casting, improve cantrips in a variety of ways, and imbed spells within common items so that others might use them instead.

*Petty Magic (Su):* Whenever you prepare spells you can form a special attachment to any one spell that uses random numeric variables (e.g. damage dealt, number of creatures summoned, number of hit dice affected, range, etc). When you cast this spell, all such random numeric variables are always the worst possible result for you (e.g. automatically rolling minimum damage when attacking other creatures but maximum if damaging yourself). However, immediately after casting the spell, as a free action, you can attempt to reclaim it by making a Spellcraft check with a DC equal to 15 plus the level of that spell. You can do this even if that particular casting of the spell did not actually require its random numeric variables (e.g. *color spray* exclusively targeting creatures with 5 or more Hit Dice). You gain a bonus on this check equal to half your wizard level (minimum 1). If you succeed the spell returns to your mind. You can cast the spell as many times as you wish so long as you

manage to reclaim it after each casting and you have all the required components and other necessary elements. Each additional casting of the spell also uses the worst possible result for its random numeric variables. Feats, class features, or other abilities that completely eliminate random numeric variables make affected spells ineligible for this ability. You can prepare two spells in this way at 5th level, three at 10th, and four at 15th. At 20th level, you can prepare as many spells as you wish in this way so long as each has at least one random numeric variable. Attack rolls, combat maneuver checks, saving throws, and similar rolls required to determine the success of a spell are not considered random numeric variables by this ability. They are rolled as normal instead of taking the worst possible result for you.

*Enhance Cantrip (Su):* As a swift action, when casting a cantrip, you can choose to augment it in any one of the following ways:

• Increase the damage it deals to a single creature by 1 point for every two wizard levels you possess (minimum of 1). You can apply this to cantrips that normally deal no damage if you can give your GM a reasonable explanation of how it could harm a creature while still carrying out its normal effect. For instance, *spark* could produce a jet of flame against a creature in an adjacent square even as it sets an unattended object on fire.

• Allow you to cast the cantrip as part of the swift action used when triggering this ability. Casting it this way does not require any spell components and does not provoke an attack of opportunity.

• Double the normal duration of the cantrip. You cannot use this ability in conjunction with any other effect that increases the duration of that cantrip. This otherwise acts as if you had applied the Extend Spell metamagic feat to the cantrip without actually increasing its effective level.

• Increase the effective level of that casting of the cantrip up to a maximum of the highest level spell you can cast. This otherwise acts identically to the Heighten Spell metamagic feat.

• Use the cantrip to perform a combat maneuver in addition to its normal effect. You must give your GM a reasonable explanation of how the cantrip could actually allow you to perform that combat maneuver. When calculating your CMB use your Intelligence modifier instead of Strength and you can apply the damage dealt by the cantrip (if any) as a bonus on the check along with any other feats, class features, or similar abilities you normally would when performing that combat maneuver.

You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Endow (Sp): At 6th level, you can store any spell you can currently cast in a nonmagical item so that other creatures can use your power for their own ends. You must actually cast the spell, removing it from your memory and expending components as normal. You cannot use any method that normally allows you to regain a recently cast spell including the petty magic ability to recover that spell. You cannot cast the spell on weapons or any other object that would not fill a body slot if it were magical. The object becomes magical once you cast the spell and occupies a body slot when worn. Any other creature wearing the object can release the spell as a standard action fully under that creature's control. However all effects are still based on you at the time of casting and not the creature that released the spell. You can choose to reclaim a spell whenever you prepare spells and you need not actually prepare it to do so. Otherwise, the spell remains in the item until released even after your death. A spell stored within an item is temporarily treated as belonging to one of your opposition schools until you reclaim it or the spell is released through use. You cannot store spells belonging to one of your opposition schools (including spells that only temporarily belong to one) in an item.

#### Hedge Wizard Spells

Cantrips—acid splash, bleed, ray of frost, spark

1st level—chill touch, color spray, icicle dagger, magic missile, polypurpose panacea, ray of enfeeblement, stone fist, touch of combustion, touch of gracelessness

2nd level—acid arrow, blood blaze, burning gaze, elemental touch, false life, flaming sphere, frigid touch, frost fall, ghoul touch, gusting sphere, mirror image, pyrotechnics, spontaneous immolation, stone call

3rd level—aqueous orb, cloak of winds, elemental aura, fire trail, firestream, force punch, gloomblind bolts, pain strike, stinking cloud, strangling hair, vampiric touch

4th level—black tentacles, calcific touch, false life (greater), firefall, fleshworm infestation, obsidian flow, river of wind, shocking image, terrible remorse, wall of fire

5th level—acidic spray, blight, cloudkill, corrosive consumption, lightning arc, mind fog, sonic thrust, telekinesis, wall of sound, wind blades, wreath of blades

6th level—acid fog, chain lightning, chain of fire, disintegrate, freezing sphere, sirocco, tar pool

7th level—caustic eruption, delayed blast fireball, ice body, ki shout, mage's sword, resonating word, vortex

8th level—clenched fist, incendiary cloud, polar ray, scintillating pattern, sunburst

9th level—clashing rocks, crushing hand, ride the lightning, time stop, transmute blood to acid, tsunami, winds of vengeance, world wave

# **Investigator School**

Don't run. You can't escape me. Finding and binding is what I do. Give yourself up and you can ride to the trial. Run, and I'll tie your head over the horse's ass the whole way back.

*— Raynan Druun, bounty hunter, leaves a note before going off to lunch* 

Investigators seek answers and solutions but above all else they hunt. To investigators, magic is an essential tool, vital during pursuit and capture, yet still always secondary to the mission itself. Each investigator has his own understanding of how things should work and tirelessly hounds anyone who breaches that code. While this means most chase down criminals an investigator could just as easily stalk runaway slaves, "enemies of the people," someone using magic to stay young, or anyone else that draws his ire. In keeping with this attitude, investigators are typically quite strong-willed and confident.

Investigators lead lives of almost constant adventure. They go where their targets lead them and rarely shy away from risk. While few of them care much for wealth or fame they do tend to place a high value on loyalty. Anyone who helps an investigator can usually expect him to return the favor frequently leading him to join an adventuring party. Unless these companions violate his code an investigator often serves as the backbone of the group.

#### Investigator School Powers

Investigators develop abilities that allow them to manipulate guilt for their own ends, make it easier to pursue suspects, and to draw power from prisoners while ensuring they have no hope of escape.

*Guilty Conscience (Su)*: Whenever you successfully injure, impede, or otherwise affect a creature in a negative way with one of your spells you can also choose to accuse her of a specific crime or similar offense. If actually responsible she must make a Will saving throw (DC equal 10 plus your Intelligence modifier plus the level of the spell cast). If she fails this save you gain a +1 bonus on Intimidate and Sense Motive checks made against her until she either confesses to the proper authorities, you use this ability on another creature, or it is eliminated by *remove curse* or similar magic. This bonus increases by +1 for every five wizard levels you possess up to a maximum of +5 at 20th level. While affected by this ability the target also suffers a penalty on attack rolls made against you and saving throws against spells or effects originating from you equal to that bonus. Once you reach 5th level you can use this ability against a second creature without releasing the first. This increases to three

at 10th, four at 15th, and finally five at 20th. At 20th level targets also become shaken. You can only use this ability on one creature with each casting of a spell regardless of how many were affected by it. Targets never provide any easily identifiable external signs of whether or not they actually were affected making it useless as a test of guilt or innocence. This ability is a language-dependant, mindaffecting fear curse effect.

*Trail Tag (sp):* You can, as a standard action, produce a stream of caustic dye that coats, and then slowly drips off, the target making it much easier to pursue and track her. You must make a ranged touch attack against a creature within 60 feet in order to paint the target with this dye. On a successful hit it deals 1d4 points of acid damage +1 for every two wizard levels you possess (minimum of 1). This dye lasts for 1 hour for every point of damage dealt by the attack. Coated creatures can reduce this by one hour for every minute spent bathing with soap and water or engaged in similar dedicated cleaning efforts. So long as the target continues to drip this dye all attempts to track her or otherwise follow her trail gain a circumstances bonus on the relevant check equal to twice the damage dealt by the attack. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Useful Prison (Sp): At 8th level you can, when performing a coup de grace, attempt to transform and merge the target with any nonmagical item you are currently wearing. While this coup de grace causes no actual injury you must still roll for damage as normal in order to determine the DC of the Fortitude save she must make to survive. However, if she fails this save she instead merges with the item you designate. The item then becomes magical, occupying a body slot, and grants you whichever one of the following benefits you choose:

• Deflection bonus to AC

- · Resistance bonus to one saving throw (Fort, Ref, or Will)
- · Competence bonus on checks relating to one specific skill
- · Insight bonus on caster checks made to overcome spell resistance
- Enhancement bonus to Initiative

• Enhancement bonus to base speed equal to 10 feet/bonus granted

The bonus granted in each case begins at +2, increases to +3 as 10th level wizard, +4 at 15th, and finally +5 at 20th level. While you can bind any creature with a physical body you can only select one of the benefits above if used on a creature with a CR no more than one less than your total character level (e.g. if you were 15th level character you would need, at minimum, to bind a CR 14 creature). You can bind as many creatures as the bonus granted. For instance, at 8th level you could bind up to two creatures to items since your level grants you a +2 bonus on each. You can release a creature from an item at any time as a standard action and they are otherwise automatically released after one day for every two wizard levels you possess or if you stop wearing the item for longer than an hour while awake or conscious. Creatures return in the exact same condition they were when you bound them to the item.

## Investigator School Spells

Cantrips—daze, detect poison, touch of fatigue

1st level—animate rope, blend, expeditious excavation, hydraulic push, interrogation, mudball, negative reaction, obscuring mist, peacebond, ray of sickening, see alignment, shield, shock shield, sleep, stumble gap, true strike, urban grace, vanish, web bolt, windy escape

2nd level—accelerate poison, blindness/deafness, blur, create pit, daze monster, detect thoughts, dust of twilight, escaping ward, fog cloud, hideous laughter, invisibility, locate object, oppressive boredom, pernicious poison, steal breath, unnatural lust, web

3rd level—ash storm, chain of perdition, deep slumber, hold person, hostile levitation, howling agony, hydraulic torrent, invisibility sphere, pain strike, ray of exhaustion, reckless infatuation, seek thoughts, spiked pit, touch injection, toxic gift, twilight knife

4th level—acid pit, daze (mass), enervation, forgetful slumber, invisibility (greater), locate creature, overwhelming grief, resilient sphere, solid fog, stoneskin, vitriolic mists, web cloud

5th level—absorb toxicity, baleful polymorph, feeblemind, hold monster, hungry pit, icy prison, interposing hand, overland flight, pain strike (mass), passwall, phantasmal web, waves of fatigue

6th level—cloak of dreams, enemy hammer, fluid form, envious urge, forceful hand, ice crystal teleport, mislead, repulsion, unwilling shield

7th level—deflection, expend, forcecage, grasping hand, hold person (mass), lunar veil, scouring winds, waves of exhaustion

8th level—discern location, euphoric tranquility, orb of the void, seamantle, telekinetic sphere, temporal stasis, trap the soul

9th level—energy drain, hold monster (mass), icy prison (mass), imprisonment, soul bind, winds of vengeance

# Lord School

Children need parents to guide them don't they? We do the talentless no favors by allowing them to rule themselves. — Allisandra Deveraney, Lady Protector of Port Carnith

Lords place everything, and everybody, in one of two categories: useful or not. Even the best of them see people as game pieces they can move (for their own good of course). They consider magic their ultimate justification as it forever separates them from the common herd. However, while they rely on it, they also have little respect for abstractions, airy theories, or pure research. Lords are firm believers in practical magic. As the name suggests, most lords are interested in claiming, and then ruling, territory. Some settle for controlling organizations instead but all lords have the ego and ambition to grab for power whenever the opportunity arises. Patience and a crafty nature are all but mandatory for lords since it typically takes considerable time to build up a domain. Lords with the character to keep their drive for supremacy in check tend to rule with a certain benevolence and noblesse oblige. Those without that moral compass usually end up ruthless despots.

Lords approach adventuring with the same calculation they do everything else. It gives them opportunities to develop their magic and stockpile wealth. They also see adventures as a straightforward way to build their reputation and to cultivate useful allies or gain followers. Similarly, adventures give lords a chance to tackle rivals, real or merely potential, before they manage to further consolidate a power base. Finally, and perhaps most importantly, adventures present lords with the perfect chance to scout out lairs and territory, especially since the current owners usually end up dead or driven away.

## Lord School Powers

Lords develop abilities that enable them to make creatures under their control more effective, coerce obedience, and to draw power from their thralls.

Goad (Su): You can push creatures under your magical control beyond their normal limits. Any one creature currently required or inclined to obey you due to a spell you cast, whether because you created it, summoned it, seized control of its mind, or for some other reason gains a +1 enhancement bonus on its attack rolls, weapon damage rolls, saving throws, all skill and ability checks, and hit points per Hit Dice. This bonus increases by an additional +1 for every five wizard levels you possess up to a maximum of +5at 20th level. You can also apply this bonus to a different creature for each plus granted. For instance, at 10th level, you grant a +3 bonus meaning you can goad three different creatures. In addition, if you control multiple creatures that are essentially identical (i.e. using the same stat block) you can apply this bonus to a number of extra creatures equal to half your wizard level (minimum of 1). This still counts as just a single use of your goad ability no matter how many identical creatures you actually enhance. At 20th level, you can apply this to each use of your goad ability where you control identical creatures instead of just one.

Compulsion Noose (sp): You can, as a standard action, unleash a twisting stream of a dark fibrous material that wraps itself around the neck or other body part necessary for survival of any creature you can see within 30 feet. If the target is amorphous or, at the discretion of the GM, otherwise lacking such a body part, the attack fails. As part of the attack you must determine a specific action the creature must either do or not do in order to avoid causing the noose to tighten. You cannot declare an action that is physically or morally impossible for the target to perform. Creatures with an Intelligence of 1 or higher always have some sort of instinctive notion of the action they must do or shun. You need not share a language or even state your terms out loud. However, an excessively complicated requirement might confuse a less intelligent creature causing him to bungle your instructions. If the target disregards your command he takes 2d4 points of bludgeoning damage, +1 for every two levels you possess (minimum of 1) before the noose snaps. If the creature finishes carrying out your order the noose flakes off but it otherwise remains for 1 day/level or until removed. It has a hardness equal to your Intelligence modifier and hit points equal to half your level (minimum of 1). You can use this ability a number of times per day equal to 3 + your Intelligence modifier. You cannot target a creature with more than one compulsion noose at any given time.

*Necessary Sacrifice (Su):* At 8th level, you can draw power and vitality from creatures under your magical control. You can cause creatures you can see, up to a maximum of half your wizard level, currently required or inclined to obey you due to a spell you cast, whether because you created it, summoned it, seized control of its mind, or for some other reason to take 2 points of damage and to also suffer a -1 penalty on all attack rolls, checks, and saving throws for 1 minute (this penalty stacks if you use it on the same creature multiple times). Draining your thralls in this way allows you to immediately gain any one of the following benefits:

- Gain 1 temporary hit point for each affected creature. Hit points gained in this way do not stack with each other over multiple uses; only the current highest one applies.
- Grant yourself a deflection bonus to AC for one round equal to the number of affected creatures.

• Teleport yourself up to 10 feet for each affected creature. This does not provoke an attack of opportunity.

- Increase the damage dice of the next applicable spell you cast (within one minute) by 1 for each affected creature. This does not allow you to exceed the normal maximum number of damage dice generated by that spell. Alternately, if the spell has reached its maximum damage dice, or applies damage in some other way, you can instead choose to add 1 extra point of damage for each affected creature instead. You apply this damage to each creature harmed by that spell.
- Increase the duration of the next applicable spell you cast (within one minute) by 1 of its normal time increment (rounds, minutes, hours, etc) for each affected creature. You cannot apply this to spells with an instantaneous duration.

Using this ability does not count as an attack for the purpose of spells that allow creatures new saving throws or to try other actions to break your control if you attack or harm them.

#### Lord School Spells

#### Cantrips—mage hand, open/close

1st level—cause fear, charm person, dancing lantern, decompose corpse, illusion of calm, memory lapse, mount, restore corpse, summon minor monsters, summon monster I, unseen servant

2nd level—command undead, haunting mists, mount (communal), pilfering hand, scare, sculpt simulacrum, sentry skull, summon monster II, summon swarm

3rd level—animate dead (lesser), anthropomorphic animal, halt undead, mad monkeys, marionette possession, phantom driver, phantom steed, raging rubble, rain of frogs, shifting sand, suggestion, summon monster III

4th level—agonize, animate dead, charm monster, control summoned creature, familiar melding, fear, geas (lesser), ghost wolf, malicious spite, phantasmal killer, phantom chariot, shadow conjuration, share senses, simulacrum (lesser), summon monster IV, touch of slime

5th level—dismissal, dominate person, mage's faithful hound, planar binding (lesser), soothe construct, summon monster V, unbreakable construct

6th level—conjure black pudding, create undead, eyebite, geas/ quest, planar binding, suggestion (mass), summon monster VI, vengeful outrage

7th level—banishment, control construct, control undead, phantasmal revenge, shadow conjuration (greater), simulacrum, summon monster VII

8th level—binding, call construct, charm monster (mass), create greater undead, demand, planar binding (greater), summon monster VIII

9th level—dominate monster, shades, summon monster IX, weird, wooden phalanx

# Mentor School

We are born from darkness and to darkness shall we return. However, in between, there is the light that comes from exploring all the mysteries of the cosmos. For our true purpose arises from that spark of mortality. The part of us that perishes and does not ascend. We earn our eternity by building a legacy of knowledge for those who come after.

*— Professor Miles Tredinar addresses the freshman class* 

Mentors revere learning and scholarship but consider teaching their highest calling. They value magic as a tool, something wonderful that helps them expand the frontiers of knowledge, yet never permit it to distract them from what truly matters: passing on what they learn. All mentors struggle with finding a balance between discovery and education. Some are primarily explorers, braving unknown parts of the world or pushing against the unknown in laboratories, and more likely to write a book or treatise than address a classroom. Others are teachers first whether at a school, on the road, or as personal tutors to a single pupil or perhaps a small group with promise. Though their zeal and energy are great drivers they also put mentors at constant risk of losing sight of the big picture. For most, this simply makes them a little single-minded but some lose all perspective. These mentors might callously risk the health, sanity, or even lives of others in their research or embrace fear and pain as great motivators for their students.

Often, simple curiosity is enough to propel mentors into adventure. They know every nook and cranny has something new to offer and are eager to get started. Others set forth in hopes of bringing enlightenment to people they meet, or perhaps their companions. Some even have very practical goals like raising enough money to build a school or to discover a lost library.

#### Mentor School Powers

Mentors develop abilities that allow them to impress others with their learning, render someone who has failed either truly devastated or eager for another chance, and to make use of prepared spells without actually casting them.

*Spellbinding Lecturer (Su):* Your magic gives you an instinctive ability to know not only what facts and anecdotes a particular creature might find appealing but also the best way to present them. You can make a Knowledge check instead of a Diplomacy check when attempting to change a creature's attitude or make a request. If your Knowledge check is based on the field of study relating to that creature's type (e.g. Knowledge [nature] for fey) you gain a +1 bonus on this check. This bonus increases by an additional +1 for every five wizard levels you possess up to a maximum of +5 at 20th level. At 20th level, you can affect all creatures able to hear your voice with a single check. This is a language-dependant mind-affecting effect.

Chastise or Inspire (Sp): A teacher's words can either crush a spirit

or turn the tide. If you see a creature fail at some task you can, as a standard action on your next turn, choose to scold or encourage her. If you scold her she takes 1d6 points of non-lethal damage, + 1 for every two wizard levels you possess (minimum of 1) and becomes shaken for 1 round. She can make a Will saving throw (DC equals 10 plus your Intelligence modifier plus 1/2 your wizard level) to avoid this. If you choose to encourage the target you instead grant her a morale bonus equal to half your wizard level (minimum of 1) on a d20 roll made during her next turn but only if repeating her earlier failed action in hopes of succeeding this time. This is a language-dependant mind-affecting fear effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Advanced Tutorial (Su): At 8th level, you can touch another creature and, for 1 round, grant her the benefits of one of your currently prepared spells without actually casting it. You cannot select a spell with an instantaneous duration or a spell that would not benefit the creature in some way if you cast it on her. This only affects the creature you touch no matter how many creatures it would normally affect. Each day you can dole out benefits from your spells for a total number of rounds equal to half your wizard level. You need not use these increments over successive rounds and you are free to choose any eligible spell each time you use this ability.

#### Mentor School Spells

Cantrips—message, read magic

1st level—bungle, comprehend languages, crafter's curse, detect secret doors, detect undead, erase, forced quiet, hypnotism, sow thought, unprepared combatant

2nd level—bestow weapon proficiency, blood transcription, commune with birds, compassionate ally, elemental speech, hypnotic pattern, imbue with elemental might, jitterbug, mad hallucination, qualm, see invisibility, shadow anchor, share language, share memory, symbol of mirroring, tactical acumen, touch of idiocy, web shelter, whispering wind

3rd level—arcane sight, blood biography, clairaudience/ clairvoyance, distracting cacophony, eldritch fever, excruciating deformation, explosive runes, illusory script, paragon surge, sands of time, secret page, slow, tongues

4th level—absorbing inhalation, bestow curse, confusion, contagion, crushing despair, curse of magic negation, mnemonic enhancer, moonstruck, rainbow pattern, scrying, symbol of revelation, symbol of slowing, tongues (communal)

5th level—contact other plane, curse of disgust, nightmare, prying eyes, sending, smug narcissism, plague carrier, symbol of pain, symbol of scrying, symbol of sleep, symbol of striking, telepathic bond

6th level—analyze dweomer, contagion (greater), contingency, curse (major), legend lore, mage's lubrication, symbol of fear, symbol of persuasion, symbol of sealing, true seeing, utter contempt

7th level—arcane sight (greater), circle of clarity, epidemic, insanity, plague storm, power word blind, scrying (greater), symbol of stunning, symbol of weakness, vision

8th level—moment of prescience, power word stun, prediction of failure, symbol of death, symbol of insanity

9th level—cursed earth, power word kill, symbol of strife, symbol of vulnerability

# Mystic School

How do you know that we both see the same blue when we look up at the sky? Am I part of your story or are you part of mine? Or perhaps we are both figments of someone else's dream. Since there is a word for nothing doesn't that mean it is something?

> Palameda Destheme, burning through her allotted time while on trial for corrupting the youth of Apothasalos

Mystics stretch towards enlightenment by pondering questions that rarely have clear and logical answers. Some believe that actually

resolving such mysteries, "deciphering" the universe, is the key step. However, most intuit that the true purpose is to expand their minds until reaching a higher consciousness. Mystics look on magic as a useful toy, something they can discard once they become illuminated, instead of their essence of being. Deliberately unworldly, heads not in the clouds but beyond the stars themselves, mystics have difficulty fitting in with normal society. Many are hermits or wanderers who consciously choose to isolate themselves from the ordinary. Others make accommodations with the mundane and use their eccentricity to their advantage as cryptic seers, entertaining oddballs, or gadflies who give the disaffected issues to rally around. Whatever role they play mystics typically look at things from their own unique, sometimes bizarre and sometimes merely strange, perspective.

Mystics frequently adventure for reasons as unfathomable as any other part of their cryptic lives. Often, when asked, their explanations only makes sense long after; if they ever do at all. Then again, other mystics risk body and soul believing adventuring exposes them to new situations and challenges, offering them another path to enlightenment. And some are just intrigued by the oddballs and outcasts who embrace the adventuring life.

#### Mystic School Powers

Mystics develop magical talents based on their detachment from the everyday world allowing them to enhance their ability to concentrate on spells, pose bewildering questions, and shake off adverse mental effects.

One with the Universe (Su): Having learned how to contemplate the true nature of reality, while still remembering to eat, you find lesser distractions almost trivial. You gain a +1 insight bonus on concentration checks. This bonus increases by an additional +1 for every wizard levels you possess up to a maximum of +5 at 20th level. In addition, whenever you prepare spells you can alter the duration of one spell for each plus of this bonus. For instance, at 10th level you gain a +3 bonus meaning you could prepare three spells in this way. Each spell must have a normal duration greater than one round. The duration for these spells becomes concentration plus their normal duration. You cannot apply this to spells that already have concentration as part of their duration. At 20th level you can concentrate on two spells at the same time instead of just one.

*Baffle (Sp):* As a standard action, you can draw upon your own store of esoteric knowledge in order to pose a question that leaves another creature utterly flummoxed. The target must make a Will saving throw (DC equals 10 plus your Intelligence modifier plus 1/2 your wizard level [minimum 1]) or become fascinated for 1 round

for every two wizard levels you possess (minimum 1) as he tries to puzzle out the answer or meaning of your question. This is a language-dependant mind-affecting fascination effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Repress (Su):* At 8th level, your dreamy and slightly detached nature makes it almost impossible for hostile magic to fully submerge your identity. Whenever you succumb to effects that alter, influence, or control your mind a small spark of your true personality remains unaffected. You can choose to suppress a mind-affecting effect for a total number of rounds each day equal to half your wizard level. These rounds do not need to be consecutive. However, if you are subjected to more than one mind-affecting effect at the same time you must use up a round of this ability for each one you wish to suppress during any given round. Rounds during which an effect is suppressed still count toward its duration.

#### Mystic Spells

Cantrips—disrupt undead, haunted fey aspect

1st level—adjuring step, burning hands, corrosive touch, gravity bow, ki arrow, mirror strike, recharge innate magic, shadow weapon, shocking grasp, undine's curse

2nd level—aboleth's lungs, darkness, defensive shock, kinetic reverberation, protective penumbra, scorching ray, skinsend, spectral hand, twisted space, unshakeable chill

3rd level—blink, campfire wall, eruptive pustules, fireball, healing thief, ki leech, lightning bolt, locate weakness, sleet storm, unadulterated loathing, wind wall

4th level—age resistance (lesser), arcane eye, ball lightning, cloud shape, dimension door, dimensional anchor, hellmouth lash, ice storm, minor phantom object, volcanic storm, vomit twin, wall of ice, wandering star motes

5th level—astral projection (lesser), cone of cold, echolocation, fire snake, geyser, hostile juxtaposition, major phantom object, planar adaption, shadow evocation, teleport, wall of force

6th level—age resistance, circle of death, cold ice strike, control water, getaway, path of the winds, shadow walk, undead to death

7th level—age resistance (greater), ethereal jaunt, finger of death, hostile juxtaposition (greater), phase door, plane shift, reverse gravity, teleport (greater), walk through space

8th level—dimensional lock, horrid wilting, shadow evocation (greater), stormbolts, wall of lava

9th level—astral projection, etherealness, gate, interplanetary teleport, meteor swarm, teleportation circle

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