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⚙ PATH OF THE ⚙ MAGI



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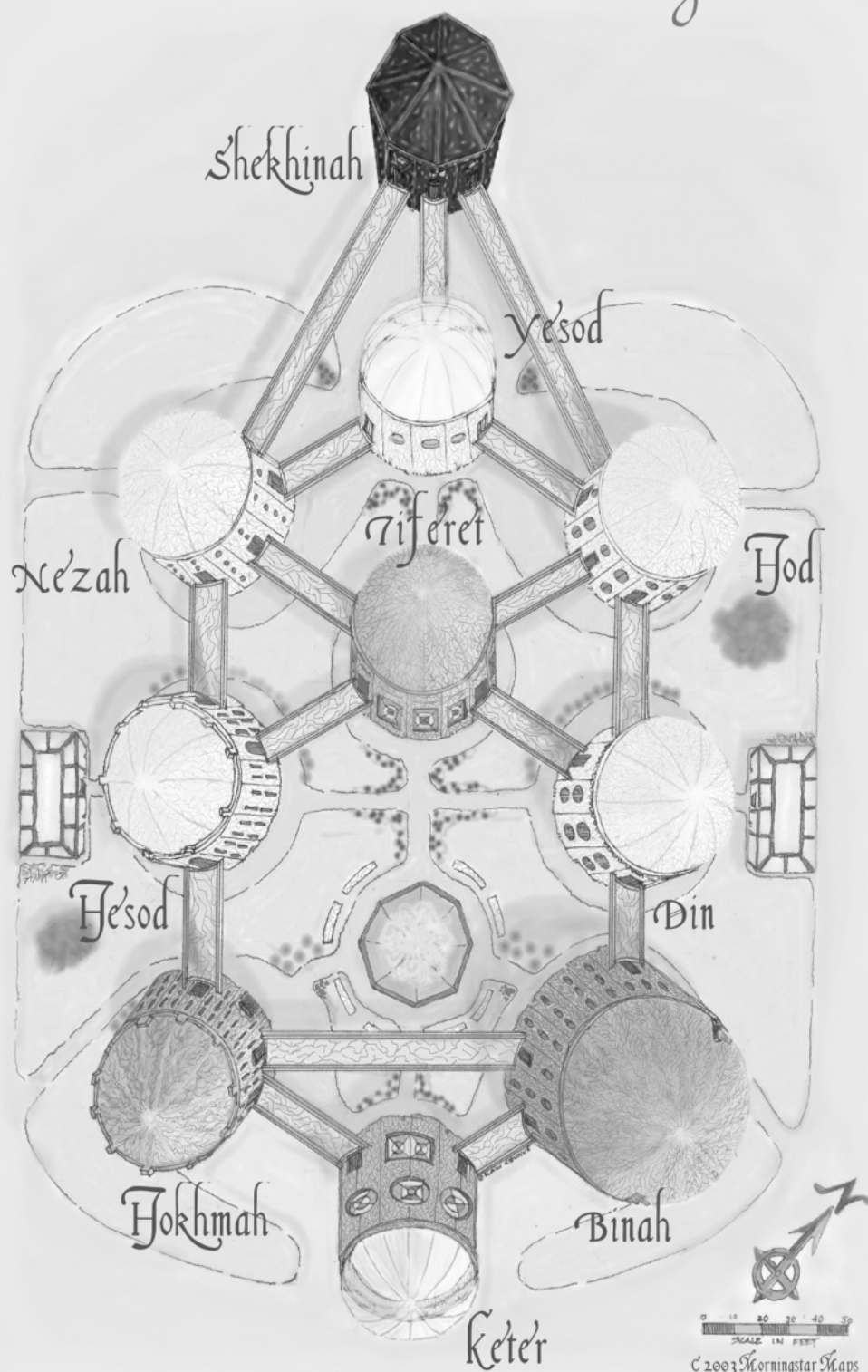


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Introduction

Welcome, friend, to the Universitae and the mystic Paths followed by the Magi. The book you now hold is the second of a series of d20 sourcebooks produced by Citizen Games and published by Troll Lord Games designed to explore the arcane magic-wielders of legend. Within this book's pages, we shall introduce the Universitae de Magus and the Magi who populate it, explore their special views and philosophies including the concept of the Magi Path, delve into the unique magic, tools and prestige classes available to this secretive order of wizards, show you how the Magi interact with each other and with society at large, and present you with background information regarding the Magi in the world of Myrra.

A word of explanation. This book requires that you have access to the *Player's Handbook (PHB)* published by Wizards of the Coast, and in some sections, other core books - the *DMG* and *MM* are also occasionally referred to. Throughout this book, we have used the term 'Game Master,' or 'GM', to indicate the person running the game, and 'player character' or 'PC' to refer to the characters created for the game. Oh, and Myrra? This is the world in which all Citizen Games' *Hero's Journey* products are set (though no other Citizen Games' products are necessary to use this material, as it is easily adapted to almost any fantasy setting). We sincerely hope you enjoy this book – and if you have even half the fun we had writing it, you will find it a useful and pleasurable addition to your games.

The Setting and Open Gaming Content

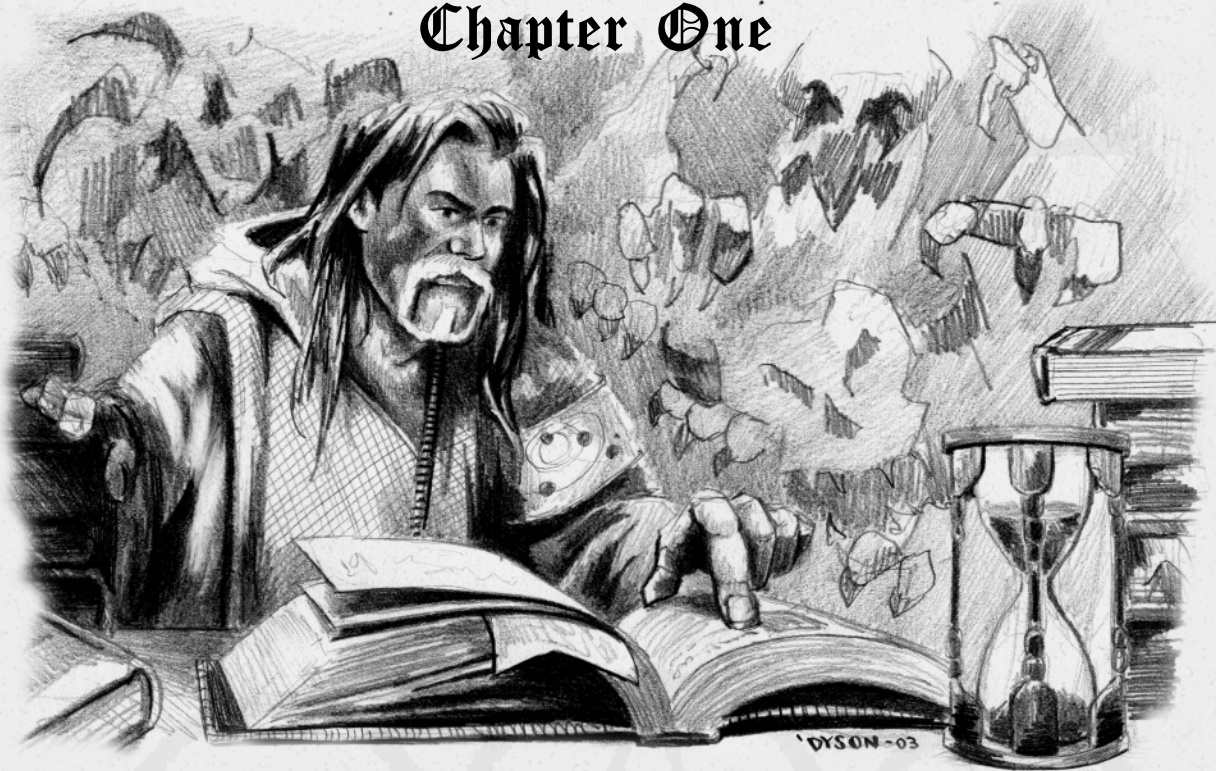
Path of the Magi, like all Citizen Game's d20 fantasy materials in the *Hero's Journey* line, is set in the fantasy setting of Myrra, a world of our own creating. Many typical fantasy elements in Myrra have different names in this setting, such as 'elves' being called 'jawnee,' but for the most part the setting is compatible with any generic fantasy setting and we have done our best to make it easy for you to convert the materials to your own games with minimal effort. To this end, most Myrra-specific terms in the text are followed by the typical fantasy equivalent in parenthesis and all are included in the glossary at the end of the book for easy reference.

In keeping with our obligations under the Open Gaming License (OGL), we hereby identify the following as OGL material within this book: all materials included in this book except personal names of characters or kingdoms, Myrra-specific terms (those terms defined in the glossary), the Myrra-specific history detailed in Chapter 1 (including the Historical Timeline), and the names and history of the sample characters in Chapter 8. Note that unless you are a publisher, most of this probably matters very little to you, so feel free to use any names or terms from this book that you like in your own personal games – just don't sell or distribute them in print or on the web without following the Open Gaming License. More information concerning Open Gaming and the OGL can be found at www.opengamingfoundation.org on the web.

In the name of science and the advancement of knowledge,

'The Magi Council'

Chapter One



The Magi and Universitae de Magus

History of the Universitae de Magus

The following is a detailed account of the history of the Universitae de Magus and the Magi who founded it. Though the names of persons, places and races are unique to the Myrra fantasy setting, the material is generic enough that it should be an easy matter for a Game Master to alter the specifics to relocate the wizard's university to nearly any fantasy setting he or she likes. We hope you enjoy the material in this book enough to consider this and we encourage you to do so.

Before the Universitae de Magus

Six-hundred years ago, in the year 875 A.T., the people of the Tsoli-Jawnee Pact migrated to the continent of Myrra to escape the oppression of a tyrannical government. Landing along a lonely stretch of coast they have since dubbed Bixbee's Landing, the people of the Tsoli-Jawnee Pact settled into the sparsely populated northern coastlands of the Myrran continent, establishing small settlements and tightly-knit communities. Despite harsh conditions in the wilderness region, over the course of the next two hundred years these communities gradually prospered and ex-

panded their influence, eventually forming a loose confederation which they dubbed the Kingdom of Northlandre (comprised of seven counties, each ruled by a count).

But having fled persecution by the Engan Empire in Tsol, the people of Northlandre soon found that they had traded one form of oppression for another. Though sparsely populated, the northern lands of Myrra were not completely uninhabited, with outcasts and brigands from the southern despotic kingdom of Ar having moved into the lands before the Toli-Jawnee Pact's coming. Word of the newcomers eventually spread to the south, to every corner of Ar, to every petty bandit sheik or amir and eventually to the ears of the Zamastadt itself (the organization of smugglers, thieves, pirates, and assassins that serves as the ruling class of the kingdom of Ar). Bandits, brigands and even Arani military raiding parties began descending on the communities of the north in 951 A.T., wreaking havoc and pillaging the prosperous communities of the Northlandre. Small villages and hamlets were especially vulnerable, with nearly two dozen completely razed or their entire populations carried off into slavery within the first five years of the attacks. In time, the highest member of the Zamastadt, the Sultan of Ar, issued an ultimatum to the people of Northlandre – they would pay an annual tribute to Ar or face even greater destruction.

Northlandre reeled under the destructive attacks and a great fear gripped the newly established people. Relief from their immediate woes lay within their grasp, offered up by the mailed fist of the Arani, the Northlandre people need only accept it to assuage their suffering. The tribute demanded by the Zamastadt was extremely high, but many in the north were willing to pay it to bring peace. But the taste of freedom lingered on the tongues of the majority, even as brief as it had been, and many simply refused to give it up – at least not without a fight. Thus ensued a period of bitter conflict between the two states, in which much of the northern lands were despoiled, many on both sides were killed, the Tsoli fortress of Black's Keep was razed by the Arani, and the people of Northlandre were even forced to pay the Zamastadt's tribute for a time. Eventually, a Tsoli general named Huberic Calderon arose to lead the people in their successful bid to expel the foreign raiders from their lands.

The people of Northlandre were victorious and for a time there was peace. But the bandits, brigands and raiders occasionally continued their raids, always backed by the might of the Zamastadt. Well-organized and supported by highly-placed agents of the Zamastadt (including members of the Yellowed Hand, a group of sinister wizards trained in an arcane school of wizardry of the same name, in the Arani capitol of Ar-Lan), these raiders preyed upon their northern neighbors, exploiting their weaknesses, particularly the fact that no Northlandre community was walled, and instilling fear and dread into the populace. It would not be until 1355 A.T., after the wall-building projects begun by Spool Calderon, son of the great Huberic Calderon, was completed throughout the communities of Northlandre that the raiding threats from Ar would be at last thwarted.

All this history is well documented and commonly known to most educated peoples of Myrra, but there were many learned men in Northlandre who believed that the Arani's advantages over the people of the north were due to the region's lack of wizards rather than its lack of walls. What few histories of the period record is the near complete lack of wizards in the north, while the bandits and raiders from Ar were nearly always backed by the ever-present mages of the Yellowed Hand. For many in the know, particularly among those few wizards that actually hailed from Northlandre and witnessed the disparity first-hand, this was the most telling reason the Zamastadt did as they pleased in the north for the better part of 400 years.

Once the Arani raiders were defeated at the Battle of Nine Hills in 1132 A.T., many territories in the northlands organized and united. In the short, peaceful years following this historic battle, the people of Northlandre joined together as a nation, setting the stage to finally oust the Arani brigands and raiders that continued to plague them for the next two centuries. But this drive to unify and organize was not limited to the common man wishing to maintain his freedom. Northlandre scholars and wizards also saw

the wisdom and benefits of sharing what they knew with their peers, coming together to discuss theories and analyze past failures, and, perhaps most important of all, to train others in their ways so that the kingdom could be strengthened by a larger base of educated and arcanelly talented persons willing to lend their skills to the defense of their homelands.

So it was that in the decades following the Battle of Nine Hills, many scholars' and wizards' guilds were formed, and these group's members did something that their ilk in the north had never really done up to this point in their history – they shared their knowledge with each other and talked civilly about their dearest theories, ideas and speculative musings. To the distaste of some, however, they did little else. To a small, but vocal, group of wizards, the brash and energetic Fitzroy Masevellus foremost among them, this was not enough. Masevellus and his followers wanted more than just talk, they wanted action. And when it became obvious that no one among the more 'senior' wizards in the newly established guilds would heed his his words, Masevellus took matters into his own hands. Forming a 'guild' of his own with his followers, Masevellus lobbied the Council of Seven (Northlandre's ruling body, composed of the seven Counts that ruled the various counties of the nation) to enter into a partnership with him to establish an officially government-supported school of wizardry. Navigating political waters expertly, Masevellus explained the school's potential benefits to the council: the endeavor would strengthen the nation's fragile defenses, establish better education for the elite, and provide respected career alternatives to the younger, unentitled, children of the nobility.

His request was good.

The Founding of the Universitae de Magus

Now armed with government monetary backing, Masevellus and his followers looked for a viable location on which to build their new university. Though grateful for the government's support, Masevellus knew the university needed to be away from Northlandre's capital, beyond easy reach of the Council of Seven. In order to build a strong apprentice base and to train them in the ways of wizardry successfully, Masevellus and his companions firmly believed they needed to establish the university far away from meddling government officials and the students' noble parents. On the other hand, Masevellus also knew the school needed the resources (supplies, labor, and other mundane necessities) of a big city. From his dealings with the Northlandre government, Masevellus understood the Council of Seven would not tolerate the fledgling school being too far outside its immediate grasp. All these factors, and more, caused a difficult dilemma about where to place the

new Universitae de Magus (as the university would officially be called), and Masevellus and his companions spent the better part of 1187 A.T. researching this.

In the end, they chose the city of Silverglade in Southbane County for the university's location, building the campus on a series of hills several miles to the southwest of the city in order to maintain some distance from the region's populace. Several factors went into the decision to build in Silverglade, aside from the fact that the city met all of Masevellus' primary concerns (relative remoteness from the Council of Seven, a large community with ample resources, etc.), but perhaps the most telling was that Garon Silverglade, the ruling count of Southbane, agreed to donate the land to the university's cause in exchange for the right to send his two youngest children to the academy (they would receive free tuition and avoid the rigorous testing regime required of all students to be accepted into the Universitae de Magus).

The Universitae de Magus was constructed over the course of the next six years, employing a huge segment of the local population and basically driving the region's economy. Augmented by the magical powers of Masevellus and his companions and built under the exacting eye of the wizards themselves, the local workforce labored nearly non-stop over the six-year span, the work never seeming to cease. But eventually, the work did end, and the sprawling campus, built to Masevellus' exact specifications, was completed. Even before its completion, however, the common folk—even those who helped construct it—came to view it as an alien city, a place of haunting beauty, but a place best shunned.

The monumental task of constructing the Universitae de Magus did not occupy all of Masevellus' time. Despite the task, the energetic Masevellus wanted to get started, to begin recruiting potential apprentices, and to immediately begin the training he envisioned. Unfortunately, the task proved to be too difficult, as he and his friends were forced to divide their time between teaching, directing the school's construction, dealing with ever-present, hovering nobles and government officials, etc. As a result, much of what Masevellus and his companions envisioned for the university simply degraded into confusion, contradiction and failure. Although they recruited a large number of suitable apprentices, the students received poor, unorganized, and sometimes contradictory training. The faculty members were over-taxed, dividing their time between over-eager parents and ceaselessly prying government officials, while trying to teach. In short, everything that Masevellus and his companions feared would happen, did happen. Ultimately, this chaos resulted in several years' worth of wasted training effort, and it added one or two years to the university's construction time.

Imposing Order on the Growing Chaos

When the the Universitae de Magus' construction was finally completed and the commoner populace expelled from the campus, the drain on Masevellus' time and mental power ended. Masevellus then turned his critical eye to the past few years' failures. After studying the problem intently for several months, Masevellus came to believe that his original vision could still be realized, but to do it, order needed to rein over the current chaos. Realizing that he and his comrades must essentially begin anew, yet eager to salvage what good had been done, Masevellus imposed a rigid system of order on the Universitae de Magus. As the first step in this direction, the still driven wizard created the post of Grand Magus (essentially dean), a lifetime post as overall leader of the university. Immediately thereafter, his long-supporting companions appointed Fitzroy Masevellus Grand Magus.

As Grand Magus, Masevellus implemented sweeping changes to the school's operations, beginning with a more rigid academic curriculum. The cornerstone of this curriculum would be the Path of the Magi, in which four specific schools of arcane training (Alchemy, Apothecology, Astrology (zodiac magic), and Planology) would be taught hand-in-hand with general magic to encourage discipline, specialization, aptitude and creative thinking; after learning the basics in these areas, an advancing student would choose a Path to specialize in. An appointed Magus, the foremost specialist in his or her specific arcane discipline, would lead each Path. Each Magus would constitute, along with the Grand Magus, the Universitae de Magus' ruling body. Masevellus also established a hierarchy of instructors, who answer to the various First Magi, to teach the new curriculum.

Beyond the highly structured curriculum that ensured a solid magical training background for the students, the Grand Magus Masevellus also created a mystical, even cult-like, hierarchical order within the university's membership. He did so to create a close-knit fellowship whose inner political and social structure would be both dynamic and complex. The Grand Magus hoped the unique membership, steeped in arcane rituals and layered allegiances, would form a brotherhood whose loyalties were always to the Universitae de Magus first, then to one's Path, and finally to the kingdom of Northlandre itself. He hoped, too, that the secretive and mystical nature of the university's hierarchy would sever the students' ties to their former lives and family obligations and deter clandestine attempts by outsiders to infiltrate the school's inner workings.

Expanding the Path

With Grand Magus Masevellus' reworking of the university's social and educational structures and a completed campus in which to work, teaching and instruction began in earnest. The changes that Grand Magus Masevellus had implemented worked more or less just as he envisioned, and within a decade of their implementation, the Universitae de Magus was a successfully functioning school, producing great wizards for the northlands. And just as he had hoped, the secretive and arcane atmosphere he fostered separated the university from Northlandre's social circles, freeing the Magi to focus on their chosen vocation, to nourish and teach promising students, and to push the very boundaries of magical exploration and experimentation. By the time of his death in 1197 A.T., Grand Magus Masevellus had seen his dream come to pass, with the Universitae de Magus assuming a prominent role in both the cultural and political landscape of Northlandre, and, even more importantly to him, the establishment of wizards powerful enough to rival those of the Yellowed Hand to the south.

Unfortunately, Grand Magus Masevellus did not live long enough to see the drastic changes that were coming to the Universitae de Magus. In the several decades following the great wizard's death, a subtle movement swept through the school. Several prominent instructors and students of all educational levels, led by a Master named Ian Lepraxis, began to explore a new science. What first began as an exercise in creating tools to expand their magical capabilities within their Paths, soon became a burning obsession in itself. The new science concentrated on creating living or 'animated' servants for specific tasks by experimenting with building, joining, mixing or mutating living creatures, arcane elements or artificially created beings/machines. Their initial works held just enough success to be promising, and this proved intoxicating to many in this small splinter group. They began meeting regularly to debate and talk about their theories on the subject or to conduct further experiments, often to the detriment of their studies in their chosen Paths.

Eventually, several Masters of the university, including two members of the Magi Council, confronted Ian Lepraxis, the apparent leader of the movement, about the disruption these new experiments were having on the Universitae de Magus. In response, Lepraxis petitioned the Magi Council to expand the university's scope to include a fifth Path, the new science Lepraxis and his compatriots termed Histomorphy, the practice of mutating creatures to produce arcane servants and/or tools. Master Lepraxis bared all to the Magi Council, showing them all that he and his little group had learned on the subject and walking them through the group's budding theories. Many in the school were impressed, including three of the five members of the Magi Council, especially with Lepraxis' hitherto unknown charisma and knack for impassioned public speaking. But what

Lepraxis and his followers wanted had never been done, and Masevellus had neglected to consider such a possibility when he had created the university's political and educational structure more than a hundred years earlier. The Universitae de Magus was navigating uncharted waters with the discussion concerning Histomorphy and not everyone agreed. A storm of controversy swept over the entire membership, including alumni scattered across the northlands and beyond, and it seemed that everyone, from all four current Paths, had an opinion on the matter.

Through it all, Lepraxis and his followers remained firm in their resolve, continuing their studies and experiments, even when the Magi Council forbid them from doing so, and promoting their cause whenever possible. During this time, all members of the splinter group aligned to Lepraxis and his Histomorphy cause endured hardships and ridicule, and at one point, they were not only forbidden to pursue their Histomorphy experiments and studies, but they were suspended from following their official Paths. Despite all this, in the end, after two long years of debate and struggle, Histomorphy was officially added as a fifth Path, as an arcane school of teaching, and as a political group. In addition, in recognition of his tireless efforts, Ian Lepraxis was named as the First Magus of the Path of the Histomorphy and was welcomed into the Magi Council, though begrudgingly by at least two members of that august body.

A Storm Brewing

Following the addition of the Path of Histomorphy, the Universitae de Magus once again settled into the practice for which it was founded, the training and education of new wizards and the expansion of magical theory. Within but a decade, Histomorphy established itself as a useful and viable science, though for many the practices of the new Path seemed twisted, evil and/or just plain wrong. In the eyes of these dissenters, those who followed the Path of Histomorphy were callous and cruel, and they often referred to them as 'Mutators.' These views were bolstered in part with the death of Magi Ian Lepraxis, who died under mysterious circumstances only twenty-five years after Histomorphy had become a separate Path. His successor, a wizardess named Hethlus Dotra with a decidedly sinister reputation, turned many of the Path's resources in an even more dark and twisted direction. Dotra's dubious decisions concerning the direction of the Path's resources and studies, coupled with her obsession with a personal vendetta against the witches of Northlandre, damaged the new Path's reputation even further. Due to this selfish leadership and the poor reputation it caused, the Path of Histomorphy would remain politically weak compared to the other four Paths for more than the next fifty years.

The troubles of the Path of Histomorphy, and the Universitae de Magus in general, were reflected in Northlandre's political and social landscapes. Many in the

northlands believed it had been too quiet, too peaceful. Such conditions were not natural to the Tsoi and Jawnee peoples of the Northlandre kingdom and many did not trust the times in which they lived. As it turns out, these doubters were right, as the kingdom of Ar to the south began to stir once more. The raids that the people of the north had lived with for centuries before were begun once more, and death and destruction were visited upon them from the south. But Northlandre was weak no longer, and so for the first time in history they struck back, launching their own raids against the Arani towns and cities. Stunned, the Arani retaliated, and so began a period of undeclared war conducted with raids, banditry and political maneuvering by both sides that lasted for more than thirty years.

Eventually these troubles came to head in 1490 A.T. when the Council of Seven of Northlandre voted 6 to 1 to wage a full-blown war against the Arani, raising an army and pushing southward. The sole dissenting vote came from Count Kreston Silverglade of Southbane, who, realizing that his county would suffer the most from an enemy counterattack as it was unguarded by the rugged mountains that protected most of the Northlandre/Ar border and closest to the larger Arani cities, refused to participate in the war. Outvoted, Count Silverglade declared that Southbane was succeeding from Northlandre to become its own kingdom – the Grand Duchy of Southbane. Count Kreston Silverglade declared himself Duke of the new kingdom and immediately re-established relations with both Ar and the far-off Engan Empire. Enge then sent ships to Southbane to reinforce its borders. Now, Northlandre and all of northern Myrra is roiling.

No official response has yet come from Northlandre's now Council of Six regarding this most recent development, but most anticipate that it will not be one of acceptance. Times are tense and one can feel electricity in the very air, such is the present. Myrra's political landscape is in turmoil and no one knows for sure what the immediate future will bring...



Timeline The Universitae de Magus

1132 – 1188 A.T.

With the defeat of the Arani raiding armies at the Battle of Nine Hills and the subsequent ousting of Arak bandits and raiders from the north lands, many people of the region organized and united. Many of the most practiced wizards begin discussions about combining their resources.

1188 A.T.

After much discussion and debate, the Universitae de Magus is founded outside the city of Silverglade by a wizard named Fitzroy Masevellus and his associates. Masevellus was first among his wizardly peers to champion the cause of Northlandre in the previous three decades and to advocate the need to establish a center of learning to train, educate and consolidate the practice of magic. Tiring of the seemingly endless debates of his colleagues, Masevellus and several of his friends work out a deal with Spool Calderon to build the Universitae de Magus just outside the Southbane regional capitol. Unfortunately, Calderon dies before the completion of the academy.

Garon Silverglade, the ruling count of Southbane, agrees to donate the land to the university's cause in exchange for the right to send his two youngest children to the academy (basically, their tuition fee, though they also avoid the rigorous testing regime that other potential students must pass in order to be excepted into the university).

1194 A.T.

The wall around the North Kingdom city of Silverglade is completed.

Fitzroy Masevellus is named the Universitae de Magus' first ever Grand Magus (dean, begins as a life-time post).

1197 A.T.

After several years of accepting numerous 'apprentices' into the university and seeking out wizards with the knowledge, skills and the drive to teach, Grand Magus Masevellus implements a more rigid academic curriculum. Masevellus establishes the Path of the Magi, essentially four specific schools of arcane training that are to be taught hand-in-hand with magic in order to encourage discipline, specialization, aptitude and creative thinking. Specialist school magic is welcome and taught, but the emphasis remains on the Paths. Each Path is to be led by a First Magus, who is to be first in his or her specific arcane discipline, and who along with his or her peers and the Grand Magus is to make up the ruling body of the Universitae de Magus. Masevellus establishes a hierarchy of instructors, who answer to the various First Magi, to teach the curriculum. At this time, the four Paths are Alchemy, Apothecology, Astrology (zodiac magic), and Planology.

1284 A.T.

Grand Magus Masevellus dies of old age, though what his actual age is at this time is unknown. Following the university's founder's death, the Magi Council establishes a twenty-year term of office for the Grand Magus and institutes a rule that all new Grand Magus candidates must be named from among the current Magi Council and voted into the position by a majority vote of that same body. First Magus Al-Rehammed of the Path of the Astrology is named as Masevellus' successor as Grand Magus.

1301 A.T.

Hearing an inexplicable call to travel to a northwest mountain, Kyr Dotra, a young human male sets out from the great desert near

Ar. When he arrives, he meets a witch named Nyla-Kon, whom he finds actually summoned him there to aid her in building a magical school – the Natatorium.

1339 A.T.

Nyla-Kon's Natatorium is finished, and she begins accepting students. Kyr Dotra, who had been studying at her side, leaves for further learning at the Scholar's Retreat.

1342 A.T.

Hethlus Dotra, younger sister to Kyr Dotra the witch, is turned away from Nyla-kon's Natatorium. Despite her kinship with Kyr Dotra, Hethlus is told she is "not of the blood" and "too dark of heart." Bitter, Hethlus applies to the Universitae de Magus and begins general arcane training.

1357 A.T.

By general consensus of the Magi Council, Histomorphy (the practice of mutating creatures in an attempt to create arcane servants and/or tools) is added as a fifth Path to the Universitae de Magus as an arcane school of teaching and as a political group. Ian Lepraxis is named as the First Magus of the Path of Histomorphy. First Magus of the five individual Paths remains a lifetime post.

1358 A.T.

Hethlus Dotra begins training on the Path of Histomorphy.

1382 A.T.

*Ian Lepraxis dies under mysterious circumstances. Hethlus Dotra, who over the previous two decades has proven an unparalleled aptitude for 'Mutator' magic, is named as First Magus of the Path of Histomorphy.

1383 A.T.

First Magus Dotra initiates a covert war against the witches of Northlandre, especially those associated with Nyla-kon's Natatorium or the Scholar's Retreat.

1490 A.T.

General Longbow and the 5th Brigade sack Kar-Kar (a city in Ar).

1490 A.T.

Northlandre extends its borders into the desert for the first time since Black's Keep was destroyed by the Arani.

1491 A.T.

Present Day of campaign/Myrra history.

County Southbane secedes from the Council of Seven and Northlandre, forming the Grand

Duchy of Southbane. Duke Kreston Silverglade immediately re-establishes relations with both Ar and the Engen Empire. Ships from Enge are sent to reinforce Southbane's borders with Northlandre.

These events are extremely tumultuous to the student body, faculty, alumni, and Magi Council of the Universitae de Magus, as many of these people are the children of various noble families throughout the counties of Northlandre or otherwise still hold allegiances to the counties that Southbane has turned its back upon. The Magi Council declares the university officially neutral in all political affairs from this moment forward and institutes an emergency policy of restricting all movement and communications in or out of the academy until further notice. Due in part to these measures, internal disaster has temporarily been averted, but tensions are boiling over within the school and action taken if the university is to survive.

A.T. -- After (Draconis) Triduum

The Educational Structure of the Universitae de Magus

The entire membership of the Universitae de Magus is highly organized and structured, with each individual member being well aware of where he or she fits in. The vast majority of the university's membership at any one time is made up of the lesser educational ranks, namely the Candidates and the Accepted. The upper educational ranks are composed of the Raised and Masters. Only these upper educational ranks are eligible to be instructors and university officials.

Candidate (1st Degree of Education)

Most students begin their education at the universitae between the ages of 10 and 15 years of age. At the first degree of education, students are taught to read and write, trained in history and the general sciences, and are exposed to magic as well as the basics of all five primary sciences that compose the various Paths. In addition to their studies, Candidate-degree students make up the university's primary manual labor workforce and so perform countless physical tasks to help keep the school running, from shoveling out the stables to helping to sort scrolls. The younger 'serving brethren' (as they are called) are referred to as 'Tylers', the older 'Sentinels.'

Typically, education at this level lasts for 5 to 10 years, after which the student is either judged to have magical aptitude, in which case he is allowed to choose a Path and advance to the next stage of his academic career, or he is judged to be magically incompetent, in which case he is released from the university and encouraged to seek another calling in life. It is not uncommon for released students to go on to become successful alchemists, scribes or apothecaries throughout the northern lands, as the fact that one cannot wield magic does not necessarily mean that one is stupid or has failed in his academic studies.

Students of this level are 0th-level characters, beginning as 0th-level commoners and then graduating to 0th-level wizards.

Accepted (2nd Degree of Education)

Once a student has proved himself capable of wielding and understanding magic, and has achieved a basic level of education that allows him to pursue more complex studies, he chooses a Path to pursue. At present, there are five Paths (Alchemy, Apothecology, Astrology, Histomorphy, and Planology) that students may choose from. Once a Path has been chosen, students are then placed into in-depth programs designed to teach them the fundamental principles of their chosen science, how these are most commonly applied and how the science contrasts and interacts

with the other four primary sciences. In addition, students are exposed to more complex philosophies and theories related to their chosen Path.

Typically, education at this degree lasts for 5 years, after which the student either chooses to pursue the higher truths of his chosen Path, decides to pursue another Path altogether (at which point he must enter the new chosen Path at the Accepted-degree again (though perhaps a bit more accelerated than most students), or decides to leave the school to seek other pursuits altogether.

Students of this level are at least 1st-level wizards (typically 1st- to 6th-level, depending on their number of years of study).

Raised (3rd Degree of Education)

Those students who have completed their Accepted-degree education and who wish to pursue the higher truths of their chosen Path are now ready to enter the third phase of their academic career at the university. Such students train under a Master (see below) of their Path, but often pursue the higher truths of their craft on their own. At this point in a student's education, the Path becomes much more flexible, allowing the student to choose for himself how best to achieve a better understanding of their chosen Path. Raised-level students teach classes to either the Candidate- or Accepted-level students, pursue interests afield in the name of the university, serve the university in the capacity of librarian, scribe or other required capacities, act as advisors to various lords of Northlandre in the university's name and much more. The pursuit of the higher truths of a Path are difficult and demanding and each student must find his own method of seeking understanding. Despite this, a few things remain constant. Such students always report to a Master of their Path, even if only infrequently, and a student's studies and/or pursuits must always be beneficial to, or in the name of, his chosen Path's science. This last ideal is the very pillar upon which the university's teachings are founded and only renegades disregard it.

There is no typical length of time spent pursuing one's education at the Raised-level of study, though no one has been named a Master in his Path without 4 years of such training. For many, indeed most, Raised-level education is a lifetime's pursuit never reaching the level of Master. Generally this is not viewed as a bad thing, and most who reach such a level are content to live out their lives pursuing the principles and sciences they have come to love so well. But for those who have an ever-thirsting desire to learn more concerning their chosen Path and an intellect that can provide a means of understanding beyond even the higher truths, there is the Master-level of education.

Students of this level are at least 7th-level wizards (typically 7th- to 15th-level, depending on their number of years of study).

Master (4th Degree of Education)

Few students reach the level of Master in their Path, but those who do comprise the elite of the Universitae de Magus. The Masters of the Paths make all relevant decisions associated with the university and its pursuits and it is they who are officially termed 'Magi' to outsiders. In addition, only Masters may be elected to the positions of First Magi of their Path or Grand Magus, and sit upon the Magi Council.

The ways of the Masters are strange and near incomprehensible to most, as having mastered even the most complex theories and applications of their chosen Paths, they now seek to find understanding in studies that seem like mere gibberish, nonsense or even madness to others. But these Masters all understand that in order to learn the true secrets of their Path, one must pursue ideas and thinking that is outlandish and strange to others. Besides, the Masters also understand that nearly every truly revolutionary idea was once viewed as strange, ridiculous, or insane. Such is the way of the world and for the possibility to introduce a truly innovative aspect to their chosen Path, the Masters find that the way others, especially outsiders, view them, is of little consequence.

Much like the Raised-level of education, the Master-level is loosely structured at best. Each Master is free to seek out his own pathway and to advance his own theories and studies, though of course, there is no further level of education, so for such pursuits the knowledge must be its own reward. There are but two rules that a Master of a Path must adhere to. The first is that all Masters owe allegiance to the Magi Council member of their chosen Path and so must 'officially' support him in all matters regarding the Path. Due to this allegiance, all Masters must 'officially' meet with their superior at least once a year (the Magi Council member of their own Path) to keep themselves in touch and to see if he or she requires any assistance in certain matters.. Secondly, all Masters must take on the task of 'teaching' several Raised-level students, though they need not do so immediately upon reaching the level of Master and often take anywhere from 2 to 10 years before actually doing so. Such students of the Master are not taught in any sort of official capacity and, in many ways, the Master becomes more of a mentor or advisor. Indeed, since most Raised-level students never reach Master status, this 'teaching' becomes a life-long relationship, one often cherished by both sides.

Magi of this level are at least 15th-level wizards.

The Structure of the Magus Government of the Universitae de Magus

Lodges

Spread throughout all seven counties of Northlandre, the Universitae de Magus maintains regional lodges to identify and recruit potential students. Each year the local lodge in a community chooses bright young children from its surrounding area as Petitions to attend the Universitae de Magus. The Petition is socially and politically bound to the lodge where he was recruited throughout their career as a Candidate unless granted affiliation with another lodge by the county's Grand Lodge.

Grand Lodge

The regional office that rules all of the lodges in a particular county. All Grand Lodges are headed by a Master who reports solely to the Magi Council.

Inner Guard

A separate branch of officials charged with enforcing the laws set forth by the Magi Council. Each county has an office of the Inner Guard, usually in close proximity to the Grand Lodge of the given county. The Inner Guard is directed from a large separate wing on the campus of the Universitae de Magus itself. The Inner Guard is made up of Raised- and Master-level members with equal numbers representing all five Paths. The Inner Guard reports directly to the Magi Council and cannot be ordered to perform any task outside their normal purview without the direct orders of at least four members of the Magi Council.

Accolade

The individual knights sent by the Inner Guard to arrest or detain those who disobey the laws of the Magi Council.

Conclave

The official gathering of the Inner Guard, much like a court proceeding, during which the accused is presented with the charges against him. Transgressors are offered a chance to defend themselves and are provided with council representing the Path they are affiliated with (if any). A team of three Paguses (Inner Guard judges made up of Masters) presides over every Conclave and is solely responsible for determining guilt or innocence and passing judgment upon those they determine are guilty. A conclave usually lasts one to two days, depending on the severity of the crime (s) leveled against the accused.

Areopagus

The highest Pagus (judge) of the Inner Guard who presides over a Grand Conclave. The position of Areopagus is appointed by the Grand Magus and is held for life.

Grand Conclave

When the validity of the Inner Guard's ruling is challenged by a Master or university political official, a Grand Conclave is convened, during which time the Areopagus reviews all of the evidence and makes a ruling. The ruling of the Areopagus is always final.

First Magus

Each of the five Paths has one Master of its membership that serves as the official leader and spokesman for that Path. The First Magus of a given Path is elected to the position by a vote of all Masters of that Path and holds the

position for life. The First Magus of a given Path sits on the Magi Council and is expected to promote the best interests of his or her Path as well as share in the overall governing of the Universitae de Magus.

Magi Council

The Magi Council is the six-member body of Masters that rules the Universitae de Magus, overseeing the school's affairs and dictating its policies. The Magi Council consists of the five First Magi of the Paths as well as the Grand Magus, a former First Magus that has been appointed by the members of the Magi Council to lead the council.

Grand Magus

The Grand Magus is officially the leader of the Universitae de Magus, presiding over the Magi Council and his or her vote counts as two for the purposes of all council affairs. The Grand Magus serves a twenty-year term.



Chapter 2



The Universitae de Magus

Description of the Universitae de Magus

Situated near the gently sloping base of a wide valley wall, the Universitae de Magus possesses a commanding view of the wide lowlands stretching out before it. Consisting of ten round towers connected by elevated walkways, the university campus appears to outsiders and newcomers as a complicated maze. The towers are arranged in three parallel rows running southeast to northwest, and are spaced so that every building receives at least half a day of direct sunlight. Two rows of three buildings form the outer lines of buildings, while the remaining four towers rise in a row between them.

All but the eastern-most tower in the center row, Keter, stand three stories high. The solitary exception rises to a height of six stories, or roughly 70 feet. Almost directly west of Keter is the tower of Hokhmah, which possesses the only ground-level entrance to the campus's interconnected buildings.

Powerful warding magic guards the entire campus, with the strongest concentration of protective spells concentrated on the towers. Among the defenses most commonly known, the anti-teleportation wards are most talked about. It is im-

possible to *teleport*, *dimension door*, or *plane shift* anywhere in to or out of the campus of the Universitae de Magus. When the buildings of the UdM have come under attack, multiple *wall of force* spells appear around them. Whether the faculty and staff within the university cast these spells or they result from some powerful ward blanketing the entire campus is a closely guarded secret. Other magical wards and protections exist, though their details are left to the whims of the GM. Note that divinations are rarely ever guarded against, as the professors of divination magic must be able to work their craft within the borders of the campus.

Extending from the second floor of each building is a number of elevated walkways that serve to connect the buildings to one another. As the sole ground-floor door into the complex is within Hokhmah Tower, these skywalks provide the only known non-magical means of moving from one building to another (though underground passages are rumored to exist). The ground and third floors of most buildings have large circular windows with glass panes that swing open at the slightest touch, but which also have thick iron shutters.

Descriptions of the individual towers follow, beginning with the tallest tower, Keter, and moving northwest along the complex and up the slight hill to Shekhinah.

1. Keter: Rising from the valley floor to just over 70 feet, the green marble tower of Keter provides the most complete view of the valley from the campus of the Udm. Keter has a 40-foot interior diameter, and is made of 5-foot thick stone walls. Ancient logs, blackened with age, support the interior wooden infrastructure of the tower, providing it with six total levels. A circular stair winds up along the inside of the exterior wall. At each floor is a small platform with a door leading into the tower. Except for the second floor, all doors are locked and trapped both magically and physically. Students are advised not to attempt forced entry.

Elevated walkways from the towers of Binah and Hokhmah connect with this tower on the second floor. Large stained-glass windows provide light via a multitude of dazzling colors.

Keter holds ten classrooms, two on level three and four each on levels four and five. The campus kitchen fills the first floor. Students eat in Binah or on the grounds outside the towers. A small temple to the God of Magic and the campus's infirmary take up the rest of the third floor.

The sixth floor is given to Al-Rehammed, the Grand Magus of the school, and acts as his personal quarters, private laboratory, and office. Students are strictly prohibited from entering, unless accompanied by a professor or summoned by Al-Rehammed himself. Because many previous Grand Magi came from the Path of Astrology, the tower is topped with a glass dome, to allow an unbroken view of the starry skies above.

2. Hokhmah: A rare red marble forms the walls of Hokhmah. Hokhmah is built more like a keep or fortress than a typical university building. Instead of windows, Hokhmah has hundreds of arrow slits. At all times, at least twenty guards are present on each level of the 35-foot high, 40-foot diameter tower. A spiral staircase winds up the inside wall of the tower.

Hokhmah's first floor has the only ground-level door among the ten towers. A 6-inch thick iron door can seal the ten-foot tall doorway, though it is rarely needed. Behind the door, guards can raise and lower an adamantite portcullis. Both the door and portcullis are magically warded against heat, acid, and polymorphing. Behind the physical barriers wait two dozen guards. Eighteen of these guards are fighters, paladins, or rangers who are well equipped with magical arms and armor. Two of the guards are good clerics. The remaining four, of course, are wizards. Usually, an abjurer and evoker stand guard with two non-specialist wizards; all are at least 5th level.

Iron gates stand open at the entrances of the three walkways exiting from this level. The gates can only be un-

locked from the walkways, and thus are only closed in emergencies. Twenty guards, consisting of sixteen archers, a cleric, and three wizards, carefully watch the spiral stairs as well as the skywalks.

Four diviners accompany two evokers and twenty-four archers on the third level of the tower. Their sole duty is to prevent surprise attacks on the university.

3. Binah: Like Hokhmah, Binah is built of red marble. Though as tall as the rest of the towers, Binah is nearly twice the diameter, providing it with more square feet of space than even Keter. Binah stands 35-feet tall, with an internal diameter of 60 feet. Every floor of the tower is filled with small chambers where the students live. A large set of circular stairs rises up through the center of the tower.

The first and third floors of the building house most of the Accepted-level students attending the Udm. Those who have chosen a Path often move to their path's building. Male apprentices live on the ground floor, while the females live on the third. Arranged more like barracks than comfortable rooms, each of these floors holds two-dozen three-tiered bunk beds. Rarely do all of the 72 beds have a resident, meaning most of the top-level bunks go empty.

Three skywalks converge on third level of the building, from Keter, Hokhmah, and Din. Evenly spaced between the walkways sit two large fireplaces, each ringed by thick, soft chairs. Many of the apprentices spend at least some of their time staring into the fires that perpetually burn within.

4. Hesod: Built of white marble as a nearly exact replica of Hokhmah, Hesod lacks only the ground floor doorway. Hesod stands 35 feet, and has an internal diameter of 40 feet. Like Hokhmah, it has a single spiral staircase along its outer wall.

The guards who watch within Hokhmah live in Hesod. Bunks dominate the first and third floor, while the second level is used as the mess hall. At any given time, a dozen or more archers and soldiers can be found on any of the levels. The following faculty members live in curtained off sections of the barracks, away from the soldiers: Relevar the blacksmith, Octranal the head of security, and Nagdori the engineer.

5. Din: This white marble tower houses a few of the university's professors. It stands 35 feet high, with an internal diameter of 30 feet. Two straight stairs connect the levels of the tower. One leads from the first to second floor near the northwestern end of the building and the other rises from the second to third floor at the southeastern end.

Professor Therene lives on the ground floor of the building, and shares it with the trio of bachelor professors,

Pyransk, Balik, and Tok. While the quarters in which Therene lives are filled with the scents of exotic flowers and the sounds of a variety of animals, the rooms of the bachelor professors are often filled with the smell of ale and the sounds of small explosions.

Like most of the buildings, much of the second floor is empty to allow for the easy movement of students and staff. However, in the southeastern edge of the building a small partition has been set up looking out from an open window onto the courtyard below. The air elemental, Professor Xsza, rests in this space.

On the third floor, the married elven professors Lomas and Alastriol share a living space. Their rooms are, as might be expected of jawnee (elven) wizards, full of magical and mundane items of exquisite beauty and craftsmanship. Most of the staff parties held at the university take place in the lavish rooms of these two. Across the hall from them live the other jawnee professors, Llyanthis and Sszechel.

Beneath this tower, in an expansive and labyrinthine maze of rooms and corridors, the Master necromancer Parash Mathier keeps his private chambers, office, and personal laboratory. Only the Grand Magus willingly enters Parash Mathier's lab. Students often circulate stories of apprentices who entered the lab for punishment and have never been seen again. Parash Mathier neither confirms nor denies these stories.

6. Tiferet: The centermost of the ten buildings, Tiferet is sometimes called the hub of the university. Despite the high traffic the building receives, its second floor is lined with padded benches, as befitting the library of a university. A large iron and wood spiral staircase connects each floor through its center. Tiferet stands 35-feet tall, has a 40-foot interior diameter, and is made of green marble.

Housed within the walls of Tiferet is the library of the Universitae de Magus, the largest of its kind known. Over 100,000 books of all kinds rest in timeless display among the multitude of bookcases, shelves, and racks. An array of magical wards protect the books from decay, fire, and water. Professor Prothenar, the head librarian, boasts that the library contains a copy of every book ever written, even magical tomes.

Prothenar lives in a small, book-filled apartment in the basement of the tower.

7. Nelah: The white marble hall of Histomorphy, Nelah, stands 35-feet tall and has an interior diameter of 40 feet. Classrooms, students, and instructors dedicated to Histomorphy dominate the tower, though general-study classes are also taught here. A single iron circular staircase connects the floors of the tower.

Hethlus Dotra, First Magi of the Path of Histomorphy, lives on the ground floor of the tower, along with a select few Accepted and Raised-level students embarking on the Path of Histomorphy. These students fear and loathe her, but for the most part they are wise enough to avoid so much as making eye contact with her. She keeps the wide windows of her rooms open at all hours, though thick iron bars prevent thieves from entering. Her chambers are filled with small cages containing dozens of species of birds and mammals.

In addition to the private quarters, two classrooms exclusively dedicated to Histomorphy are located on the first level.

One classroom, also reserved only for Histomorphy, takes up some of the space of the second floor. The flow of students and instructors is hampered enough through here that most avoid the second floor of the building if able. At any given time, a number of small cages holding animal test subjects further clog the floor.

The third floor of the building is given over to four classrooms, three of which hold only general studies classes.

Beneath Nelah, in a maze of corridors and rooms, reside the dangerously successful experiments of novice and Master Histomorphers alike. Creatures of all descriptions, strange and terrible, live within the locked cells. Some moan or cry piteously, but most lunge aggressively toward anyone passing by their cells.

8. Hod: Across from Nelah stands Hod, the tower of Alchemy and Apothecology. Like most of the other towers, Hod stands 35-feet tall, has an interior diameter of 40 feet, and is made of white marble. A central circular staircase joins the three levels together.

Professor Kraketarst, First Magi of Alchemy, lives on the first floor, and shares his quarters with his wife, Professor Tuen. Though Kraketarst tends toward hoarding esoteric materials in the hope of someday using them, his wife patiently throws out most of what he brings home. This results in a set of chambers that fluctuate in their clutter level from barely passable to impassable.

Kraketarst and Tuen share space with two classrooms, one dedicated to Alchemy and the other to Apothecology. In addition, both keep their private offices on the floor.

Most of the of the second floor is empty, allowing for relatively easy movement through the tower, though a few well-padded couches and chairs are scattered about in out-of-the-way sections of the floor. When not in class or furthering other pursuits, the gifted Phyroy Kassengaml can often be found here, reading.

The third floor of the building contains four classrooms, one of which is given over to Alchemy classes and another to classes in Apothecology. General studies take place in the last two rooms.

9. Yesod: Topped with a magically strengthened glass dome roof, the tower of Yesod holds the staff and students of Astrology. It stands 35 feet tall, with an interior diameter of 40 feet, and is built of white marble blocks 5 feet thick. A spiral staircase is tucked away in the south-eastern side of the building, away from any of the second-level walkways.

The first floor of the building holds four general studies classrooms. Most of the classes focusing on theories of Astrology are held in the two classrooms on the third floor. Applied Astrology and Zodiac classes are held outdoors, near the edge of the campus away from the lights of the towers.

A magically reinforced glass dome tops the tower, providing the First Magi of Astrology unhindered views of the night sky. In addition to the First Magi, Azademenath the Seer and Professor Elothern share a suite on the third floor. The chambers are filled with star charts, books of planetary movements, crude telescopes, and stuffed examples of each zodiac sign. In addition to the glass dome that serves as roof for the level, the three astrologers keep all their many glass-covered windows open at all times, providing them with almost limitless views of the sky and surrounding valley. Azademenath and Elothern love one another deeply, but both are detached and oblivious to the point that others do not realize the depth of their affections. They get along well, as neither ever bothers to disturb the other and many weeks may go by between conversations.

10. Shekhinah: One of the first towers built, the obsidian octagon of Shekhinah (sometimes called the 'Dark Tower') rises from the gentle slope of the valley floor to a point some 40-feet high. Because of the slope, Shekhinah's top floor is at a slightly higher level than Keter's. The spire of Shekhinah is solid, and does not add enough extra room for a fourth floor. Solid beams of black iron support the floors within, and the few scattered sconces provide little light within the dismal confines of the Dark Tower. Rather than stairs, iron ladders connect each floor, with the exception of a small dumbwaiter that provides for the movement of supplies.



The Path of Planology has its home within the hard-angled walls of Shekhinah. Dark rituals, forbidden outside the campus of the university, find practitioners within these black walls. Not all planitians dabble in dark arts, though enough do to cause many students and professors of other paths to shun Shekhinah. As a result, few general studies classes are held within the tower, giving planitians ample room to draw elaborate summoning circles on floors.

Fear-inducing moans and cries seep through the door leading to the first floor of the tower, marking the residence of the First Magi of Planology, Professor Fezer. Torches and candles lit with *continual flame* spells provide constant, but shadowy, light within the chambers. Several pentagrams and other summoning symbols are drawn on the floor throughout the rooms of the floor, and campus legend holds that Fezer keeps a succubus imprisoned somewhere in his private chambers.

The third floor of the building is given over to four classrooms, all of which hold a well-rendered permanent pentagram or summoning circle on the floor. Classes in Planology are held here, as well as a few classes that focus on planar lore. One of these classrooms once acted as the private quarters of Ailendoren the Summoner; the room is believed by many to be haunted, despite numerous tests and spells done to prove otherwise.

Exterior Grounds: The grounds surrounding the buildings are full of well-trimmed, perfectly symmetrical fruit trees, flowering plants, and short-cropped grass. Four large gardens lie north and south of the building complex. Greenhouses flank each garden, providing year-round fresh vegetables and fruits to the students and faculty, as well as other plant-related materials. Where the gardens run parallel to the lines of buildings, the greenhouses define their edges by running perpendicular to both gardens and tower complex.

One of the northern gardens (and its respective greenhouses) contains non-edible plants that provide the school with some of its most basic alchemical and herbological needs. The remaining three gardens and greenhouses focus on edible plants.

Interior Grounds: Within the oval created by the ten towers of the Universitae lies a grand courtyard. Stone paved paths encircle the base of each building, and connect to one another in places where the elevated walkways do not go. Well-trimmed grass covers all the areas not taken up by paths or flowers.

In the space where an 11th building would logically stand instead sits an octagonal fountain surrounded by benches. On hot days, Tylers splash in the fountains while Sentinels and Apprentices fill the benches, reading and talking.

To the northwest, bordering the path around Tiferet, flower gardens add splashes of spring and summer color. The herbology students tend these small gardens; most are merely for decoration, but a few have uses in poultices and potions.

Daily Life

Due to its many years of existence, the Universitae de Magus (UdM) has developed a number of traditions. Some are strictly adhered to, in order to appease large but fragile egos, while others are only occasionally practiced to smooth over the minor daily interactions of scholastic life. Varied, arcane and sometimes seemingly meaningless to outsiders, many of the traditions still practiced at the UdM were originally instituted to prevent wizards from losing their tempers and casting a spell that they or the university, might regret.

Greetings

Proper greetings, and knowing when to use them, can go a long way toward avoiding a wizard's anger. While the Grand Magus and the various First Magi garner the most respective greetings, professors (whether of Raised or Master status) are seen far more frequently and must be greeted with the proper amount of submission. Non-faculty staff, excluding Candidates, should be treated with polite respect. Many students never learn which staff members are actually wizards, and are advised to assume that they all are. Finally, students, while not commanding the magical prowess of their instructors, are accorded an amount of respect on par with that of a highly regarded servant.

When approaching or being approached by the Grand Magus or one of the First Magi, the proper greeting for students consists of a deep bow or curtsy with the eyes downcast. Male students must doff their hats, when worn. As female wizards typically pin their hats to their hair, a bow or curtsy suffices. Professors, staff, and visiting dignitaries should bow their heads politely, but they may maintain eye contact. It is not necessary to bow to the Grand Magus or one of the First Magi if he or she is walking the halls of the UdM, but calling out his or her name or attempting to wave him or her down is almost always met with a cold glare and a loud reprimand.

The Magi of the Paths (those of Master status) command nearly the same level of respect, though many make no effort to enforce such conduct. Bowing the head while maintaining eye contact is the proper and accepted form of greeting from anyone, including the Grand Magus and the various First Magi. Visiting wizards and dignitaries should also be greeted in this way. Again, male students should remove any headware.

Professors of the Raised-level of education are also greeted with a bow or curtsy, but headwear may remain in place or tipped forward in acknowledgement.

Due to their hard work required to maintain the university's buildings and grounds, all members accords non-student workers some level of respect, or at least pretends to. A

quick nod of the head or tip of the hat is generally accepted as the proper form of greeting. Most staff workers at the UdM, however, prefer for people to simply move out of their way rather than greet them.

Accepted students, being mere apprentices lacking the magical power to command respect, are generally greeted in any way their professors or peers wish to greet them. Note that a busy professor or Magus may not greet a student at all, instead merely passing by the apprentice without comment.

Finally, the young boys and girls serving food and pushing mops as part of their Candidate training are expected to work and diligently, and in the least disruptive manner possible. As such, many who walk the halls of the UdM ignore Candidates completely. At best, Accepted students harshly demand that a slow-moving Candidate step aside so that a 'real' wizard may pass. Raised students take great pleasure in reminding these bullies of their insignificance, however, much to the delight of the hapless Candidate.

Taboos

Just as important as knowing how to greet a particular wizard (or non-wizard) are those activities the society of wizards frown upon. Campus taboos are generally derived from apprentice or layperson foolishness. Some have developed to keep peace, and to sooth the egos of powerful and dangerous wizards. The following taboos and their explanations are just a sample of what Candidates learn within their first few months at the Universitae de Magus:

- * Students specializing in a particular school or Path regularly begin to believe their school/Path superior to all others. Such feelings lead them to act with disdain toward schools/Paths that have contrary philosophies. These disagreements often lead to lively and exciting debates on the university's campus and occasionally to lethal mage duels off the grounds. For this reason and others (such as showing respect) professors frown upon any student openly displaying a superior air. Stories frequently circulate of rogue students tangling with professors from other schools/Paths of magic, much to the student's dismay. The most popular such story is of a young Enchanter apprentice who made disparaging comments to a professor of Necromancy. Though he faced no formal disciplining from the Grand Magus, it is said that the Necromancer was required to pay himself for the fees levied by the regional clerics for the *true resurrection* required to bring the student back to life.

- * Small animals, particularly birds, cats, and toads, should never be trapped or otherwise harmed on or near the campus. Such creatures oftentimes act as familiars for wizards, with a shared bond non-wizards cannot understand. More than one Candidate or Apprentice has lost their lives for unwittingly killing a magus' familiar.

- * Symbols found with books should never be idly traced. If an Initiate is unsure of what a symbol means or is used for, he or she should ask.

- * Likewise, already inscribed symbols are best left alone. Never touch an unknown symbol appearing on any floor surface.

- * Any cut or other bleeding injury should be treated immediately. Many dark spells and rituals require blood in their performing, and not all professors with the UdM hold the lives of students as all that important.

- * The use of spells or abilities that detect alignment are not only frowned upon on campus, but have been recently added to the list of spells banned at the university. Violators of this or any other spell-banning rule risk expulsion, imprisonment, or death, as appropriate to the spell.

- * Mispronouncing a professor's name, the name of a Path, or the name of a spell, should always be avoided. If unsure of the proper pronunciation, it is best to use a general term or to not speak at all. For example, the term 'Planarism' should be avoided in the presence of a wizard who studies in the Path of Planology.

- * Horseplay on campus, especially within the tower complex, is not tolerated. Young Initiates are given time every day to enjoy supervised play in the grassy fields just outside the campus.

- * Many wizards consider holding a spellbook or familiar hostage as unprofessional and cowardly. Even most evil wizards believe, at some level, in 'fighting fair,' and disdain those who would stoop to such an act. Naturally, desperate or uncaring wizards may use this tactic in order to gain notoriety, but they often find themselves the subject of extermination squads.

Titles

In such a structured environment such as the Universitae de Magus, it is no wonder that every person knows his or her place. Because of the complexities of the magical community, titles are given to students, staff, and faculty at the UdM so that any two people just meeting know exactly where they stand with one another right from the beginning.

Accepted: Alumni who have earned their Accepted degrees, and who may, or may not, be pursuing a Raised-level education.

Apprentice: Students who have passed their Candidate tests and are working toward earning their Accepted degrees.

Candidate: A general term referring to children working toward passing their Candidate tests. Also called Initiates (see below). See also Sentinel and Tyler, below.

Dark Arts: An accepted term for the practice and school of necromancy.

Grand Magus: The Magus who rules the Magi Council. See Chapter 1.

Initiate: Another, more common name for Candidates (see above).

Magus/Magi: What lay people call Masters. Also, the most formal way of addressing a wizard of the Master-level, usually reserved for ceremonial purposes or when socially necessary. Magus is the singular, Magi the plural.

Magus Arcanum: The formal, more ancient term for the Grand Magus (see above).

Master: A wizard who has passed the Raised-level of education and who is continuing his in-depth study of his particular Path.

Professor: Unless an individual wizard states otherwise, even the Grand Magus should refer to all instructors at the UdM as 'Professor.'

Raised: A student pursuing the Raised-level of education.

Sentinel: Older Candidates are known as Sentinels. This usually applies to such students in their teens.

Tyler: Pre-teen Candidates. This refers to boys and girls.

Wizard: Anyone who has an Accepted degree is officially known as a wizard, though some pompous Magi only refer to Raised-level or better as such. Lay people typically call anyone who can wield arcane magic a wizard or sorcerer, though both groups are quick to correct any inaccuracies.

Holidays and Observances

Over the course of its long history, the Universitae de Magus has developed, accumulated, or otherwise began to observe a number of holidays and celebrations. Many are tied to the calendar, some to wizarding activities, and a few seem to have simply become traditional observances because no one wished to stop practicing them.

Equinox Celebrations: Twice a year, at the autumnal and vernal equinox, the university takes a half-day off. Alcohol becomes ubiquitous, and magical mischief is not unheard of on these days. Ostensibly, the time off should be spent admiring the natural world, but realistically few wizards do any sort of reflection.

Fairs: Three times a year, at the midpoint of the Fall, Spring and Summer quarters, the university holds a four-day long fair. These fairs always draw visiting dignitaries, curious nearby common folk, and more than a few alumni. Professors and students mingle in a non-classroom setting, while making contacts with wizards from outside the university. Field professors and procurers (see Chapter 4 for more details) often display their most exciting recent finds, while alchemists and histomorphers display their latest creations. Any item a wizard may need to purchase can be bought, with prices ranging anywhere from 80% of their listed values to more than 150%. Carefully regulated wizard duels and magical demonstrations permit all in attendance to see new spells. Every evening ends with a large banquet, followed by a dazzling display of pyrotechnics usually provided by evokers and illusionists. Students always wish for longer fairs, for when the fun ends they must return to their classrooms and face their midterm exams.

Puppet Shows: Fun-loving and entertainment-minded wizards sometimes put on magically enhanced puppet shows for local commoners or non-magical visitors. The puppets and marionettes are always elaborately carved to appear



as lifelike as possible. Using *mage hand* to manipulate the marionettes and spells such as *silent image* and *ghost sounds* for illusionary augmentation, a small group of wizards can put on a performance long-remembered by an audience. Candidates usually enjoy these shows, while more established pupils generally see them as child's play.

Solstice Celebrations: Similar to the observances of the equinoxes, classes are held for only half the day on this holiday. The summer solstice is usually a time of dancing and meeting wizards of the opposite sex and marriages between students are almost always held on this day. A respectful quiet pervades the winter solstice, the day most students choose to remember the dead. Occasionally, however, students practiced in the ways of necromancy hold long, boisterous, celebratory parties as a way to honor those who they may someday wish to contact.

Wizard Duels

Despite the many efforts made by wizards both inside the walls of the Universitae de Magus and beyond them, apprentices and wizards sometimes come to heated disagreements with their peers. At these times, a wizard duel (sometimes called a "mage duel") is often deemed appropriate. A number of wizard duel types exist, from non-lethal combats to magical demonstrations.

When neither side of a debate wishes to conclude an argument or disagreement through discussion, a non-lethal mage duel is usually called for. The results of the duel are binding, and once it is resolved, the matter is considered closed. Occasionally, heated words escalate faster than either wizard truly intends, leading to an immediate personal challenge. These personal challenges can lead their participants to take actions they may later regret. Finally, there are times when two wizards or apprentices debate over techniques of spell use. In these times a magical demonstration is called for to settle the dispute.

>>Warning: Please note that wizards who meet outside the influence of the Universitae de Magus do not necessarily follow these rules (and sometimes they follow no rules at all). The following rules are those developed by the UdM over several centuries, and are widely regarded to be the official wizard duel rules within Northlandre.

Parts of the Duel

The Challenge: In order for a duel to be binding, one of the wizards must formally challenge the other. Most wizards simply state the challenge in the presence of their opponent and several wizards witnesses. Others prefer to use spells or trained animals to deliver the challenge. However it is delivered, the accepted statement is: "I challenge you to a duel."

Witnesses: A successfully completed duel must have impartial witnesses who attest to the result. Witnesses are advised to never lie about the results, as many spells exist in which truths may be extracted. Each dueler usually brings two or three witnesses. Professors, or even the First Magi of one or more of the Paths, are always willing to act as witnesses or referees if their schedules allow.

Referee(s): At least one impartial judge, typically a Master and often an accolade (see Chapter 4 for details), must be present to ensure the fairness of the duel and to punish infractions. If two Master wizards are the duelers, the First Magus or Magi of the Path(s) involved often agree(s) to act as the referee(s).

Target(s): In a true mage duel, the wizards target one another. Magical demonstrations use whatever target or targets the wizards' spells can affect.

Weapons: Wizard duels usually involve the spells that the wizards can cast themselves, without magical aid from outside sources (such as from wands). Nevertheless, when the relative power of the two mages is grossly unbalanced, or when the wizards do not wish to use their own spells, wands are put to use.

Win Condition: Lastly, the duelers must agree on when the duel will be ended and what criteria is to determine the victor before the duel actually commences. Lethal mage duels, while rare, are easy to decide. For other duels, the winner is declared after making three strikes on his opponent, rendering his opponent unconscious, or for destroying (or charming, or transmuting) the target the fastest. These are just examples, but they are the most commonly accepted conditions.

Rules of the Duel

The non-lethal duel requires the duelers to face one another at a set distance. These types of duels can be held anywhere there is enough room for the participants, the witnesses, and the referee. Abjuration, Enchantment, Illusion, and Transmutation spells are the most commonly used schools of spells. Winning these duels usually means one of the wizards is charmed, asleep, polymorphed, or otherwise unable to continue the duel. If both wizards are affected simultaneously, each is returned to a duel-able state and the duel continues until there is a clear winner.

For the more spontaneous personal challenge, the witnesses and referee are those who can see the duelists. Because personal challenges usually occur in the heat of an argument or debate, they occasionally become lethal. More often, the hastily agreed upon win condition is unconsciousness or surrender. Abjuration, Conjuration, Evocation, and Necromancy dominate these types of duels.

Non-magical duels come in two forms: mental and physical. Some such duels involve one or two competitions of each kind. Mental duels come in the form of timed puzzle solving, games of chess, or multiple-choice tests given by a member of the university's faculty. Physical duels almost always involve combat with heavily padded staffs, but also include timed runs through obstacle courses or foot races.

Lastly, magical demonstrations pit wizards against one another by using their spells to impress an impartial judge or audience. The volume of the applause each wizard garners from an audience determines the winner; audiences work best for Conjuration or Illusion magic. Flashy Evocation or Transmutation effects can also work well for audience-judged duels. More subtle magic, such as Abjuration or Divination, usually is presented to a panel of judges, who then choose the winner based on their experience and knowledge. In these types of duels, each wizard is assigned a task to perform and is given one chance to impress the spectators. As the most subjective of wizard duels, magical demonstrations typically find their use in settling debates of form over function, where two spells that offer similar effects are compared by other criteria.

Typical Magi Garb

Nothing defines a person's rank and relative wealth as easily as what he or she wears. The poorest noblewoman, conscious of her rank, would never wear a commoner's dress. An average tailor, though, could never afford to wear the cheapest of high-society garb. Most people, except for the extremely poor who have but one set of clothes which they always wear, have clothing they wear daily as well as an outfit reserved for special occasions. Wizards tend to dress better than commoners, but only the fashion-conscious few (usually enchanters) wear anything truly fine. The majority of wizards prefer only the company of other wizards or academics, and care little for what others think of their garb.

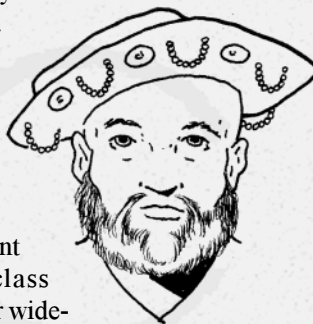
In the matter of clothing, wizards generally fall into one of two groups: those who dress for fashion and those who dress for function. Of the two, the latter represents the majority of wizards. With that in mind, though, the wizards of the Universitae de Magus often wear whatever current fashion dictates as they do not care enough to fight against the evolution of clothing, instead purchasing whatever is easiest to come by.

The wizards who make their living in the public eye, court advisors for example, usually wear appropriately fashionable outfits. While the cost of their wardrobes is usually higher than average, so then is their pay. Opinion-conscious enchanters, who supplement their magical abilities with mundane means, also tend to display wealth (even if they do not really have it).

Due to their often adventurous lifestyles, some wizards mix commoner and aristocratic clothing with exotic or strange-looking magical items. Most people in Northlandre learned long ago not to mock a mage wearing mismatched clothing, for a wizard can be quick to anger and devastating in his retribution. Note that the following discussion of clothing and fashion is in the order presented in the 'Magic Items on the Body' section of Chapter 8 of the *DMG*.

Headband, Hat, or Helmet

Male wizards often don felt hats common among all the social classes. As the upper classes prefer to fold the wide brims of their hats into three points, class-conscious wizards tend to wear the same. Most, however, wear their hats without folded brims, caring more for utility than approval. Occasionally, they keep their hair short or shaved and wear wigs, as do most men of their clout in Northlandre society. Many, however, have magical or alchemical means of killing lice, so they let their hair grow long.



Women at all levels of wealth wear caps to keep out the daily dirt and dust that would otherwise force frequent washing. Upper-class women usually wear wide-brimmed, but shallow-crowned straw hats pinned to their hair and caps. Wizards often like to express their accomplishments or show off their adventuring successes by wearing brightly colored feathers or bits of hide from a defeated monster. The more exotic and fearsome the creature, the more wizarding women revel in this fashion statement.

Because they typically interfere with spellcasting, not to mention seeing and hearing effectively, wizards generally disdain helmets. Those wizards with an ostentatious bent, however, sometimes wear helmets meant more for show than protection. As always, magical helms are always preferred over even beautifully wrought mundane ones. A *helm of brilliance*, while desirable because of its power, rarely sees use among class-conscious wizards, as non-wizards view such an item as too showy (as well as far too dangerous).

Pair of Eye Lenses or Goggles

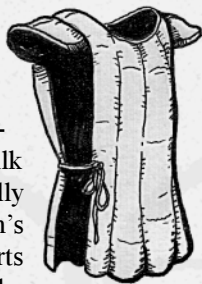
The wealthiest laypeople can afford crude spectacles and other mundane aids for their eyesight. While not common, such corrective lenses rarely garner a second glance from passerby. Wizards, then, do not hesitate to wear magical eyewear in public, knowing that most commoners cannot recognize them as such.

Amulet, Brooch, Medallion, Neck- lace, Periapt, or Scarab

Jewelry, while common among upper-class women, is otherwise rarely worn except by the wealthiest or most politically powerful of men. Poorer women wear costume jewelry, made of dried paste or glass. Most men wear a ring or two, at most, and an occasional lapel pin. When a man is seen wearing jewelry like those listed above, he is accorded the respect (and fear) due to a powerful wizard or adventurer. Women wizards can wear such items without drawing so much attention to themselves, which may or may not be what they desire at the time.

Vest, Vestment, or Shirt

Over his white linen undergarments, the fashionable man wears knee-length wool breeches and a matching coat. The coat's tails fall to the knees, and the shoulders are cut so they hang straight off the body. Between the undershirt and coat is a silk waistcoat, or vest, which is generally the most elaborate piece of a man's wardrobe. Magical vests and shirts take the place of a waistcoat. Like many of the newer forms of dress, magical waistcoats have become popular among fashion-conscious wizards.



Hunting shirts, made of leather or rough fabrics, act as a coverall for working out in the fields or marching through the wilderness. These are almost exclusively worn by the lower classes; nobles only wear them when hunting. Adventuring wizards, particularly field professors, favor these utilitarian shirts to which they often sew a multitude of pockets.

For women, the torso is covered with the bodice. Attached to the gown and usually made of the same material and color, the bodice acts as both a coat and a shirt. Under the bodice is the stomacher, typically a white but elaborate triangular article, pinned to the bodice to hold it closed. Women of all classes wear gowns, bodices, and stomachers, but the materials used and the relative ease with which the women can work while wearing these depends on her social status. A woman can wear a vest either as her stomacher or bodice, of which no magical versions are currently known.

Robe

Though universally regarded as a wizard's wardrobe of choice, the robe as day-to-day clothing has lost appeal in

Northlandre. Students at the UdM must still wear robes, both to remind them of the rich heritage they are training for, but also to reduce the students' sense of individuality.

Rather than robes, Northlandre's women wear the ankle-length gowns considered appropriate for all social classes. The gown hangs from the woman's hips, and is sometimes artificially widened with reinforced hoops and petticoats to give the gown a bell-like shape. The upper part of the gown is known as the bodice, which is attached to the lower gown at the waist. For the purposes of magic item distribution, a woman's gown counts as a robe. Magical gowns have become more common in the last few years.

Suit of Armor

People who live in cities rarely see anyone dressed in a suit of armor, and when they do, the wearer is either a professional guard or soldier, or an adventurer. Due to the nature of their magic, only a rare few wizards ever own a suit of armor; much less wear one. The halls of the Universitae de Magus hold dozens of suits of armor, some magical and some simply elaborate, virtually none ever worn.

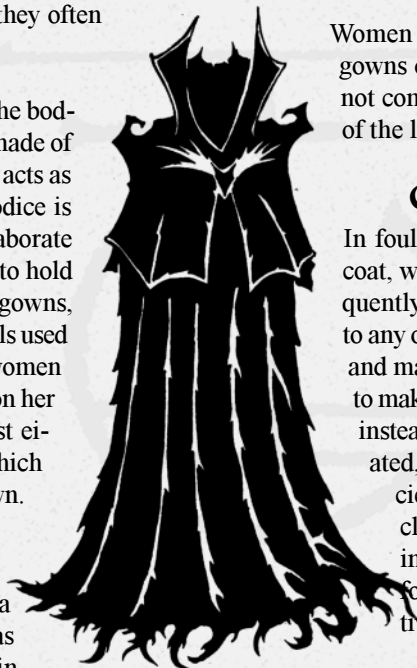
Belt

Belts come in a wide array of sizes, designs, and materials. For men, the most common belt is a leather strap with a single row of holes. Belts made of cabled gold or silver, twisted leather, or woven cloth are also commonly worn by nobles, merchants, and farmers, respectively. Adventurers avoid the impractical belts made of soft metals, favoring the sturdy leather straps.

Women occasionally wear belts to hold their gowns or petticoats about their waists, but this is not common. Most women who wear belts are of the lower classes.

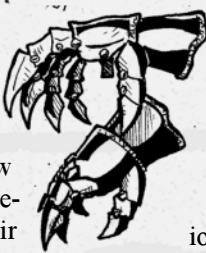
Cloak, Cape, or Mantle

In foul weather, most men don a wool greatcoat, which hangs at least to the knees, but frequently lower. Aristocrats prefer the greatcoat to any older form of free-hanging cloak or cape, and many have begun commissioning wizards to make magical cloaks into magical greatcoats instead. Magical cloaks and capes are still created, however, for women of all levels of society wear them, as do men of the lower classes or who live out of the city (including adventuring wizards). Among these folk, the preferred form of heavy protective garment remains the cloak.



Pair of Bracers or Bracelets

As the description for amulets et al states, men rarely wear much in the way of jewelry, unless it is magical. Depending on how ornate or beautiful a pair of bracers or bracelets is; women wear them either under their gown sleeves to hide them or over the sleeves to display them.



Women wear stockings, which are essentially the same as a man's leggings. Stockings come in a wider assortment of styles and materials, however, allowing even a poor woman to choose her stockings based on the climate and season.

Shoes vary in heel height depending on the local fashion, but all are made from a variety of material, silk and leather being the most common. For men, high quality shoes are made of a light, supple leather and a straight wooden sole. A new shoe is neither left nor right, but forms itself to whichever foot is stuck into it for the first time. While usually lacking the wooden sole, women's shoes are otherwise very similar to men's.

For the working classes, as well as adventurers, boots are the preferred form of footwear. The nobility, therefore, generally snubs those who wear boots, unless they themselves are engaging in hunting games of some sort.

Pair of Gloves or Gauntlets

While the upper classes frown upon gauntlets for their martial appearance, nicer gloves are easily accepted. Women favor gloves the most, as the upper classes consider it unseemly for a noblewoman to get her hands dirty. Men favor leather for their gloves, while women can wear either a soft leather or silk glove. Magical gloves, of course, can be made of any material.

Gloves, while favored by the aristocracy, usually serve only as a nuisance to a working-class woman, except to keep her hands warm in the coldest of climes. Muffs, which are fur-covered tubes, keep hands the warmest in cold weather.

Rings

Rings are common among the upper classes, as well as among those who adventure for a living. As such, magical rings garner little notice, unless extravagantly adorned or their properties are obvious to casual observers.

A Pair of Boots

Under their trousers and boots, men wear linen or silk leggings. These help to keep the legs warm in cold weather, for most men's pants end at the knee and their boots or shoes rarely rise above their ankle. Shoes are far more common than boots among the upper classes, but the working classes prefer sturdy boots.

Rods, Staves, and Wands

Rather than carry a quarterstaff, the gentleman wizard bears a cane, generally metal shod, which is only waist high. See the 'Magi Tools' section in Chapter 7 for more details. Nobles and aristocrats carry canes, and many people recognize that such items can sometimes have magical properties. Quarterstaves are still carried by outdoors types, but urban folk rarely see them.

Rods are rarely carried by anyone but adventurers or royalty, so most people treat a rod-bearer with a great deal of respect. Similarly, those who carry wands can usually use them, a fact which gives even the bravest layperson pause,

A Note on Women's Dress

Women adventurers, like their male counterparts, follow the above descriptions when need or desire dictates. For the most part, however, they either dress similarly to men or in far less cumbersome outfits than more sedentary townsfolk. A woman adventurer wearing a full gown, complete with petticoat and hoops, would find her mobility decreased to a fatal degree.

Chapter 3



Magical Studies

The golden leaves of the hajori tree blanket the ground in front of the great hall. It's the beginning of a new year at the Universitae de Magus and a fresh group of Initiates stand in the foyer awaiting the queue to enter the gathering. The ringing of a distant bell breaks the silence and the doors open to reveal dozens of figures clad in white robes. A solitary figure bearing the regalia of the Magus Arcanum (more often referred to as the Grand Magus) begins to speak:

"Once you were covered in darkness, but now the light surrounds you."

The room echoes with the pounding of a hundred staves striking the floor in unison. Scarlet-clad figures file in, handing each of the Initiates a blossom of the kleoke plant as they pass. The Initiates reverently place the blossom in their mouths as instructed and after several moments, the Magus Arcanum continues to speak:

"The doors of understanding have been opened, may you now see."

A rolling sound like a thunderclap fills the great hall as the building begins to shake. A blinding light fills the chamber and the walls seem to split apart. The recedes and is replaced with the black curtain of space, dotted with stars and planets, surrounding the group. Beyond it, the robed figures surround the Initiates like moons orbiting a planet; their gazes locked on the Magus as he speaks in the ancient tongue:

"Uxobi un boto xa'tyr anka."*

And as suddenly as it had all changed, all returns to the way it was and the Initiates find themselves back in the great hall. The gathering erupts in applause as the circle closes on the newly born.

**pronounced ew'sho'bee oon bo'to awn-kah shaw-*

teer which translates: "You are welcome in our home."

Course Catalog

Welcome to the Universitae de Magus!

As the oldest and most prestigious wizard school in Myrra, the University of the Magus has the ability to offer the widest range and most comprehensive list of classes of any similar institution on the continent. Four degrees of education are offered, but most wizards find themselves adequately trained after receiving their Accepted (the 2nd level of education) degree. Prior to beginning their studies for that, however, apprentice hopefuls must pass their Candidate-level tests. Those who wish to continue their formal education past the Accepted-level may strive for a Raised degree, or train even further in order to earn the highly prestigious title of Master, or Magi. The formal requirements for the Accepted-level of education is by far the most structured. Whereas Candidates learn in small group settings, only when their instructors wish to teach them, and Raised students rarely attend any classes whatsoever, those pursuing the Accepted degree must spend each day in a classroom under strict observation.

The Universitae de Magus offers an extensive selection of classes to its apprentices. While most students attend the university for its Candidate and Accepted programs, some wizards who have already graduated return to take refresher courses or to learn about a subject they were unable to fit in when working toward their original degree. Occasionally, the UdM admits wizards who practice the art, but never took formal classes, so they may learn the finer points of a subject. Rarely does the university admit sorcerers, as it considers them too unpredictable and undisciplined. A GM who uses the optional training rules found in Chapter 2 of the *DMG* may require an appropriate course in order for a wizard to learn a particular feat or skill.

For the first two years of the Accepted program, wizards are required to take general studies courses that lay down the groundwork of spellcasting. They are also exposed to each of the five Paths, though by this time most have chosen which Path they wish to pursue. At the beginning of their third year, these students are required to finalize their choice of a Path, and to decide whether or not to specialize in a particular school of magic as well. From that point on, students have little contact with other apprentices outside their Path of study, except for on holidays and the occasional required or elective class taught in another college.

Tuition

While tuition for the Universitae de Magus is beyond the means of the vast majority of the population, scholarships and grants are available to promising but poor students. The Universitae has a tiered tuition. It is cheapest for Candidate-level students from Northlandre and most expen-

sive for foreigners hiring a tutor for Raised-level studies. Northlandre Tylers pay a flat fee of 500 gold per year. This may seem low, except that they also serve essentially as slaves for all the years they remain Candidates. Their Sentinel brethren pay 750 gold per year. Tylers from outside Northlandre pay 900 gold per year, while foreign Sentinels pay 1,300.

Accepted-level Northlandre citizens pay 300 gold per credit, while foreigners pay 550 gold for a credit.

At the Raised level, tuition once again is figured per year. For a Northlandre wizard, the cost is 8,000 gold per year. Citizens of other nations pay 13,000 every year.

Staff and faculty members, as well as their spouses and children, receive a 25% discount to tuition. The UdM offers scholarships and tuition wavers, and welcomes grants and scholarships from outside organizations, nations, or wealthy individuals. Most students who claim they are too poor to attend the Universitae de Magus are simply too lazy to explore all the options of financial support open to them.

Typical Course Schedule

Assuming most students will follow a five-year path to earn their Accepted degrees, the Universitae de Magus has set up a basic curriculum to aid new students in achieving their goals.

Students must take a class of Arcane Knowledge every quarter of every year they attend the UdM. Latter classes always summarize what should have been learned in the previous quarter, to make sure the students learned what they were supposed to. In order to graduate, every student must pass a final in this class that tests on everything learned in all previous Arcane Knowledge courses. Most students need 12 hours to complete the test.

For the first two years, students are mostly limited to taking general classes, those with the course numbers beginning with ARC (for Arcane). The only exceptions are those courses offered by specialist colleges listed in the course catalog that have numbers in the 100's or 200's. Divination, Enchantment, and Illusion are widely recognized as the most open of the specialist colleges, offering classes even first year students can take for requirements or electives.

Full-time students, those who wish to complete their training in five years, are required to maintain at least 12 credit hours of classes every quarter. Most usually take 15 per quarter, in order to graduate earlier or to have an easier Fifth Year. For first-year students, class choice is rather limited. They are required to take a minimum number of general education (ARC) classes, so electives they may desire must be added on top of their already full sched-

Table 3-1:

Recommended Full-Time Student Course Load

Required	Credits	Elective Credits	Minimum
Year 1 - Fall	12	0*	12
Year 1 - Winter	12	0*	12
Year 1 - Spring	12	0*	12
Year 1 - Summer	12	0*	12
Year 2 - Fall	9	3*	12
Year 2 - Winter	9	3*	12
Year 2 - Spring	9	3*	12
Year 2 - Summer	9	3*	12
Year 3 - Fall	10	3*	13
Year 3 - Winter	10	3*	13
Year 3 - Spring	10	3*	13
Year 3 - Summer	10	3*	13
Year 4 - Fall	10	5*	15
Year 4 - Winter	10	5*	15
Year 4 - Spring	5	5*	10
Year 4 - Summer	5	5*	10
Year 5 - Fall	5	5*	10
Year 5 - Winter	5	5*	10
Year 5 - Spring	5	5*	10
Year 5 - Summer	5	5*	10
Total			238

* The student may take as many extra credits as she wants, but must always take at least 12 total credits to remain full-time.

ules.

Note that Typical Course Schedules and the various classes listed in this chapter are not meant to translate into specific game mechanics, but are instead presented more as a guide as to what a typical student of the university must undergo to advance through his academic career. Most PC students will be enrolled in many of the courses presented here, but these should serve as more of a backdrop to the character's adventuring career than anything else. Of course, GMs are free to require that such a student take specific courses in order to learn certain feats or skills (though the exact length of game time this will require and just how many ranks of a skill can be learned per class in this way will also need to be decided).

Candidate-Level Studies

Initiates study under the tutelage of a Professor or occasionally an Accepted-level student near the end of his studies. Tylers spend most of their time in the kitchens and dining halls, serving food and cleaning. Between meals,

when the demand for their labor is low, they assemble in empty classrooms or out in the yard of the school to hear a short lecture from their tutor. Often, Tylers receive reading assignments they must complete before the next time they meet with their tutor in order to answer questions put to them. A Tyler who fails to read his assignment gets a stern warning from his tutor. Most tutors also use additional forms of punishment, including floggings, whippings, or beatings; the UdM remains neutral on the use of physical punishment. Failure a second time results in expulsion from the Candidate program.

At the onset of puberty, Tylers become Sentinels and are divided by gender into barracks-style dormitories. A Raised- or Master-level wizard of the same sex becomes tutor to a dormitory, acting as both ward and teacher to the adolescents there. Sentinels spend far less time working and more time studying and their labors usually revolve around grounds keeping, with the boys cleaning stables and the girls maintaining the gardens. Horse-grooming, fixtures-polishing and the like are enjoyed by both genders equally. Studies usually take up several hours of a Sentinel's day, with reading assignments often keeping them up late. Sentinels are given two chances to miss a reading, with the same penalties (often physical) as Tylers for failing to do so. A third failure results in expulsion.

Two years after becoming a Sentinel, every prospective wizard is shown a sample Test of Apprenticeship from previous years. When the Sentinel believes himself ready to take the Test, he declares his intention to his dormitory warden. Three days later, the warden administers the test. Those who fail the first time suffer no ill effects. Those who pass continue to work as a Sentinel until the beginning of the next quarter, when they begin studies as an Accepted. Failing the test a second time prevents the Sentinel from advancing to Accepted status. Twice-failed Candidates are not shunned or otherwise treated poorly and often become successful alchemists, apothecaries, or other non-magical professionals who serve useful roles in society and support the economy of magic. Some are bitter at their lot, while most accept their newfound direction in life and maintain friendships with their former fellow Sentinels.

A Sentinel who passes the Test of Apprenticeship is considered a 0-level wizard, with a +1 Willpower save, a spellbook with all the 0-level spells in it, and the ability to cast two 0-level spells per day. They have 1 rank each in the skills Knowledge (arcana) and Spellcraft. Humans have 1 rank in an additional skill as well, often Concentration or Knowledge (any other). Sentinels with Intelligence scores of 12 or higher also gain additional skills, all with 1 rank.

Few Sentinels ever have more than 1 rank in any skill before advancing to Accepted status.

Accepted-Level Studies

Courses are taught by school of magic, and not by Path. Students of every Path must learn at least a little of every school, even if within their Path they further focus their studies as a specialist wizard. Each Path emphasizes one or more of the specialized schools over the others, and these classes are often required of Accepted-level students, even if the course's school of magic is opposed to the student's specialization. The Path of Alchemy favors Alchemy and Conjunction; Apothecology favors Alchemy, Enchantment, Necromancy, and Transmutation; Astrology favors Divination and Zodiac; Histomorphology favors Abjuration, Conjunction, Evocation, Histomorphology, and Transmutation; and Planology favors Abjuration, Conjunction, and Divination. All Paths equally support general studies.

Accepted students are left on their own in regards to choosing classes to take; their professors have little time to act as advisors. Except for the Arcane Knowledge class, no course is required of every student. A student's chosen Path heavily influences his course selection, as does specialization. When a student believes himself ready to graduate, he announces his intention to the Magus of his chosen Path, who then administers the Test of Acceptance. Unlike the Test of Apprenticeship, this test is taken as many times as necessary to pass. Note that the Arcane Knowledge comprehensive test is separate from the Test of Acceptance, and must also be passed in order to graduate. An apprentice who passes the Test of Acceptance becomes a 1st-level wizard (though he must still pass the *Scribing* course (see below) before he gains the bonus Scribe Scroll feat).

The following class list is a sample of what is taught at the UdM. GM's should feel free to add to this list as they see fit. Each entry has the following information: course name, class description, what the class is a prerequisite of (if anything), prerequisites to take the class (if any), what skill or feat it teaches, required books (and cost thereof), and the

professor who typically teaches the class. Most classes that teach skills meet three times a week for an hour at a time, and teach only 1 rank in a given skill (once the course is completed). Courses teaching feats are more difficult, requiring an hour of education five days a week.

Courses of Study

General Studies

Arcane Knowledge: This class teaches the theories of magical energy, as well as those areas given as examples under the Knowledge skill in Chapter 4 of the *PHB*. Though required for all, this class is often cited as the most boring course at the University. It involves rote memorization and recitation and by the end of every quarter, the student is expected to know all three books of that quarter by heart. All students must take this class every quarter of every year they attend the university. Apprentices must pass a comprehensive final in this class to graduate. This course teaches the Knowledge (arcana) skill.

Prerequisites: None.

Three books are required every quarter, their total cost being 20 gold each. Every professor takes a turn teaching this class.

Astrology, Basic: Most of this class takes place outdoors, under the night sky. Students learn to identify the different constellations of the zodiac, as well as their significance and meaning. Due to weather considerations, this course is not taught in the winter. This course is a prerequisite for Advanced Astrology and teaches the Knowledge (nature), Knowledge (zodiac), and the Craft (star charting) skills.

Prerequisites: None.

The thin textbook and a basic star chart cost 10 gold each, while a masterwork star chart costs 100 gold and provides an even better insight into the material (see the 'Magi Tool'

A Note About Specific Classes

The specific classes listed in this chapter are primarily aimed at Accepted-level students, and such students make up the vast majority of the studentbody attending the various classes during a semester. Candadite-level students are too busy learning the basic skills of reading, writing, familiarizing themselves with magic, and/or tending to their chores to actually attend specific classes. Candadites must earn the right to do so by passing the Test of Acceptance and becoming Accepted-level students.

section of Chapter 7 for details). Professor Elothern usually teaches this course.

Herbalism, Basic: Students in this class learn to identify plants useful to them in their alchemical or herbal creations, as well as their spells. This course is a prerequisite for *Advanced Herbalism*. This course teaches the Craft (alchemy) and/or Knowledge (herbalism) skills.

Prerequisites: None.

A field book of 10 gold and a textbook of 20 gold are required for this class. Taught by the renowned expert of alchemy, Professor Therene, this course is always full of those who wish to follow the Path of Alchemy or Apothecology.

Humanoid Anatomy, Basic:

Students taking this basic course learn to quickly determine whether someone is dead or merely in a comatose or unconscious state. Major bones, muscles, and organs are also identified, as well as the look and effects of injuries. This course is a prerequisite for *Advanced Humanoid Anatomy* (see *Necromancy* below). This course teaches both the Knowledge (anatomy) and Heal skills.

Prerequisites: None.

The text costs 50 gold, and an additional course cost of 10 gold covers the acquisition of cadavers for study. Taught by Professor Parash Mathier, the esteemed necromancer, this course seldom holds interest for those not interested in the darker side of magic.

Identify Animals, Basic: This class teaches students to identify common animals, and to judge a creature's apparent threat to the wizard. This course is a prerequisite for *Identify Animals, Advanced* and teaches the Knowledge (nature) or Survival skills. This course is also required before an apprentice can summon a familiar.

Prerequisites: None.

The field book for this class costs 10 gold. While observation is important in this class, its instructor, Professor

Thuger, keeps students and animals safely separated.

Draconic – the Language of Magic: If asked for course selection advice, every instructor suggests this class. Students of this course learn the Speak Language (Draconic) skill, the ancient language of both the Draconis and their dragon servitors.

Prerequisites: None.

Three texts are required for this class; each costs 10 gold. Taught by the ancient Professor Spravovast, this course challenges its students to learn the finer points of the long-dead language of dragons.

Meditative Focus, Basic: Through specific breathing and stretching techniques, students learn to focus their inner thoughts, allowing them to ignore distractions around them. This class is a prerequisite for *Advanced Meditative Focus* and teaches the Concentration skill.

Prerequisites: None.

No books are required, but loose fitting garb is recommended. Professor Tuen specializes in teaching her students how to maintain concentration under duress.

Meditative Focus, Advanced:

Students put their focus training to practical work in this class. Padded wooden weapons, minor damaging spells, and a dizzying array of illusions make this class fun, if difficult. This course teaches the Combat Casting feat.

Prerequisites: Meditative Focus, Basic & 4+ ranks of Concentration.

There is a 5 gold additional charge to offset the cost of supplies. Professor Tuen forces students to apply what they were taught in the basic class, with additional constant distractions filling the classroom with a din.

Magical Effects, Basic: Students of this course learn how to identify spells as they are cast, to transcribe spells from another spellbook, and to identify schools of magic from a *detect magic* spell. Through a reading-intensive class, Elothern often spices up his lectures with sudden demon-



strations of spells. This course is a prerequisite for Advanced Magical Effects, and must be taken at least four times. This course teaches the Spellcraft skill.

Prerequisites: None.

The text for this class costs 60 gold. A self-proclaimed expert at identifying spell effects, Professor Elothern teaches with a cold and distant attitude.

Magical Effects, Advanced: This class teaches how to identify strange or unique magical effects. A student must have taken at least four classes in Arcane Knowledge before taking this class. This course teaches the Skill Focus (Spellcraft) feat.

Prerequisites: Magical Effects, Basic.

The basic class's textbook is used for this course as well, and is also taught by Professor Elothern.

Practical Alchemy: The basics of magical potion brewing are covered in this class. This course teaches the Brew Potion feat.

Prerequisites: Caster level 3rd.

There is a 60 gold class fee in addition to tuition. Professor Kraketarst, First Magus of the Path of Alchemy, teaches this course.

Scribing: Focusing on single-spell scrolls, this class teaches a wizard how to transfer the energy of a spell into a specially prepared piece of parchment or paper. This course teaches the Scribe Scroll feat.

Prerequisites: Caster level 1st and this course is required for all first-year Accepted-level students.

There is a 20 gold class fee in addition to tuition. Professor Prothenar, the university's head librarian, teaches this class.

Spell Crafting: This class teaches students all manner of ways to shape a spell to gain more flexibility and better use from it. It may be taken multiple times, each time focusing on a different form of spell-shaping. This course teaches one Metamagic feat per time taken.

Prerequisites: None.

There is a 200 gold class fee in addition to tuition. Profes-

sor Venth, First Magus of Astrology, teaches this class.

Specialist School Classes

The lists below detail courses taught by specialist wizards from the pertinent school of magic. Some schools have more classes available than others, and some require their students to take a course offered by another, similar school. Every school has the following class, and is required for all who wish to become specialists:

The Basics of [Insert School]: This class teaches knowledge of the more esoteric and secret aspects of the appropriate school of magic. It delves more deeply into the school than the basic overview provided by Arcane Knowledge. This course teaches the Knowledge (arcana [magic school]) skill and it is required for a specialist to gain the benefits of specialization (+2 to Spellcraft checks and a bonus spell).

Prerequisites: None.

Though the cost varies slightly, every school requires a text for this class. Most cost 10-15 gold. Professor Lomas teaches Abjuration, Thuger teaches Conjunction, Octranal oversees Divination, Enchantment by Alastriol, Evocation by Pyransk, Illusion by Tirch, while Parash Mathier instructs Necromancy and Thornaolf covers Transmutation.

Abjuration

Defensive Engineering: Students of this class learn to design and build such protective structures as moats, walls, and keeps. This course teaches the Knowledge (architecture and engineering) skill.

Prerequisites: None.

The textbook costs 75 gold. Professor Nagdori, who moonlights as an engineer but lacks magical ability, keeps a sometimes dull topic lively.

Inner Planes: The astral and ethereal planes dominate much of this class, though the elemental planes are thoroughly taught as well. Professor Xsza, an air elemental, teaches this course. It (as no student or faculty member has ever asked Professor Xsza's gender) uses no book, as its windy body tends to scatter the pages. This course teaches Knowledge (the planes) and/or Speak Language (Aquan, Auran, Ignan, or Terran).

Prerequisites: None.

The Planes: Though the emphasis of this class is on the

identification of the creatures that come from the known Planes, much is to be learned about the individual planes themselves. At the conclusion of this class, Professor Lomas and his students summon and speak with a good-aligned outsider from one of the planes featured in the class. This course is a prerequisite for Planar Politics and teaches the Knowledge (the planes) skill.

Prerequisites: None.

The five textbooks needed for this course cost 40 gold each. The instructor, Professor Lomas, is rumored to be plane-touched himself.

Planar Politics: Picking up where *The Planes* course left off, *Planar Politics* teaches students about the constant wars and endless struggles that tend to keep the outer planes in a state of relative balance. Near the end of the class the students and instructor summon a demon or devil to speak to. This course teaches the Knowledge (the planes) and/or Speak Language (Abyssal or Infernal) skills.

Prerequisites: The Planes & 4+ ranks of the Knowledge (the planes) skill.

The book for this class costs 60 gold, with an additional class cost of 100 gold. Professor Lomas teaches this course only in the summer.

Conjuration

Beast Training: This class teaches its students how to handle and train a variety of animals, both domestic and wild. It touches on identifying more fantastic beasts, but only barely. This course teaches the Handle Animal skill.

Prerequisites: None.

No books are required. Professor Thuger, the university's resident expert on animals and creatures of all types, teaches this class.

Identify Animals, Advanced: Conjurers are required to take this course, which is held in the College of Histomorphy.

Prerequisites: Identify Animals, Basic.

Divination

Investigation: This course emphasizes solid detective work, demonstrating tried and tested methods of discovering that which is hidden or lost. In order to pass this course, students must locate a number of items Octranal hides around the campus. This course teaches the Search skill.

Prerequisites: None.

No books are required, though the instructor has a small pamphlet available for 5 gold. Reading the pamphlet provides unique insight into investigation techniques (see the 'Magi Tools' section of Chapter 7 for details). Professor Octranal, longtime head of security at the Universitae de Magus, teaches this course.

Seeking the Unknown: Taking this course teaches students the ability to use crystal balls, magic mirrors, and other forms of divining magic. This course teaches the Scry skill.

Prerequisites: None.

The text costs 20 gold, with an additional class cost of 50 gold. Professor Fijit, a breezy and enigmatic sh'reen (halfling), encourages students to take this course multiple times.

Subtle Interrogation: Through carefully structured questions and learning to identify potential informants, this class trains a student to acquire vital information without bringing undo attention to himself. The course may be taken multiple times and teaches the Gather Information skill.

Prerequisites: None.

No books are required. Professor Octranal teaches this class, and has students spend hours in social settings while personally gauging their abilities.

Enchantment

Social Interactions: Divided into three sections, this course teaches its students how to persuade, intimidate, or strike fear into those with whom they speak. Students are taught how to get what they wish from others with only words. This course may be taken multiple times, once each to learn the Bluff, Diplomacy or Intimidation skills.

Prerequisites: None.

The thick text for this class costs 40 gold, but must only be purchased once. Taught by Professor Alastriol, a jawnee (elf) of outstanding beauty, the class requires its students to interact with fellow students on campus in order to achieve a goal set by the instructor.

Wiles: Students are taught how best to use their physical forms to support their words. Sexual innuendo, veiled physical threats, and exhibiting a false air of trust are the tools of this class. This course teaches the Skill Focus (Bluff), Skill Focus (Diplomacy), or Skill Focus (Intimidation) feat.

Prerequisites: None.

No books are required. Professor Alastriol teaches this class to augment her *Social Interactions* course.

Evocation

Elemental Knowledge: In-depth knowledge, touched on by the *Properties of Energy* class (which is a prerequisite), is taught in this course, focusing on one of the four basic elements and the spell energy type associated with it. This course teaches the Knowledge (arcana [elements]) skill.

Prerequisites: Properties of Energy.

The text for each different element costs 30 gold. The course is jointly taught by Professors Pyransk and Lomas.

Properties of Energy: This class can be taken five times, each from a different instructor. The class offers its students an understanding of the five basic energy forms: acid, cold, electricity, fire, and sonic. It is a prerequisite for *Elemental Knowledge*. This course teaches the Knowledge (arcana), Spellcraft, or Speak Language (Aquan, Auran, Ignan, or Terran) skill.

Prerequisites: None.

The books for Acid, Fire, and Electricity cost 40 gold; Cold costs 30 gold and Sonic costs 20 gold. Professor Llyanthis teaches Acid, Parash Mathier teaches Cold, Fire is handled by Pyransk, Lightning by Balik, and Tok covers Sonic.

Illusion

Art: Each time this class is taken a new art form is chosen for the student to concentrate on: drawing, painting or sculpting. Some see this course as a waste of time, but Professor Tellian insists it is important for illusionists to create realistic illusions. Several drawings, paintings, and sculptures are required for a student to pass this class, which may be taken up to three times. This course teaches the Craft (drawing), Craft (painting), or Craft (sculpting) skill.

Prerequisites: None.

Class supplies cost 20 gold for drawing, 30 for painting, and 50 for sculpting. As noted before, this course is taught by Professor Tellian.

Illusion Control, Basic: Students of this course learn to create realistic-looking basic illusions (for spells such as *silent image*). The course is a prerequisite of *Advanced Illusion Control* and teaches the Spellcraft skill.

Prerequisites: None.

The two slim books cost 10 gold each. Professor Tellian highly recommends students take at least two courses of *Art* before this class.

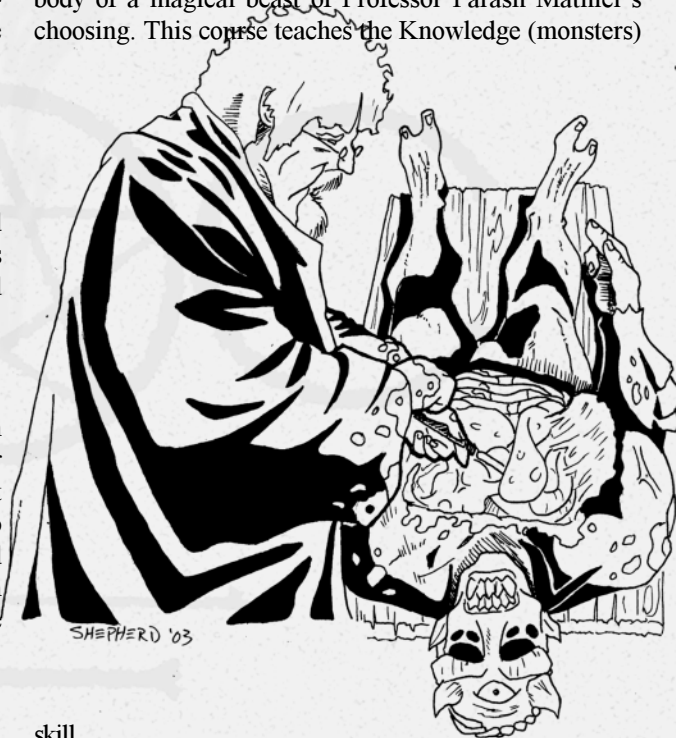
Illusion Control, Advanced: Students of this course learn to create realistic-looking illusions with more than visual effects (for spells such as *minor image*). Professor Tellian usually ends the quarter with a demonstration of the power of illusion magic. This course teaches the Spellcraft skill.

Prerequisites: Illusion Control, Basic & 4+ ranks of the Spellcraft skill.

The textbook cost 20 gold and is penned by Professor Tellian herself.

Necromancy

Non-Humanoid Anatomy: Students are taught the function of all the major organs of several strange creatures, as far as they are currently understood. A valuable class for necromancers, the course ends with students dissecting the body of a magical beast of Professor Parash Mathier's choosing. This course teaches the Knowledge (monsters)



skill.

Prerequisites: None.

Class supplies cost 40 gold. This course is taught by Professor Parash Mathier, who sometimes enjoys his work more than makes his students comfortable.

Humanoid Anatomy, Advanced: Students are taught the function of all the organs of the humanoid body, as far as they are understood in the campaign world. Students are required to successfully dissect a kelnar (dwarf), jawnee (elf), or human cadaver to pass this course, which is a prerequisite for Undead Studies. This course teaches the Skill

Focus (Heal) or Skill Focus (Knowledge [anatomy]) feat.

Prerequisites: Humanoid Anatomy, Basic.

The massive visual encyclopedia that replaces a textbook costs 60 gold; there is also a 30 gold class fee. The course is typically taught by Professor Parash Mathier.

Undead Studies: Students in this class learn to identify undead and determine whether they are mindless or free-willed. They are introduced to the most basic undead in the form of animated skeletons, which they study extensively. This course teaches the Knowledge (undead) skill.

Prerequisites: None.

The two textbooks cost 40 gold each. Professor Parash Mathier maintains absolute control over the skeletons, but has been known to exhibit his dark sense of humor by threatening or even attacking his students with his undead creations.

Transmutation

Combative Polymorphing: Students of this, the most advanced Transmutation class, learn how to use their spells most effectively in combat situations. This course teaches them what they should change both enemies and allies into in order to maximize the student's chance of survival. This course teaches the Knowledge (arcana [Transmutation]) or Spellcraft skill.

Prerequisites: Personal Polymorphing & 4+ ranks of the Spellcraft skill.

The textbook costs 100 gold. Professor Sszechel, a vain but knowledgeable dwarf (elf), teaches the course.

Art: Transmuters are required to take at least two quarters of this course, which is held in the College of Illusion (see the complete class description above).

Identify Animals, Advanced: Transmuters are required to take this course, which is held in the College of Histomorph (see the complete class description above).

Identify Shapeshifters: Students of this class learn to identify shapeshifters in their normal forms (such as were-creatures in their animal forms or doppelgangers without a disguise), as well as ways to spot a shapeshifter in its disguised state. The class is a prerequisite for Personal Polymorphing and teaches the Knowledge (monsters [shapeshifters]) or Spellcraft skill.

Prerequisites: None.

The reference book costs 75 gold. The first student who

points out that Professor Thornaolf is a werebear gains enough extra credit to assure at least a passing grade.

Personal Polymorphing: Taking this class allows students to better choose the form they polymorph into with the *polymorph self* spell. Professor Thornaolf often suggests the form of a dire bear, but he accepts any form(s) a student masters. This course is a prerequisite for Combative Polymorphing and teaches the Knowledge (arcana), Knowledge (arcana [Transmutation]), or Spellcraft skill.

Prerequisites: None.

The textbook costs 20 gold. As noted earlier, this course is taught by Professor Thornaolf.

Alchemy

Alchemy, Advanced: Professor Fithlern, who also teaches the basic class, challenges the students of this class. Advanced potions, poultices, and elixirs are mixed to an exacting quality. Professor Fithlern reputedly has only give one mark of 'Exceptional' in all his long years of education, and that to a student who transformed lead into gold. This course teaches the Craft (alchemy) skill, and can be taken a second time to gain the Skill Focus (Craft [alchemy]) feat.

Prerequisites: Alchemy, Basic & 4+ ranks of the Craft (alchemy) skill.

The text book costs 60 gold; miscellaneous class supplies cost 75 gold.

Herbalism, Advanced: Students in this class learn to identify plants useful to them in their alchemical or herbal experiments. This course teaches the Knowledge (herbalism) or Knowledge (nature) skill.

Prerequisites: Herbalism, Basic & 4+ ranks of the Knowledge (herbalism) skill.

The identification book costs 30 gold; miscellaneous class supplies cost 50 gold. Professor Therene takes her students on a trip away from campus twice a quarter in order to gather spell components.

Mineral Identification: As with the courses in *Herbalism*, this class teaches students to identify and collect useful samples of minerals, rocks, and other non-living materials. Students also learn to identify landforms that would most likely contain the substance they seek. This course teaches the Knowledge (geology) and/or Knowledge (nature) skill.

Prerequisites: None.

The two field guides cost 30 gold apiece. Professor Fithlern teaches this course, and often joins Professor Therene's herbalism class on off-campus field trips.

Histomorph

Identify Animals, Advanced: Where the basic class focuses on common animals, this class teaches its students to identify and judge exotic animals and non-magical beasts. It is also involves a field school, where teams of apprentices are required to capture living specimens to be studied. Professor Thuger awards high marks to students who manage to capture dangerous creatures. This course teaches the Knowledge (nature) and/or Survival skill.

The text costs 25 gold. As noted earlier, Professor Thuger teaches this course.

Prerequisites: Identify Animals, Basic.

Zodiac

Astrology, Advanced: This class focuses on using the astrological signs to make better use of zodiac magic. Most of the study takes place outdoors, under the night sky. This course teaches the Knowledge (astrology), Knowledge (history), Knowledge (nature), or Spellcraft skill.

Prerequisites: Astrology, Basic & 4+ ranks of Knowledge (astrology).

The textbook costs 30 gold, and the star chart purchased for the basic class is used. Professor Elothern teaches this class alongside basic astrology, and does not offer it in the winter.

Raised-Level Studies

Wizards of this level rarely require actual structured classes in order to better themselves, but the Universitae de Magus offers advanced study classes for subjects such as magic item creation. Many Raised-level wizards, however, seldom take any additional classes once they pass their Test of Acceptance. Adventuring and researching are the usual ways a wizard becomes ready to take the Raising Test. Again, a student of the Raised-level must contact his mentor in order to take the test. Completion of the test requires a wizard to be at least 7th level.

The following classes are offered by the university as a courtesy to the most advanced of wizards. These courses are always taught by one of the First Magi of the Paths themselves, and are open to self-taught wizards as well as those with a long history with the UdM. They are typically only allowed to wizards of at least the Raised-level. Occasionally, a Master will take one of these classes in order to pick up insights into an area of magic he otherwise may not have been privy to.

Rarely, a student of the Accepted-level of education may take one of these courses. Such a student must usually have some real-life experience outside of the academic setting (i.e. has gained at least a level through adventuring) in order to hope to make the class remotely useful to himself.

Heavy Forging: The forging of armor and weapons in preparation for enchantment is taught in this class. This course teaches the Craft (blacksmithing) skill or the Craft Magic Arms and Armor feat.

Prerequisites: None or caster level 5th.

There is a 500 gold class fee in addition to tuition. Professor Maxin Rohall, a Master of the Histomorph Path, teaches this course. She is often assisted by the school's master blacksmith, Releva.

Light Forging: Intricate forging of jewelry and other small, mostly fragile, metal objects is taught in this class. This course teaches the Craft (jewelrymaking) skill or the Forge Ring feat.

Prerequisites: None or caster level 12th.

There is a 250 gold class fee in addition to tuition. Master Professor Maxin Rohall also teaches this course.

Rod Forming: From *immovable rods* to the *rod of alertness*, students in this class learn to create rods of every power-level. This class teaches the Craft Rod feat.

Prerequisites: Caster level 9th.

There is a 350 gold class fee in addition to tuition. The First Magus of Apothecology, Professor Llyanthis, teaches this course.

Staff Carving: From selecting the proper piece of wood, to smoothing it and adding decorations, this class teaches a wizard all she needs to know to make her own staff. This course teaches Craft (woodcarving) skill and/or the Craft Staff feat.

Prerequisites: None or caster level 12th.

There is a 200 gold class fee in addition to tuition. Professor Fezer of the Planology Path teaches this class.

Wand Making: Focusing mostly on basic forms over intricate carvings, students of this class learn how to create their own magical wands. This course teaches the Craft Wand feat.

Prerequisites: Caster level 5th.

There is a 100 gold class fee in addition to tuition. Professor Fezer also teaches this class.

Master-Level Studies

Once a wizard has passed his Raising Test, there are no more tests for him to take. The Universitae de Magus has

no courses to offer a magus who has achieved this level of power and sophistication. Instead, a Master typically acts as a part-time instructor on the campus while working on some form of magic others cannot begin to comprehend. Many times, these wizards become so engrossed in their experiments and ponderings they forget to even teach their classes. Other Masters laugh off this situation, though students and even Raised-level wizards seldom see the humor in it. In order to be considered a Master, a wizard



Optional Rule: Adding Skill Ranks

In addition to the skills gained at every class level, a GM may allow a character attending the UdM to learn additional skills or ranks, as long as the character completes all the requirements of a given course. Note that feats cannot be learned in this manner.

In order to gain this additional rank in a skill, the character must pay the tuition cost, as well as the costs for books, and attend all the classes offered for the entire three-month quarter. General studies, often 3 credit classes, are held for one hour sessions, three days a week; the more specialized 5 credit classes are held either for one hour sessions, five days a week, or an hour and a quarter sessions, four days a week (depending on the tastes of the professor). Generally speaking, a character actively taking courses from the UdM has far less time to adventure.

Chapter 4

Magi Prestige Classes



must be at least 15th level and have a number of self-created spells.

The founding mages of the Universitae de Magus decided at its inception to focus the training of their students along one of five Paths. Students who follow the Paths do so with a greater or lesser degree of focus, with only the most dedicated Path wizards rising to the top of their respective fields. Presented in this chapter are prestige classes focused on each of the five Paths, providing a truly dedicated wizard with the means of achieving the pinnacle of his specialty. In addition, two more generic prestige classes are presented at the end of the chapter to provide wizards and sorcerers with unique new abilities and functions.

The Core Prestige Classes of the Universitae de Magus

Astrologer

(Magus of Astrology)

The astrologer is a Universitae de Magus member who has chosen to follow the Path of Astrology. Entranced by the stars and constellations and their effects upon the world, astrologers seek to study the heavens for insights into a higher truth. They delve into the mysteries of the zodiac, using the gathered wisdom and knowledge of millennia to peer beyond the veil of time and space, to read the destinies of those around them. They do not seek to manipulate events, but rather to understand the cosmic story that is unfolding around them. Astrologers firmly believe in destiny, knowing that even their own attempts to understand the nature of the universe and future events has been predetermined. Pragmatic and patient, astrologers believe that it is the journey that matters, not its end.

Due to the stringent appraisal process that ev-

everyone must go through before being accepted into the Universitae de Magus, virtually all astrologers are wizards, though a select few are sorcerers. Other character classes are possible, but only in conjunction with the wizard or sorcerer class, as the ability to cast arcane spells is the primary requirement to be admitted into the Universitae de Magus. In the rare event that an individual with multiple classes is drawn to the Path of Alchemy, their secondary classes are usually clerics, druids, monks and/or rangers. The life-styles of barbarians, bards, fighters, paladins, and rogues are usually too unfocused or philosophically opposite to allow them to follow the Path of Astrology.

The Path of Astrology is one of endless study and observation and it is not generally followed by adventurers. It is for this reason that most astrologers are NPCs. Such NPCs often serve as diviners, lecturers, prophets, scholars, seers, teachers, and other arcane roles that provide advice and/or insights into the lives of those in medieval society.

Hit Die: d4

Requirements: To qualify to become an astrologer, a character must fulfill all the following criteria:

Craft (star charting): 6 ranks.

Knowledge (arcana): 4 ranks.

Knowledge (astrology): 8 ranks.

Feats: Skill Focus (Knowledge [astrology]), Spell Focus (Divination).

Special: Must have passed all undergraduate-level education (1st and 2nd degrees of education) at the Universitae de Magus and been advanced to Raised (3rd

degree of education) status. Must have chosen to follow the Path of Astrology.

Class Skills: The astrologer's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Knowledge (any)(Int), Profession (Wis), Search (Int), Spellcraft (Int), and Spot (Wis).

Skill points at each level: 4 + Int modifier.

Astrologer Class Features

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

Weapon and Armor Proficiency: Astrologers are proficient with club, dagger, heavy crossbow, light crossbow, and quarterstaff. Astrologers are not proficient with and kind of armor or with shields.

Spells per Day: An astrologer continues training in magic as well as plumbing the secrets of the zodiac and the heavens above. Thus, when a new astrologer level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of astrologer to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Arikan, an 8th-level wizard, gains a level in astrologer, he gains

Table 4-1:

ASTROLOGER (THE MAGUS OF ASTROLOGY)

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day*	Special
1	+0	+0	+0	+2	+1	Astrological reading (<i>glimpse the future</i>), bonus zodiac feat, Knowledge of the stars
2	+1	+0	+0	+3	+1	Astrological reading (<i>alignment of the stars</i>)
3	+1	+1	+1	+3	+1	Elemental oneness +1
4	+2	+1	+1	+4	+1	Astrological reading (<i>zodiac understanding</i>)
5	+2	+1	+1	+4	+1	Elemental oneness +2
6	+3	+2	+2	+5	+1	Astrological reading (<i>interpret the future</i>)
7	+3	+2	+2	+5	+1	Elemental oneness +3
8	+4	+2	+2	+6	+1	Astrological reading (<i>deeper zodiac understanding</i>)
9	+4	+3	+3	+6	+1	Elemental oneness +4
10	+5	+3	+3	+7	+1	Astrological reading (<i>know the future</i>)

* per level of existing class

new spells as if he had risen to 9th level in wizard, but uses the other astrologer aspects of level progression such as attack bonus and save bonus. If he next gains a level of wizard, making him a 9th-level wizard/1st-level astrologer, he gains and casts spells as if he had risen to a 10th-level wizard.

If a character had more than one spellcasting class before he became an astrologer, he must decide which class he adds each level of astrologer to for purposes of determining spells per day when he adds the new level.

Astrological Reading

An astrologer is steeped in the movements of the stars and their meaning in concordance with the zodiac and can draw upon this collective knowledge to gain insights into the world around him. Astrological reading can be used once per day of level of astrologer. Depending upon the ranks he has in the Knowledge (astrology) skill, he can glimpse bits of the future, read the alignment of the stars, provide understanding of the zodiac signs to others, interpret future events to enhance the performance of others, grant a temporary truer insight into the zodiac signs of others, or illuminate futures events such that the understanding nearly makes certain tasks certainties. To perform these tasks, the astrologer must have clear line of sight to the open night sky and access to astrological tools, charts and materials. An astrologer can try to perform these tasks using only the equipment, without actually consulting the stars directly, but his Knowledge (astrology) skill is considered 4 ranks less than it actually is for the purposes of determining just what tasks can actually be performed.

Astrological readings require calmness and quiet study and cannot be performed quickly (treat as a spell with somatic components, subject to the same chances of failure due to interruption). In general, to complete each astrological reading task requires 3 minutes for every rank of Knowledge (astrology) it requires to perform it. This time requirement is in turn reduced by 1 minute for every rank the astrologer performing the task has beyond the required ranks to perform it. For example, Arian the 8th-wizard/1st-level astrologer has 12 ranks in Knowledge (astrology). He wishes to perform an astrological reading to use the *alignment of the stars* task, which requires 8 ranks in Knowledge (astrology) to perform. Since he has 4 more ranks than is required to perform the task, he can complete the astrological reading in 20 minutes (24 minutes [3 minutes x number of ranks required to perform the task {in this case 8}] - 4 minutes [4 {excess ranks} x 1 minute]).

Some of these tasks convey benefits to others. In order to do so, the astrologer must speak to the recipient (in this case the astrological reading is treated as a spell with both somatic and verbal components and is subject to the same chances of failure due to both interruption and deafness). Note that for a recipient to benefit from the astrological

reading, he and the astrologer must be able to understand one another.

Glimpse the Future (Su): An astrologer with 8 or more ranks of Knowledge (astrology) can examine the heavens to attempt to glimpse bits of the immediate future. The foreseen events benefit only one individual and the effects last for a period of 24 hours. The recipient of the glimpse of the future may use his or her understanding of future events to benefit from one of the following:

- * +1 insight bonus to all of the following skill checks: Bluff, Concentration, Diplomacy, Disguise, Gather Information, Handle Animal, Hide, Intimidate, Listen, Search, Sense Motive, or Spot.
- * +1 insight bonus to all attack and damage rolls.
- * +2 insight bonus to AC.
- * +2 insight bonus to all saves.

Alignment of the Stars (Ex): A 2nd level astrologer with 10 or more ranks of Knowledge (astrology) can study the patterns of the stars to gain insight into how they currently affect the world below. The understanding gained of present positions of the stars and their effects on the world only benefit the astrologer himself, lasting for a period of 1 week. The astrologer may use this insight to gain one of the following benefits:

- * **Creature weakness.** The stars dictate a diminishment of power for one kind of creature. Using the understanding of this weakness, the astrologer gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against this type of creature. Likewise, he gains the same bonus to weapon damage rolls against creatures of this type, including ranged weapons used while the target is within 30 feet (this bonus doesn't apply against creatures that are immune to critical hits). To determine what kind of creature is vulnerable at the time of the astrological reading, roll a d20 and consult the table 4-2:
- * **Mystic energy ascendancy.** The stars dictate an enhancement of power for one school of magic and/or psionic discipline. Due to an understanding of this power enhancement, the astrologer casts all spells from the appropriate school or employs all psionic powers of the appropriate discipline at a +1 caster level. To determine what magic school/psionic discipline is enhanced at the time of the astrological reading, roll a d20 and consult the table 4-3.

Zodiac Understanding (Su): A 4th level astrologer with at least 12 ranks of Knowledge (astrology) can use this ability to grant real understanding of an ally's own zodiac sign. This grants the recipient the use of the appropriate Sign Wizardry zodiac feat, regardless of whether or not he

TABLE 4-2:

Astrologically Weakened Creatures

	Type	Examples
1	Aberrations	Destrachans
2	Animals	Bears
3	Beasts	Owlbears
4	Constructs	Golems
5	Dragons	Black dragons
6	Elementals	Fire elementals
7	Fey	Dryads
8	Giants	Ogres
9	Humanoids (surface)	Humans
10	Humanoids (subterranean)	Troglodytes
11	Humanoids (monstrous)	Medusas
12	Humanoids (all)	All humanoids
13	Magical Beasts	Displacer beasts
14	Oozes	Gelatinous cubes
15	Outsiders	Efreets
16	Plants	Shambling mounds
17	Shapechangers	Werewolves
18	Undead	Zombies
19	Vermis	Giant spiders
20	None	—

meets the requirements for it (see Chapter 5 for details on zodiac feats). Note that the appropriate feat means the zodiac Sign Wizardry feat that corresponds to the recipient's actual zodiac sign (see the 'Basic Myrran Astrology' section in Chapter 6 for details). If this information is unknown, either allow the astrologer to select the zodiac feat or determine which zodiac sign is correct at random (GM's choice). Regardless of how the appropriate sign is determined, once it is, it always remains the same. Therefore, should the astrologer use this ability on the recipient again, the granted zodiac Sign Wizardry feat will be the same one granted the first time (thus, it is a good idea to make note of the recipient's zodiac sign the first time it is determined). The recipient retains use of the zodiac Sign Wizardry feat for a period of one week, after which the understanding slips away.

Interpret the Future (Su): A 6th level astrologer with at least 14 ranks of Knowledge (astrology) can examine the heavens to attempt to look into the future of an individual and decipher the events he sees. The foreseen events benefit only one individual and the effects last for a period of 24 hours. The recipient of this interpretation of future events may use the understanding thus gained to benefit from one

of the following:

- * The ability to always be able to 'take 10' (see Chapter 4 of the *PHB*), regardless of the circumstances, when using the following skills: Bluff, Concentration, Diplomacy, Disguise, Gather Information, Handle Animal, Hide, Intimidate, Listen, Search, Sense Motive, or Spot. This requires no extra time on the recipient's part and is instead treated as if he or she were simply using the skill as normal.
- * +2 insight bonus to all attack and damage rolls.
- * +4 insight bonus to AC.
- * +4 insight bonus to all saves.

Deeper Zodiac Understanding (Su): An 8th level astrologer with at least 16 ranks of Knowledge (astrology) can use this ability to grant a deep understanding of an ally's own zodiac sign. This grants the recipient the use of the appropriate Sign Aspect zodiac feat, regardless of whether or not he meets the requirements for it (see Chapter 5 for details on zodiac feats). Note that the appropriate feat means the zodiac Sign Aspect feat that corresponds to the recipient's actual zodiac sign (see the 'Basic Myrran Astrology' section in Chapter 6 for details). If this information is unknown, either allow the astrologer to select the zodiac feat or determine which zodiac sign is correct at

TABLE 4-3:

Astrologically Enhanced Powers

Magic School or Psionic Discipline

1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation
9	Universal
10	All magic schools
11	Psychometabolism
12	Pschoportation
13	Psychokinesis
14	Metacreativity
15	Clairsentience
16	Telepathy
17	All psionic disciplines
18	None
19	None
20	All of both magic schools and psionic disciplines

random (GM's choice). Regardless of how the appropriate sign is determined, once it is, it always remains the same. Therefore, should the astrologer use this ability on the recipient again, the granted zodiac Sign Aspect feat will be the same one granted the first time (thus, it is a good idea to make note of the recipient's zodiac sign the first time it is determined). The recipient retains use of the zodiac Sign Aspect feat for a period of one week, after which the understanding slips away.

Know the Future (Su): A 10th level astrologer with at least 18 ranks of Knowledge (astrology) can examine the heavens to see the immediate future of a specific individual. The foreseen events benefit only one individual and the effects last for a period of 24 hours. The recipient of this knowledge of future events may use the information to benefit from one of the following:

- * The ability to always be able to 'take 20' (see Chapter 4 of the *PHB*), regardless of the circumstances, when using the following skills: Bluff, Concentration, Diplomacy, Disguise, Gather Information, Handle Animal, Hide, Intimidate, Listen, Search, Sense Motive, or Spot. This requires no extra time on the recipient's part and is instead treated as if he or she were simply using the skill as normal.
- * +3 insight bonus to all attack and damage rolls.
- * +6 insight bonus to AC.
- * The ability to reroll all saves (only one reroll allowed per save).

Bonus Zodiac Feat: At 1st level, astrologers receive the Sign Wizardry zodiac feat that corresponds to their astrological sign (see the 'Basic Myrran Astrology' section in Chapter 6) if they don't already have it (see the zodiac feats described in Chapter 5: New Feats and Skills for more details).

Knowledge of the Stars (Ex): An astrologer picks up a lot of stray knowledge regarding constellations, zodiac philosophy, and cosmic prophecies during his studies of astrology. An astrologer may make a special knowledge of the stars check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about constellations and their relevance to given cultures, great astrologers or zodiac philosophers, or noteworthy prophecies linked to the movements of the stars. This check will not reveal the specific powers of a person or item linked to astrology, but it may give a hint as to their general abilities or function. The astrologer may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM will determine the Difficulty Class of the check by referring to the table below (see table 4-4).

Elemental Oneness (Ex): Beginning at 3rd level, astrologers gain an affinity to the element associated to their own birth sign. They may add the listed bonus to the Difficulty Class for all saving throws against spells they cast of the appropriate element. For example, a 5th level astrologer whose sign is The Hunter (see the 'Basic Myrran Astrology' section in Chapter 6 for more details) and who casts the spell *burning hands* may add a +2 bonus to the DC of

Table 4-4

Knowledge of the Stars Difficulty Checks

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	The location of the Yawning Dragon constellation in the night sky.
20	Uncommon but available, known by only a few people.	The basic outline of Myrran astrology – what the zodiac signs are, what elements are associated with each, etc. (See the Basic Myrran Astrology' section in Chapter 6 for details.)
25	Obscure, known by few, hard to come by.	The name of the current First Magi of Astrology at the Universitae de Magus.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.	The <i>Prophecy of the Draconis Infiniadum</i> , which speaks of the return of an ancient evil that will begin at the zenith of the Tri-planet Alignment.

the save to resist the effects of the spell (in addition to the standard bonuses for spell level and ability modifiers).

Histomorpher

(Magus of Histomorph)

The histomorpher is an arcane spellcaster who takes a clinical—and sometimes personal—interest in combining, mutating, and fabricating new creatures, the idea being to create new and improved living tools to serve a specific purpose in order to improve or enhance the lives of their creators. Their tradition is a new one compared to the other four Paths practiced in the halls of the Universitae de Magus, but few have the stamina for it. In addition to the long study hours, histomorphers must also be willing to travel into inhospitable locales, stay alert for hours to trap nearly any sort of creature, incapacitate it, and then keep it restrained while he performs painful experiments on the creature's still living corpus.

Histomorphers are sometimes called 'mutators' or 'deformers' because their experiments, even the successes, frequently turn out twisted and hideous. Recognizable features of the original creatures always show through, but quite often the results are so horribly misshapen that the histomorpher (or the histomorpher's apprentice) kills them out

of mercy... or disgust. Some scholars believe that the gelatinous cube was a histomorpher creation, created for the sole purpose of disposing of histomorphy failures. However, the brutal consequences of failure never deter a histomorpher. Legendary "successes" such as the owlbear



Table 4—5:

THE HISTOMORPHER (MAGUS OF HISTOMORPHY)

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day	Special
1	+0	+0	+1	+2	+1 level of existing class	Creature specialty
2	+1	+0	+1	+3	+1 level of existing class	Mutator aptitude
3	+1	+1	+1	+3	+1 level of existing class	Emergency <i>hold</i>
4	+2	+1	+2	+4	+1 level of existing class	2nd creature specialty
5	+2	+1	+2	+4	+1 level of existing class	Combinatorial aptitude
6	+3	+2	+2	+5	+1 level of existing class	Quick <i>charm</i>
7	+3	+2	+3	+5	+1 level of existing class	3rd creature specialty
8	+4	+2	+3	+6	+1 level of existing class	Generative aptitude
9	+4	+3	+3	+6	+1 level of existing class	Operational <i>stasis</i>
10	+5	+3	+4	+7	+1 level of existing class	4th creature specialty



and the carrion crawler spur them on to greater and grander heights.

Due to the stringent appraisal process that everyone must go through before being accepted into the Universitae de Magus, virtually all histomorphers are wizards, though a select few are sorcerers. Other character classes are possible, but only in conjunction with the wizard or sorcerer class, as the ability to cast arcane spells is the primary requirement to be admitted into the Universitae de Magus. It is not uncommon for an individual with multiple classes to be drawn to the Path of Histomorphy, as the skills of bards, fighters, rangers and rogues can be invaluable to histomorphers seeking and capturing raw materials in the field. The life-styles or ideals of barbarians, clerics, druids, monks and paladins are often philosophically opposed or counter to the necessary views an individual requires to allow them to follow the Path of Histomorphy.

The Path of Histomorphy is one of rigorous study, innovative theory and bold experimentation. NPC histomorphers usually serve as animal trappers or trainers, field procurers (of spell components), lecturers, scholars, scientists, teachers and in other obscure roles required to gather and maintain knowledge on animals and creatures. Most histomorphers prefer to work in isolated places away from society as they are only too aware that the general populace is incapable of understanding the importance or necessity of their work.

Hit Die: d4.

Requirements: To qualify to become a histomorpher, a character must fulfill all the following criteria:

Alignment: Any non-good.

Spellcasting: Must be able to cast the *baleful polymorph* and *polymorph* spells.

Knowledge (arcana): 8 ranks.

Knowledge (nature): 8 ranks.

Survival: 4 ranks.

Feats: Craft Creature (new feat, see Chapter 5), Endurance.

Special: Must have made at least five attempts to use the Craft Creature feat. Must have passed all undergraduate-level education (1st and 2nd degrees of education) at the Universitae de Magus and been advanced to Raised (3rd degree of education) status. Must have chosen to follow the Path of Histomorphy.

Class Skills: The histomorpher's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (any)(Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill points at each level: 4 + Int modifier.

Histomorpher Class Features

All of the following are class features of the histomorpher prestige class:

Weapon and Armor Proficiency: Histomorphers are proficient with club, dagger, heavy crossbow, light crossbow, and quarterstaff. Histomorphers are not proficient with any kind of armor or shields.

Spells per Day: A histomorpher continues training in magic as well as experimenting with living creatures. Thus, when a new histomorpher level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of the histomorpher to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Hethles, an 8th-level wizard, gains a level in histomorpher, she gains new spells as if she had risen to 9th level in wizard, but uses the other histomorpher aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making him a 9th-level wizard/1st-level histomorpher, she gains and casts spells as if she had risen to a 10th-level wizard.

If a character had more than one spellcasting class before she became a histomorpher, she must decide which class she adds each level of histomorpher to for purposes of determining spells per day when she adds the new level.

Creature Specialty (Ex): At 1st level a histomorpher may select a type of creature to specialize in for experimentation. Due to protracted study of a creature type, the histomorpher gains a +1 bonus to Knowledge, Listen, Search, Spot, and Survival checks used against this type of creature. The histomorpher also gets a +1 bonus to spell DCs cast on this type of creature.

At 4th, 7th, and 10th levels, a histomorpher may select a new creature specialty, and the bonus associated with every previously selected creature specialty goes up by +1. For example, a 10th level histomorpher has four specialties with bonuses of +4, +3, +2, and +1.

Available creature type choices are: aberration, animal, beast, dragon, elemental, fey, giant, humanoid type (choose one such as elf or goblin; may be selected multiple times), magical beast, ooze, outsider type (choose one such as chaos or fire; may be selected multiple times), plant,

shapechanger, and vermin.

Mutator Aptitude (Ex): At 2nd level, the histomorpher gains a +5 competence bonus to Craft (alchemy) skill checks when altering a creature (see Chapter 6 for details).

Emergency Hold (Su): At 3rd level, histomorphers become intimately familiar with the *hold monster* spell. Once per day, the histomorpher may swap out any 5th level spell for the *hold monster* spell, in the same way clerics do with *cure* spells (see Chapter 3 of the *PHB* for details).

Combinatorial Aptitude (Ex): At 5th level the histomorpher gains a +5 competence bonus to Craft (alchemy) skill checks when combining two creatures (see Chapter 6 for details).

Quick Charm (Sp): At 6th level, the histomorpher has by now had several harrowing experiences with runaway creatures, and developed an innate magical ability to handle problems on the fly. Once per day, the histomorpher may cast *charm monster* as if he had it prepared with the Quicken Spell feat. This is in addition to the histomorpher's normal allotment of spells for the day.

Generative Aptitude (Ex): At 8th level, the histomorpher gains a +5 competence bonus to Craft (alchemy) skill checks when fabricating a creature (see Chapter 6 for details).

Operational Stasis (Sp): At 9th level, once per week, the histomorpher gains the innate ability to hold creatures as if affected by a *temporal stasis* spell. This ability works as

the spell, except that no material components are required, and the effect lasts one week.

Magus of Alchemy

The Magus of alchemy is a Universitae de Magus member who has chosen to follow the Path of Alchemy. Drawn to the power that resides in the basic elements of all things, the Magus of alchemy is forever seeking to unlock the secrets of mixing and matching those components, compounds, and constituent parts that make up the world around them. Magic or mundane, a Magus of alchemy firmly believes that untold power lies in such components, one need only find the right substances, in the right amounts, to unlock these secrets. There is no doubt that many wondrous things are possible using these methods and the most well-practiced Magi of alchemy are capable of truly amazing feats of chemistry, including providing resistance to poisons and even slowing the aging process to such an extent that it is virtually impossible to observe. Despite this, true immortality via alchemy, the ultimate prize sought by the Path of Alchemy, stills eludes all Magi of alchemy.

Due to the stringent appraisal process that everyone must go through before being accepted into the Universitae de Magus, virtually all Magi of alchemy are wizards, though a select few are sorcerers. Other character classes are possible, but only in conjunction with the wizard or sorcerer class, as the ability to cast arcane spells is the primary requirement to be admitted into the Universitae de Magus. In the rare event that an individual with multiple classes is drawn to the Path of Alchemy, their secondary classes are usually bards, clerics and/or druids. The life-styles of barbarians, fighters, monks, paladins, rangers, and rogues are often too active or counterproductive to allow them to follow the Path of Alchemy.

The Path of Alchemy is one of rigorous study and experimentation and it is not generally followed by adventurers. It is for this reason that most magi of alchemy are NPCs. Such NPCs often serve as alchemists, lecturers, physicians, scholars, scientists, teachers, and other mundane roles that keep the cogs of medieval society running. On occasion, a Magus of alchemy can be found in the field, seeking new elements and components or search-



ing for a new or exceptionally rare substance.

Hit Die: d4.

Requirements

To qualify to become a Magus of alchemy, a character must fulfill all the following criteria:

Craft (alchemy): 8 ranks.

Knowledge (arcana): 8 ranks.

Feats: Brew Potion, Craft Wondrous Item, Skill Focus (Craft [alchemy]).

Special: Must have passed all undergraduate-level education (1st and 2nd degrees of education) at the Universitae de Magus and been advanced to Raised (3rd degree of education) status. Must have chosen to follow the Path of Alchemy.

Class Skills: The Magus of alchemy's class skills (and the key ability for each skill) are: Concentration (Con), Craft (alchemy)(Int), Decipher Script (Int), Heal (Wis), Knowledge (any)(Int), Profession (Wis), Search (Int), Spellcraft (Int), and Survival (Wis).

Skill points at each level: 4 + Int modifier.

Magus of Alchemy Class Features

All of the following are class features of the Magus of alchemy prestige class:

Weapon and Armor Proficiency: Magi of alchemy are proficient with club, dagger, heavy crossbow, light crossbow, and quarterstaff. Magi of alchemy are not proficient with and kind of armor or shields.

Spells per Day: A Magus of alchemy continues training

in magic as well as delving into the secrets of alchemy. Thus, when a new magus of alchemy level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of the Magus of alchemy to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Loyal, an 8th-level wizard, gains a level in Magus of alchemy, he gains new spells as if he had risen to 9th level in wizard, but uses the other Magus of alchemy aspects of level progression such as attack bonus and save bonus. If he next gains a level of wizard, making him a 9th-level wizard/1st-level Magus of alchemy, he gains and casts spells as if he had risen to a 10th-level wizard.

If a character had more than one spellcasting class before he became a Magus of alchemy, he must decide which class he adds each level of Magus of alchemy to for purposes of determining spells per day when he adds the new level.

Alchemical Secret: In their studies and experiments, Magi of alchemy discover many special properties and scientific secrets related to various chemical substances and components. At 1st level and every other level afterward (1st, 3rd, 5th, 7th, and 9th), the Magus of alchemy chooses one secret from Table 4—7: Alchemical Secrets. A Magus of alchemy's level plus Intelligence modifier determines which secrets he can choose. He can't choose the same

Table 4-6:

THE MAGUS OF ALCHEMY

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day	Special
1	+0	+1	+0	+1	+1 level of existing class	Alchemical secret
2	+1	+1	+0	+2	+1 level of existing class	Philosophic copper
3	+1	+2	+1	+2	+1 level of existing class	Alchemical secret
4	+2	+2	+1	+3	+1 level of existing class	Philosophic tin
5	+2	+2	+1	+3	+1 level of existing class	Alchemical secret
6	+3	+3	+2	+4	+1 level of existing class	Philosophic iron
7	+3	+3	+2	+4	+1 level of existing class	Alchemical secret
8	+4	+4	+2	+4	+1 level of existing class	Philosophic mercury
9	+4	+4	+3	+4	+1 level of existing class	Alchemical secret
10	+5	+5	+3	+5	+1 level of existing class	Philosophic gold

secret twice.

Philosophic Copper: At 2nd level, the Magus of alchemy learns the secret of extracting *philosophic copper* from ordinary copper. *Philosophic copper* is a fiery red powder that quickly evaporates if left in an open-air container. A pinch of *philosophic copper* takes the place of 1 XP when brewing potions of all kinds. Extracting *philosophic copper* is a Craft (alchemy) skill, with a DC of 9 + the number of pinches extracted at one time, and an effective market price of 1 gp per pinch. In addition to the raw material cost of 3 sp per pinch, it takes one pound of vulgar copper (see Chapter 7 of the *PHB*) to extract 1 pinch of *philosophic copper* (so 8 sp per pinch in raw materials overall).

Philosophic Tin: At 4th level, the Magus of alchemy gains the ability to distill *philosophic tin* from ordinary tin. *Philosophic tin* is a heavy, viscous fluid that looks much like dull gray mercury. It hardens into a useless cake of dust if

exposed to heavy moisture. A dram of *philosophic tin* takes the place of 50 XP when crafting wondrous items. Distilling *philosophic tin* is a Craft (alchemy) skill, with a DC of 14 + the number of drams distilled at one time, and an effective market price of 50 gp per dram. In addition to the raw material cost of 17 gp per dram, it takes 5 pounds of vulgar tin (3 sp per lb.) to distill 1 dram of *philosophic tin* (so 18 gp and 5 sp per dram in raw materials overall).

Philosophic Iron: At 6th level, the Magus of alchemy learns the secret of smelting *philosophic iron* from ordinary iron. *Philosophic iron* resembles a gold leaf. It melts upon contact with other metals. A sheet of *philosophic iron* takes the place of 100 XP when crafting magic weapons, armor and rings. Smelting *philosophic iron* is a Craft (alchemy) skill, with a DC of 19 + the number of sheets smelted at one time, and an effective market price of 100 gp per sheet. In addition to the raw material cost of 33 gp per sheet, it takes 10 pounds of vulgar iron (see Chapter 7 of the *PHB*) to smelt 1 sheet of *philosophic iron* (so 34 gp

Table 4-7:

Alchemical Secrets

Level + Int Modifier	Secret	Effect
1	Secret alchemical formulas	The character has access to the knowledge required to create the new alchemical items detailed in Chapter 7.
2	Transmutation specialist	Gain the Spell Focus (Transmutation) feat
3	Alchemical health	+3 hit points
4	Alchemical mastery	+4 competence bonus to Craft [alchemy] checks (this supercedes the bonus granted by the Skill Focus (Craft [alchemy]) feat)
5	Sustenance purification	Cast <i>purify food and drink</i> 3/day as a spell-like ability (at Magus level of ability)
6	Slow toxin effects	Cast <i>delay poison</i> 1/day as a spell-like ability (at Magus level of ability)
7	Alchemical substance	+2 bonus to Fort against poisons and immunity to drugs.
8	Alchemical purity	+2 bonus to Fort against diseases
9	Transmutation mastery	+2 to the Difficulty Class for all saves against Transmutation spells cast by the Magus of alchemy ability stacks with the Spell Focus (Transmutation) feat)
10	Newfound arcana	1 bonus 2nd-level spell*
11	Slow Aging	Ages as the next race category up (see Chapter 6 of the <i>PHB</i>), i.e. a human Magus of alchemy now ages as if he were a sh'reen (halfling), a kelnar (dwarf) Magus of alchemy now ages as if he were a jawnee (elf), etc.
12	Ageless	No longer suffers the negative effects of aging (see Chapter 6 of the <i>PHB</i>) and is immune to magical or unnatural aging, but still dies at the maximum age for his race (see <i>PHB</i>)

*As if gained through having a high ability score.

per sheet in raw materials overall).

Philosophic Mercury: At 8th level, the Magus of alchemy can distill *philosophic mercury* from ordinary mercury. *Philosophic mercury* resembles silvery balls of cotton. If not kept in an immaculately clean and air-tight container, it deteriorates into a brown slime. A ball of *philosophic mercury* takes the place of 200 XP when crafting rods, staves or wands. Distilling *philosophic mercury* is a Craft (alchemy) skill, with a DC of 24 + the number of balls distilled at one time, and an effective market price of 200 gp per ball. In addition to the raw material cost of 67 gp per ball, it takes 20 ounces of vulgar mercury (1 gp per ounce) to distill 1 ball of *philosophic mercury* (so 87 gp per ball in raw materials overall).

Philosophic Gold: At 10th level, the Magus of alchemy can distill the purest substance known to alchemical science, *philosophic gold*. A single drop of the precious liquid can illuminate an entire room with its brilliance. It is impervious to corruption as far as alchemical science has yet been able to ascertain. A drop of *philosophic gold* takes the place of 1,000 XP when crafting magic items of all kinds. Creating *philosophic gold* is a Craft (alchemy) skill, with a DC of 29 + the number of drops created at one time, and an effective market price of 1,000 gp per drop. In addition to the raw material cost of 333 gp per drop, it takes 50 pounds of vulgar gold (see Chapter 7 of the *PHB*)

to create 1 drop of *philosophic gold* (so 2,833 gp per drop in raw materials overall).

Magus of Apothecology

The Magus of apothecology is a Universitae de Magus member who has chosen to follow the Path of Apothecology. Intrigued by the human body's inner workings and the chemical reactions that can be wrought upon it by use of stimulants, drugs and toxins, the Magus of apothecology pledges her life to the attempt to better understand the human condition. To a Magus of apothecology, there is nothing so basic to the life of a living creature as its health. To understand the mechanisms that govern how a creature physically feels, how strong it is, how resilient it is, etc., one must understand how the body's inner organs and fluids react to outside stimuli, both natural and magical. Magi of apothecology firmly believe that such studies hold the keys to a better and happier life, perhaps even humanity's ultimate evolution as a superior species.

Due to the stringent appraisal process that everyone must go through before being accepted into the Universitae de Magus, virtually all Magi of apothecology are wizards, though a select few are sorcerers. Other character classes are possible, but only in conjunction with the wizard or sorcerer class, as the ability to cast arcane spells is the primary requirement to be admitted into the Universitae de Magus. In the rare event that an individual with multiple classes is drawn to the Path of Apothecology, their secondary classes are usually bards, clerics, druids, monks or rogues. The life-styles of barbarians, fighters, paladins, and rangers are often too undisciplined or philosophically opposite to allow them to follow the Path of Apothecology.

The Path of Apothecology is one of constant study and

Table 4-8:

THE MAGUS OF APOTHECOLOGY

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day*	Special
1	+0	+1	+0	+1	+1 level of existing class	Medicinal secret, poison use
2	+1	+1	+0	+2	+1 level of existing class	Brew poisons
3	+1	+2	+1	+2	+1 level of existing class	Medicinal secret
4	+2	+2	+1	+3	+1 level of existing class	Brewing potency +1
5	+2	+2	+1	+3	+1 level of existing class	Medicinal secret
6	+3	+3	+2	+4	+1 level of existing class	Brewing potency +2
7	+3	+3	+2	+4	+1 level of existing class	Medicinal secret
8	+4	+4	+2	+4	+1 level of existing class	Brewing potency +3
9	+4	+4	+3	+4	+1 level of existing class	Medicinal secret
10	+5	+5	+3	+5	+1 level of existing class	Brewing potency +4

field experimentation. It is rarely followed by adventurers, though those that take their practices afield are not unheard of. NPC Magi of apothecology often serve as apothecaries, lecturers, midwives, physicians, scholars, scientists, teachers, and other mundane roles that serve the needs of a medieval society. Those Magi of apothecology found in the field are most often treating and/or researching an active contagion, questing after a rare herbal ingredient or seeking the proper conditions/subjects for tests/experimentations of a new drug they have concocted.

Hit Die: d4.

Requirements: To qualify to become a Magus of apothecology, a character must fulfill all the following criteria:

Heal: 4 ranks.

Knowledge (herbalism): 6 ranks.

Profession (apothecary): 4 ranks.

Profession (herbalist): 4 ranks.

Feats: Brew Potion.

Special: Must have passed all undergraduate-level education (1st and 2nd degrees of education) at the Universitae de Magus and been advanced to Raised (3rd degree of education) status. Must have chosen to follow the Path of Apothecology.

Class Skills: The Magus of apothecology's class skills (and the key ability for each skill) are: Concentration (Con), Craft (alchemy)(Int), Craft (poisonbrewing)(Int, exclusive skill), Decipher Script (Int), Heal (Wis), Knowledge (any)(Int), Profession (Wis), Search (Int), Spellcraft (Int), and Survival (Wis).

Apothecary Class Features

All of the following are class features of the Magus of apothecology prestige class:

Weapon and Armor Proficiency: Magi of apothecology are proficient with club, dagger, heavy crossbow, light crossbow, and quarterstaff. Magi of apothecology are not proficient with and kind of armor or shields.

Spells per Day: A Magus of apothecology continues training in magic as well as exploring the properties of medicinal herbs and drugs. Thus, when a new Magus of apothecology level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of the Magus of apothecology to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if

Athena, an 8th-level wizard, gains a level in Magus of apothecology, she gains new spells as if she had risen to 9th level in wizard, but uses the other Magus of apothecology aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 9th-level wizard/1st-level Magus of apothecology, she gains and casts spells as if she had risen to a 10th-level wizard.

If a character had more than one spellcasting class before she became a Magus of apothecology, she must decide which class she adds each level of Magus of apothecology to for purposes of determining spells per day when she adds the new level.

Medicinal Secret: In their studies of, and experiments with, herbal draughts and drugs, Magi of apothecology discover many medicinal benefits and special properties related to various herbal medicines and drugs. At 1st level and every other level afterward (1st, 3rd, 5th, 7th, and 9th), the Magus of apothecology chooses one secret from Table 4—9: Medicinal Secrets (pg 45). A Magus of apothecology's level plus Intelligence modifier determines which secrets she can choose. She can't choose the same secret twice.

Poison Use (Ex): Magi of apothecology are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Brew Poisons: In her studies of natural agents and herbal medicines and their effects upon the body, a Magus of apothecology learns the art of poison and toxin distillation. A Magus of apothecology may use the Craft (poisonbrewing) to make certain poisons and toxins (see Table 4—10: Apothecology Toxins & Poisons for details - pg 46). The Craft (poisonbrewing) skill is not available to other classes (unless the GM decides otherwise) and can only be used to craft the poisons listed on Table 4—10, so the Magus of apothecology cannot use the skill for any other purpose. To brew a particular poison, the Magus must use the Craft (poisonbrewing) as detailed in the *PHB* (note that the required DC for this check is equal to the poison's save DC + 5; therefore, the DC required to Craft bloodroot would be 17). Poisons cannot be masterworked.

Type: The poison's method of delivery – ingested, inhaled, via an injury, or contact –and the DC needed to save.

Init.(initial) Damage: The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Se.(secondary) Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness

lasts for 1d3 hours. Loss marked with an asterisk is permanent drain instead of temporary damage.

Cost: The cost for a Magus of apothecology to brew one dose (one vial) of the poison. It is not possible to apply the poison in any quantity smaller than one dose. Magi of apothecology usually charge up to twice the poison's cost when selling it. The sale, purchase or possession of poison

is always illegal, however, and even the Universitae de Magus does not condone it.

Brewing Potency (Ex): A Magus of apothecology is a master of brewing concoctions, both magical and mundane. Because of this mastery, a Magus of apothecology's brews are more potent than those of other brewers. To represent this, the Magus of apothecology may add the listed bonus

Table 4-9:

Medicinal Secrets

Level*	Secret	Effect
1	Secret herbal concoctions	The character has access to the knowledge required to reate new herbal balms and brews (see Chapter 7).
2	Herbal medicines	The Magus can heal wounds with herbal applications and medicinal drugs. Each day she can cure a total number of hit points equal to her Wisdom bonus times her level, ie. a 7th-level Magus of apothecology with a 16 Wisdom (+3 bonus) may cure up to 21 hit points of damage. The Magus can cure herself. She may choose to divide her curing among multiple recipients, and she doesn't have to use it all at once. <i>Herbal medicines</i> is a spell-like ability whose use is a standard action.
3	Herbal mastery	+4 competence bonus to Knowledge (herbalism) checks (this supercedes the bonus granted by the Skill Focus (Knowledge [herbalism]) feat.
4	Identify toxins	Cast <i>detect poison</i> 3/day as a spell-like ability (at Magus level of ability).
5	Slow toxin effects	Cast <i>delay poison</i> 1/day as a spell-like ability (at Magus level of ability).
6	Building an immunity	+2 bonus to Fort against poisons and drugs.
7	Herbal purity	+2 bonus to Fort against diseases.
8	Resistance to toxins	The Magus takes only half the damage, loss, or drain inflicted by poisons. She also halves the time of paralyzation or unconsciousness due to poisons.
9	Herbal wonder drugs	The Magus can heal debilitating ability damage through the use of potent herbal drug. Each day she can cure a total number of temporary ability damage equal to her Wisdom bonus (if any) times her level, ie. a 7th-level Magus of apothecology with a 16 Wisdom (+3bonus) may cure up to 21 points of temporary ability damage. The magus can cure herself. She may choose to divide her curing among multiple recipients, and she doesn't have to use it all at once. <i>Herbal wonder drugs</i> is a spell-like ability whose use is a standard action.
10	Detoxification	Cast <i>neutralize poison</i> 1/day as a spell-like ability (at Magus level of ability)
11	Immunity to toxins	Absolute immunity to all natural poisons and a bonus to save against the effects of magical poisons equal to the number of levels in the Magus of apothecology.
12	Timeless body	No longer suffers the negative affects of aging and is immune to magical or unnatural aging. Any penalties she may have already suffered, however, remain in place. Bonus still accrue, and the Magus of apothecology still dies of old age when her time is up.

* plus intelligence modifier.

TABLE 4-10:

Apothecolgy Toxins and Poisons

Poison	Type*	Init Damage	Sec Damage	Cost
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Bloodroot	Injury DC 12	0	1d4 Con +1d3 Wis	100 gp
Blue whinnis	Injury DC 14	1 Con	consciousness	120 gp
Mandrake essence	Injury DC 16	1d6 Str	1d8 Str	220 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	50 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Fleshboil fungus paste	Contact DC 12	25 gp	1d6 Con	450 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Violet fungus gel	Contact DC 14	1d4 Str & 1d4 Con	1d4 Str & 1d4 Con	800 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	2,500 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis +1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Beetle root	Ingested DC 13	1d6 Dex	1d6 Dex	160 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con +1d6 Str	300 gp
Concentrated myconid spores	Inhaled DC 13	1d4 Wis	2d4 Wis	900 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha +1 Cha*	1,000 gp

***Type:** The poison's method of delivery – ingested, inhaled, via an injury, or contact –and the DC needed to save.



to any, and all, DCs to resist the effects of poisons, magic potions or herbal balms/brews brewed by her.

Planitician

One of the most physically rigorous, demanding, and potentially dangerous of the Paths, Planology demands from its practitioners the utmost dedication. Because planiticians deal with the outer planes, many of which have powerful and deadly denizens, madness and paranoia often grip those of weak resolve. Among the wizarding community, planiticians are looked upon with a mixture of respect and fear. Few wizards dare to test the strength of the outer planes and planar monsters on a regular basis, but planiticians go out of their way to do so.

As a result of their frequent encounters with the outer planes, planiticians often feel disconnected from the material plane on which they were born and raised. War, plague, famine, and the mass suffering of people near them rarely elicit a response. They see any conflict or trouble that does not at least engulf multiple worlds on the same plane as a local issue. Their minds are broadened by the vast stretches of planar existence they have seen.

Due to the strict guidelines for admittance into the Universitae de Magus, nearly all planiticians are wizards or multi-classed wizards. Rarely, a sorcerer with a lawful bent or a cleric of a god who calls multiple planes home may become a planitician. Other classes gain little or nothing from choosing to follow the Path of Planology. Despite their aloof natures, planiticians make excellent envoys between planes, and also sometimes work as

extraplanar spies, assassins, or intelligence gatherers.

Hit Die: d4.

Requirements: To qualify to become a planitician, a character must fulfill all the following criteria:

Concentration: 8 ranks.

Diplomacy: 3 ranks

Knowledge (the planes): 6 ranks.

Feats: Spell Penetration.

Languages: Must be able to speak Abyssal, Celestial, and Infernal.

Spellcasting: Ability to cast arcane spells.

Special: Must have passed all undergraduate-level education (1st and 2nd degrees of education) at the Universitae de Magus and been advanced to Raised (3rd degree of education) status. Must be able to converse directly with a creature on an outer plane, either with a spell, magic item, or ability.

Class Skills: The planitician's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all)(Int), Profession (Wis), Sense Motive (Wis), Speak Languages (NA), and Spellcraft (Int).



Table 4-11:

PLANITICIAN (THE MAGUS OF PLANOLOGY)

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day*	Special
1	+0	+2	+0	+2	+1 level of existing class	Planar connection
2	+1	+3	+0	+3	+1 level of existing class	Energy resistance
3	+1	+3	+1	+3	+1 level of existing class	Energy resistance
4	+2	+4	+1	+4	--	Planar connection, Plane link
5	+2	+4	+1	+4	+1 level of existing class	Energy resistance
6	+3	+5	+2	+5	+1 level of existing class	Energy resistance
7	+3	+5	+2	+5	+1 level of existing class	Planar connection
8	+4	+6	+2	+6	--	Immunity, planar link
9	+4	+6	+3	+6	+1 level of existing class	Immunity
10	+5	+7	+3	+7	+1 level of existing class	Planar immersion



Skill points at each level: 2 + Int modifier.

Planitician Class Features

All of the following are class features of the planitician prestige class:

Weapon and Armor Proficiency: Planiticians gain no proficiency with any weapon or armor.

Spells per Day: A planitician continues training in magic as well as delving into the secrets of the outer planes. Thus, when a new planitician level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of the planitician to the level of some other spellcasting class the character has, and then determines spells per day and caster level accordingly. For example, if Bremmon, an 8th-level wizard, gains a level in planitician, he gains new spells as if he had risen to 9th level in wizard, but uses the other planitician aspects of level progression such as attack bonus and save bonus. If he gains a level of wizard, making him a 9th-level wizard/1st-level planitician, he gains and casts spells as if he had risen to a 10th-level wizard.

If a character had more than one spellcasting class before he became a planitician, he must decide which class he adds each level of planitician to for purposes of determining spells per day when he adds the new level.

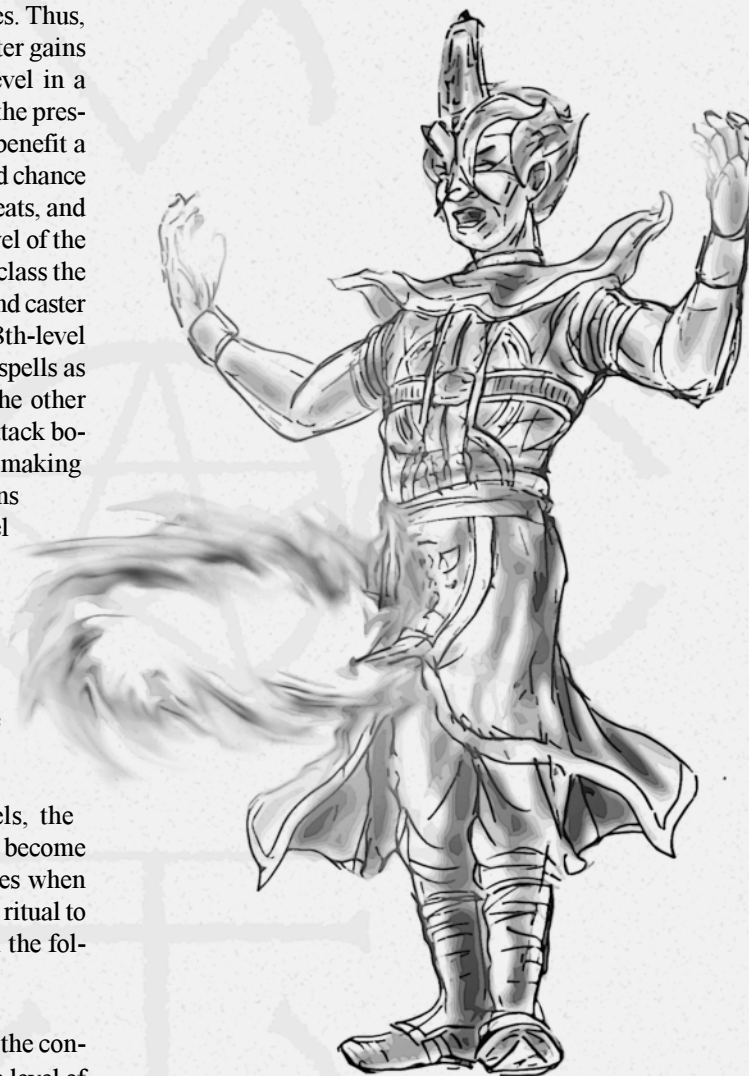
Planar Connection: At 1st, 4th, and 7th levels, the planitician may choose one of the outer planes to become attuned to. This connection grants several bonuses when dealing with the plane its natives or denizens. The ritual to perform this Planar Connection takes 8 days. All the following benefits apply:

★ Whenever attempting a *teleport* spell on the connected plane, the planitician may roll as if he had a level of familiarity one better than he actually does. For example, if teleporting to a location that he has only a description of, the planitician uses the 'viewed once' row on the teleport table instead (see the *teleport* spell description in the *PHB* for further details).

★ The planitician gains a +2 circumstance bonus to all Charisma checks when dealing with creatures native to the plane, and a +1 circumstance bonus to all Charisma checks when dealing with creatures that are on the plane but are not native to it.

★ The planitician gains a +2 circumstance bonus to Knowledge (the planes) skill checks when used in conjunction with the connected plane.

Energy Resistances: At every level noted in the table above, the planitician gains the special quality Energy Resistance 5 to one energy type based on his alignment. He can choose the same energy type more than once, and each time, the resistance stacks. For example, if a lawful neutral planitician chooses Cold Resistance 5 at 2nd level, he may select Cold Resistance again at 3rd level, giving him Cold



Resistance 10. If he continues to take only Cold Resistance at each level, at 6th level he would have Cold Resistance 20. Choose from the list below:

Alignment	Energy Type
Chaotic	Fire
Good	Sonic
Evil	Acid

Lawful
Neutral

Cold
Lightning

character), but is under no compulsion to cooperate with or otherwise serve him.

Planar Link: At 4th level, and again at 8th, the planitician chooses an outer plane that he already has a Planar Connection to (see above) with which to become intimately tied to. The benefits of the Planar Connection continue with those of the Planar Link. For all purposes, the character is considered to be a native of the linked plane(s), in addition to the material plane from which he originated. In addition, once per week as a full-round action, the planitician may *plane shift* (himself only) to the plane that he is linked to. Note that this ability only allows the planitician to shift to the plane(s) that he is linked to, and not back to the material plane or any other plane.

If the plane to which the planitician links has some sort of plane-wide environmental effect that would otherwise cause him harm or death, he is immune to the effect while on that plane (only). In addition, any gear that he carries or wears (up to 50 pounds per planitician level) is also protected from such effects.

Immunities: The planitician gains immunity to either an energy type (based on alignment), or to some other type of effect. He may choose an immunity to one of the energy types based off his alignment, as shown on the table above, or one of the following effects (as long as the prerequisite is met):

Prerequisite	Immunity
Dex 13+	Paralysis
Con 13+	Poison and death-effects
Int 13+	Fear
Wis 13+	Sleep-causing effects
Cha 13+	Mind-influencing effects

Planar Immersion: At 10th level, the planitician's creature type becomes Outsider. Unless his alignment is true neutral, the planitician also acquires all appropriate subtypes based on alignment (Chaotic, Good, Evil, Lawful). Thus, a neutral good planitician gains the creature type Outsider (Good), while a lawful evil planitician would have the type Outsider (Evil, Lawful).

In addition to the other benefits and penalties of being an outsider, the planitician gains darkvision with a range of 60 feet. He also gains the ability, as a standard action, to open a *gate* to one of the planes to which he is linked. He may use this ability a number of times per day equal to 1 + his Charisma bonus (if positive). The *gate* lasts for a number of rounds equal to the planitician's Intelligence score, or until a creature steps through it. There is a 5% chance every round that a native of the plane steps through the *gate*. Such a creature recognizes the planitician as a native of the plane (and is therefore usually friendly toward the

Additional Prestige Classes

While only advanced students at the Universitae de Magus (or its equivalent) should have access to the Path prestige classes, anyone who meets the requirements should be able to take the following two.

Field Professor

In a scholastic setting such as the Universitae de Magus, professors must stay current with new discoveries in their fields, recently unearthed artifacts, and newly revealed secrets. Most instructors write the books they use as texts in their classrooms, relying on a steady and reliable source of information to augment their already impressive knowledge. For the latest in worldly discoveries, these academicians turn to their more adventurous comrades, the field professors.

Field professors are academic wizards who routinely take sabbaticals from their teaching positions in order to explore a new magical location or search for a lost magic item first hand. Dressed in more practical garb than many of their more academically-minded peers, field professors lead active and adventurous lives. Some have tenure as instructors at the Universitae de Magus, while others earn their tenure through their explorations and discoveries. While many field professors are adventurers, their motivations are usually more knowledge-oriented than profit driven. Most of the rare and exciting discoveries they make out in the field end up in either Northlandre museums or the vaults of the Universitae de Magus.

Like the professorships offered at the Universitae de Magus, field professors are not exclusively wizards, but wizards gain the most benefits from the class. Many who take this class are rugged individualists who usually teach at the Universitae because they cannot find work elsewhere (though the steady pay is often an incentive as well).

All field professors are teachers at the Universitae de Magus or a similar school, and as such have duties to perform. Most are given only a few months a year to do their exploring and finding, and are expected to teach the other three quarters a year. Those with tenure, however, often take much longer leaves of absence (see below). Their peers in the university offer them a begrudging respect, as field

professors often are the ones who provide the rare magical items the academicians study and lecture about.

Hit Die: d4.

Requirements: To qualify to become a field professor, a character must fulfill all the following criteria:

Knowledge (arcana): 8 ranks.

Knowledge (history): 8 ranks.

Search: 4 ranks.

Feats: Spell Mastery (two of the mastered spells must be *detect magic* and *identify*), Skill Focus (Knowledge (arcana), Knowledge (history), or Search).

Special: The character must be a member of the faculty at the Universitae de Magus or a similar institution. This professorship position provides a steady paycheck, but also requires the character to remain at the university for three of the four quarters every year until tenure is acquired. In addition, when the field professor returns from his sabbaticals, he is required to turn over any powerful magic items (those worth more than 10,000 gp) for study by his peers, as well as a journal of his experiences for other instructors to use in their classes. Journals and magic items are returned to the character, typically within a month.

Class Skills: The field professor's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (all)(Int), Profession (Wis), Search (Int), Sense Motive (Wis), and Spellcraft (Int). In addition, the field professor may choose one Strength-based skill (Climb, Jump, or Swim) to be a class skill. Once chosen, this class skill cannot be changed.

Skill Points at each level: 4 + Int modifier.

Field Professor Class Features

All of the following are class features of the field professor prestige class:

Weapon and Armor Proficiency: Field professors gain no proficiency with any weapon, armor or shields.

Spells per Day: While a field professor learns skills and abilities wizards do not possess, they still rely heavily on magic. When a character gains a new level as a field professor, he sometimes gains new spells as if he had gone up in his previous spellcasting class prior to becoming a field professor (usually as a wizard). He does not gain any other benefit that a member of that class would gain, such as bonus metamagic or item-creation feats.

If a character had more than one spellcasting class prior to becoming a field professor, he must decide which class he adds the field professor level to for purposes of spell acquisition and number of spells per day at the time he raises a level.

Arcane Studies (Ex): A field professor accumulates a great deal of knowledge while studying ancient texts for clues concerning historical and archeological sites. This ability acts as the bard's bardic knowledge ability, where the bonus for the roll is equal to his field professor level + intelligence bonus. If the character has a similar ability from another class (such as from bard levels) the field professor levels stack with the other class.



Table 4-12:

THE FIELD PROFESSOR

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day*	Special
1	+0	+0	+0	+2	+1 level of existing class	Arcane studies
2	+1	+0	+0	+3	+1 level of existing class	Fast <i>identify</i> 1/day
3	+1	+1	+1	+3	--	Explorer's luck 1/day
4	+2	+1	+1	+4	+1 level of existing class	Weapon proficiency
5	+2	+1	+1	+4	+1 level of existing class	Spell mastery, search bonus
6	+3	+2	+2	+5	--	Archaeological find
7	+3	+2	+2	+5	+1 level of existing class	Bonus feat, tenure
8	+4	+2	+2	+6	+1 level of existing class	Fast <i>identify</i> 2/day
9	+4	+3	+3	+6	--	Explorer's luck 2/day
10	+5	+3	+3	+7	+1 level of existing class	Know magic



Fast Identify (Sp): Once per day, as a spell-like ability, a field professor can hold magic items in his hands and identify their most basic property as the *identify* spell cast at his field professor level. This takes ten minutes. For example, a 3rd level field professor can *identify* three items in ten minutes once per day. At 8th level, the field professor can use this ability twice per day.

Explorer's Luck (Ex): Once per week, a field professor who fails a save that results in him being reduced to zero hit points or less, may reroll his save. He must take the second roll, even if it is worse. This ability does not allow rerolls against death effects (such as *power word*, *kill* spells). At 9th level, the field professor may use this ability twice per week and it now does work against death effect spells and abilities.

Weapon Proficiency: Because adventuring is dangerous work, a field professor learns to use his tools to his best advantage. At 4th level, the field professor gains proficiency in one weapon related to archaeological tools. These include: handaxe, heavy pick, light hammer, light pick, throwing axe, and warhammer. A field professor may also use a shovel or spade as a weapon; the shovel acts as a light mace that can also deal slashing damage, while the spade acts as a dagger that can also deal bludgeoning damage (see the 'Magi Tools' section of Chapter 7 for more details).

Spell Mastery (Ex): Field professors often lose or forget their spellbooks more often than their stay-at-school colleagues, and so they learn to prepare spells from memory. At 5th level, the field professor gains the Spell Mastery special feat. This is a bonus feat, and is in addition to the Spell Mastery needed to take the class.

Search Bonus (Ex): At 5th level, the field professor's practice at finding lost items makes him more likely to see something others may miss. He gains a +2 competence bonus to all Search checks. This bonus stacks with the Skill Focus (Search) feat.

Archaeological Find: Occasionally, the museum at the Universitae de Magus allows its treasure finders to keep an item the university does not want or need. At 6th level, the field professor gains a minor wondrous item not worth more than 2,000 gp in value. The character is allowed to choose the item from the list in the *DMG*, the 'Magi Magic Items' list found in Chapter 7, or from an alternate list provided by the GM.

Tenure: Due to his long hours in the field and contributions to the museum of the university, a field professor of 7th level is granted tenure. This honor makes it difficult



for new administration or other faculty members to force the field professor to leave. He also usually is granted a raise when accepted for tenure, though this (and its specifics) is up to the GM. The field professor may take sabbaticals without fear of losing his job, and many older field professors sometimes take leaves of over a year. In addition, a tenured professor gains a +2 bonus to Diplomacy and Intimidate checks when made to influence students or faculty of the university.

Bonus Feat: The field professor may take any metamagic feat or any feat off the following list: Alertness, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (any Knowledge skill) or Toughness. This is a bonus feat that is in addition to the feats he gains every 3 levels.

Know Magic (Sp): At 10th level, the field professor is so attuned to finding places and items of magic that he can see magical auras without a spell. This spell-like ability works exactly like the spell *detect magic*, except that the field professor may use it at will. In addition, the field professor gains a +2 competence bonus to Knowledge (arcana)

and Spellcraft checks (these bonuses stack with the Skill Focus feat).

Procurer

Well-stocked stores and labs, especially the large teaching labs in the Universitae de Magus, require frequent and constant refilling of basic supplies. A lone wizard or alchemist may only use a small amount of a particular herb or component, but in an academic environment, with potentially hundreds of wizards, the demand can become great. The task of keeping a school or shop stocked usually falls upon the procurer, a hunter of both common and rare components.

Like the field professor, the procurer spends as much time as possible away from the hallowed halls of higher learning. Where the field professor searches for locations and artifacts crafted by intelligent beings, the procurer hunts for the sometimes-rare alchemical and magical components that nature provides. She dresses only with function in mind, preferring rugged and easily washed clothing. As she spends much time digging through dirt (or worse), looking for the much-needed components of other wizards, the procurer has a reputation for wearing her work on her sleeve, shirt, and pants. While they serve institutes of higher education, as well as supplying the few magical supply shops in larger towns, procurers rarely tie themselves directly to any one organization. Instead, they make rounds to a number of organizations, taking orders for what is needed and offering up rare ingredients to whomever wishes to purchase them. Older, or at least more experienced, procurers

prefer the quiet company of the wilderness to the typical wizardly haunts of city or tower.

Procurers usually take horses, mules, or other pack animals with them, in order to bring back more supplies to sell. Those who come from a partially druidic background occasionally make these creatures an animal companion, as per the druidic class ability. Most of the specimens procurers turn up are animal or plant related, though unusual minerals and precious stones are also routinely among their finds.

Wizards and ranger/wizards excel in this class, but druid/wizards generally make the best procurers. Bards, multi-classed clerics of a nature god, and sorcerers also occasionally become procurers, but they rarely reach the highest levels in the class. Other classes gain little from choosing this path.

Hit Die: d4.

Requirement: To qualify to become a procurer, a character must fulfill all the following criteria:

Alignment: At least partially neutral: neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Craft (alchemy): 5 ranks.

Knowledge (arcana): 7 ranks.

Knowledge (nature): 7 ranks

Survival: 5 ranks.

Feat: Brew Potion.

Spellcasting: Ability to cast 3rd-level arcane

Table 4-13:

THE PROCURER

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Spells per Day*	Special
1	+0	+0	+0	+2	--	Druidic ability
2	+1	+0	+0	+3	+1 level of existing class	Haul, shrewd bargainer
3	+2	+1	+1	+3	+1 level of existing class	<i>Detect plants or animals</i>
4	+3	+1	+1	+4	+1 level of existing class	Wilderness knowledge
5	+3	+1	+1	+4	--	Druidic ability, finder
6	+4	+2	+2	+5	+1 level of existing class	Detect minerals, track
7	+5	+2	+2	+5	+1 level of existing class	<i>Speak with animals and plants</i>
8	+6	+2	+2	+6	+1 level of existing class	Components at the ready
9	+6	+3	+3	+6	--	Druidic ability
10	+7	+3	+3	+7	+1 level of existing class	Nature's gifts

spells, or the ability to cast 2nd-level arcane spells and 2nd-level divine spells.

Special: In order to become a procurer, the character must spend at least two consecutive weeks in the wilderness, alone, in quiet contemplation and meditation.

Class Skills: The procurer's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Knowledge (arcana)(Int), Knowledge (nature)(Int), Profession (Wis), Search (Int), Spellcraft (Int), and Survival (Wis).

Skill points at each level: 2 + Int modifier.

Procurer Class Features

All of the following are class features of the procurer prestige class:

Weapon and Armor Proficiency: Procurers gain proficiency with the same weapons as druids, and can wear light armor and use shields.

Spells per Day: While a procurer learns skills and abilities wizards do not possess, they still rely heavily on magic. When a character gains a new level as a procurer, she sometimes gains new spells as if she had raised a level in the spellcasting class she had prior to becoming a procurer (usually wizard). She does not gain any other benefit a member of that class would gain, such as bonus metamagic or item-creation feats.

If a character had more than one spellcasting class prior to becoming a procurer, she must decide which class she adds the procurer level to for purposes of spell acquisition and number of spells per day at the time she raises the new level.

Druidic Ability: From their time spent alone in the wilds, procurers learn secrets of nature usually reserved only for druids. At 1st-level, and again at 5th and 9th level, the procurer gains one of the powers available to a druid of the same level as that of the character's procurer class. For example, a 1st-level procurer can take either nature sense or animal companion, while a 5th-level procurer can take any one ability a 5th-level druid would have (up to and including *wild shape*). If the procurer has any levels of druid, those levels stack with regards to the abilities the character may take.

Haul (Ex): The procurer has spent enough time packing items that by 2nd level she can store, haul, and carry 10% more material than a character of the same Strength normally would be allowed to. All containers and carriers she packs, from backpacks to wagons, can hold 10% more. Creatures she personally harnesses can drag 10% heavier loads. The procurer's maximum weight she can carry also

increases by 10%, depending on her Strength; this has no effect on her light or medium load limits.

Shrewd Bargainer (Ex): Beginning at 2nd level, the procurer gains a +2 bonus to Appraise, Bluff, and Diplomacy checks when trying to sell an unusual specimen as an alchemical or spell component.

Detect animals or plants (Sp): Beginning at 3rd level, the procurer can use *detect animals or plants* as a spell-like ability up to once per day for every three procurer levels.

Wilderness Knowledge (Ex): Upon reaching 4th level, the procurer is so attuned to the natural world that she gains a +2 to Knowledge (nature) and Survival checks. This bonus stacks with the Skill Focus feat.

Finder (Ex): In addition to gaining her second druidic ability, at 5th level, a procurer also gains a +2 competence bonus to Search and Spot checks when looking for a specific type of animal, mineral, or plant. In order to gain this ability, the procurer must declare the desired animal, mineral, or plant she intends to search for at the beginning of that particular day. Once she has declared her target, she may not change it until the next morning. This ability cannot be used to find a specific or unique creature, only a species.

Detect Minerals (Sp): Beginning at 6th level, the procurer gains the ability to detect a particular type of mineral or stone, such as sulfur, granite, or diamonds. In all other ways, the ability acts as the spell *detect animals or plants*. The procurer can use this ability once per day.

Track: At 6th level, assuming she does not already have it, the procurer also gains the Track feat as a bonus feat.

Speak with Animals and Plants (Sp): By 7th level, the procurer has spent enough time in the presence of animals that she may speak with them at will per the spell *speak with animals*. In addition, she has also gained a special attunement with plant materials that she can cast *speak with plants* once per day for every three procurer levels she has (twice per day when she gains this ability, and three times per day at 9th level).

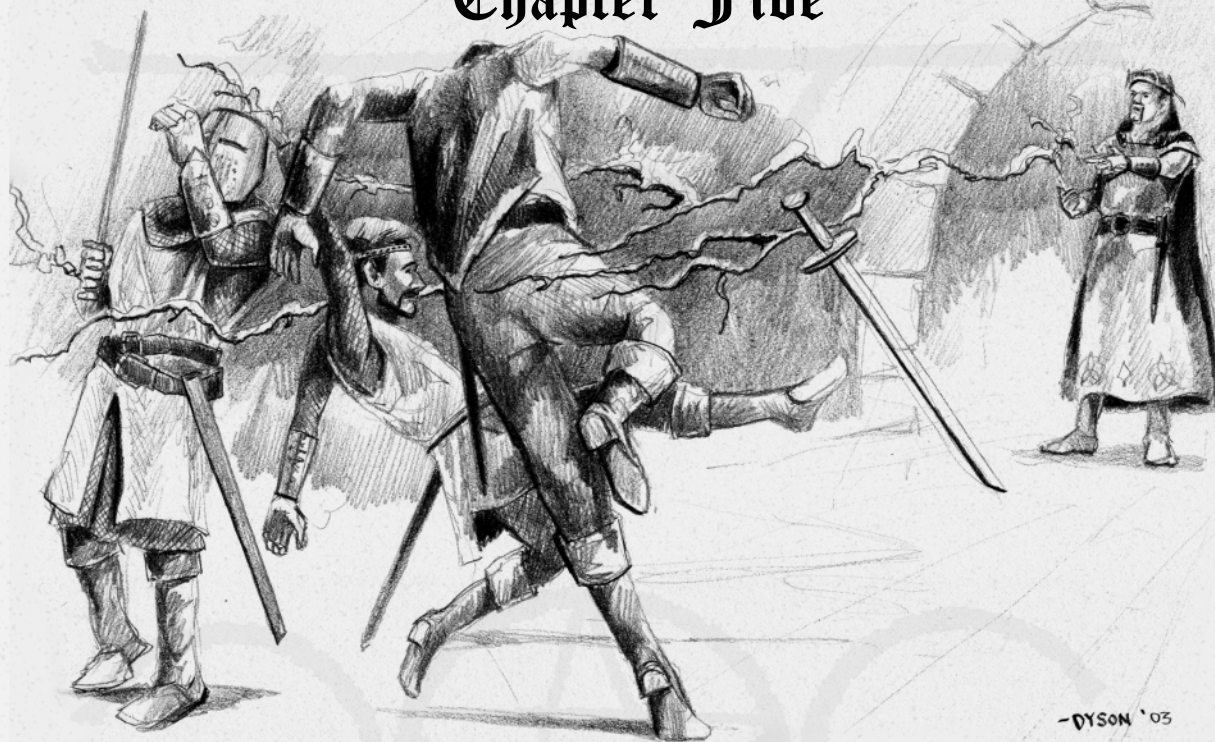
Components at the Ready (Ex): Beginning at 8th level, the procurer has acquired such a random collection of materials that she always has available any naturally occurring material spell component worth 200 gp or less. In addition, because of her familiarity with such common items, she can cast any spell with a naturally occurring material component without actually having it, as long as that component's value does not exceed 5 gp. Finally, she can supply any one other spellcaster such that he is granted this ability when in the company of the procurer.

companion(s), if any. When complete, the procurer acquires an understanding of nature's power second only to truly powerful druids. She now adds the druid spell list to her own, and can learn, prepare, and cast druid spells as if they were wizard spells. The procurer can only learn druid spells of one level lower than the highest level of wizard spell she can learn. Druid spells she casts are considered to be wizard spells, and are therefore arcane instead of divine. Note that a procurer cannot use items meant only for druids, including druidic scrolls and wands. She can, however, create scrolls and wands using druid spells, and they are only usable by herself and other procurers.

In addition, because of her time spent in the wild and the physical stamina required to survive on her own, the procurer's physical abilities increase slightly. The procurer chooses one of her physical abilities (Strength, Dexterity, or Constitution) and raises it by 2 points. This ability increase is the same as that gained every four levels, except that it raises the chosen ability by 2 instead of 1 and is stacked with the normal ability increase if the 10th level of procurer is also a 4th-level increment (where all characters gain an ability increase of their choice).



Chapter Five



Skills and Feats of the Magi

The mages of the *Universitae de Magus* have extensively researched magical lore and method for generations. The results of their studies have spread through Myrra and (with the help of a few plane-traveling scholars) even to other worlds. Characters from lands that have regular contact with the *Universitae de Magus* can take advantage of this knowledge and select these feats, though the GM is free to limit this to characters who have a significant contact with the *Universitae* or even to those who are actual students with the appropriate knowledge.

SKILLS

The following are optional rules for using existing skills from the *PHB* in new ways:

KNOWLEDGE: The following new skills under the heading of Knowledge expand slightly on the original skill as listed in Chapter 4 of the *PHB*.

Anatomy: The basic use of this skill is to know the various bones, muscles, and organs of a humanoid body. A character with this skill can gain small advantages in combat in certain, specific situations. The chart below

shows the appropriate DC for each use of the skill:

Coup de grace: When making a coup de grace attack, a successful skill check allows you to add your ranks of this skill to the total damage done (damage after all other modifiers and critical hit multiplication). This use of the skill cannot be used untrained.

Sneak attack: A rogue with at least 5 ranks of this skill can gain a +2 competence bonus to hit when making a sneak attack. Note that this use of the skill can only be used if the subject is unaware of the rogue at the time of the attack, and cannot be used when merely flanking an opponent. This use of the skill cannot be made untrained.

Arcana, Specialist School: This skill actually encompasses 13 skills; one for each of the specialist schools taught at the *Universitae de Magus*: Abjuration, Alchemy, Apothecology, Astrology, Conjuraction, Divination, Enchantment, Evocation, Histomorphy, Illusion, Necromancy, Planology, and Transmutation. This is an in-depth study of a particular school of magic at the expense of learning about others. Note that this use of the skill is separate from basic Knowledge (arcana); neither is required for the other. The specialized training one learns with this skill is typically reserved for specialist wizards.

Astrology: With this skill you can recall the phase of the moon (or moons) as well as the sunset or sunrise of the current day and the three days before and after. In addition, you always know when a solstice or equinox is, as well as other celestial happenings (such as eclipses). You can also accurately read a star chart or other map or record of such information (so you do not have to make the same check multiple times). This skill represents knowledge of the sky as a whole, and not only the symbols of the zodiac.

Dragons: This skill allows you to identify a dragon's subtype by its shape and color. With a successful check you may learn one piece of the following information of the target dragon: its age category, number of hit dice (but not hit points), breath weapon type, its relative health (healthy, diseased, stunned, fatigued, etc., but not hit points), its sex, and its likely reaction to your presence based on its color. This check must be made each time a dragon is encountered, even if that particular dragon has been met before (though, of course, some aspects of a particular dragon, such as its sex, will not change from meeting to meeting).

Herbalism: This is the study of natural plant materials that can be used as food, healing agents, mind-altering agents (such as hallucinogens or natural pain killers), or spices.

Monsters: As with Knowledge (dragons), but this skill covers only creatures of the Aberration, Beast, and Magical Beast type.

Undead: As with Knowledge (dragon), but this skill is only useful for undead.

Zodiac: With this skill you can recall the phase of the moon (or moons), as well as which zodiac image is dominant at the time, as well as which sign preceded and follows the current sign. In addition, you know which zodiac sign will be dominant at any given day or month of the year. This skill represents a more intimate knowledge of the zodiac signs themselves, and is less involved with using those signs in an astrological sense.

Special: If you have 5 or more ranks in Knowledge (arcane, specialist school), you gain a +2 synergy bonus to Spellcraft checks when dealing with spells or effects of the given school.

If you have 5 or more ranks in Knowledge (astrology), you gain a +2 synergy bonus to Intuit Direction checks whenever you have a clear view of the night sky.

If you have 5 or more ranks in Knowledge (herbalism), you gain a +2 synergy bonus to all Alchemy checks that have a biological component.

If you have 5 or more ranks in Knowledge (zodiac), you gain a +2 synergy bonus to all Knowledge (astrology) checks and all Spellcraft checks made dealing with zodiac magic.

TABLE 5-1:

New Knowledge Skill Effects

Knowledge Skill	DC	Effect
Anatomy	30	Coup de grace
Anatomy	Target's AC	Sneak attack bonus
Astrology	5	Know moon phase or sunrise/sunset
Astrology	15	Read star chart
Astrology	15	Predict eclipse or other celestial event
Dragon	15	Learn breath weapon type, sex, and likely reaction of dragon
Dragon	25	Learn age category, hit dice, and health of dragon
Monsters	10	Learn information about a beast
Monsters	18	Learn information about a magical beast
Monsters	25	Learn information about an aberration
Undead	20	Learn information about corporeal undead
Undead	25	Learn information about incorporeal undead
Zodiac	10	Know moon phase or dominant zodiac image
Zodiac	10	Know which sign is dominant at given time of year
Zodiac	20	Know what bodies are affecting a sign

SPELLCRAFT

Special: If you have 5 or more ranks in Knowledge (arcana [specialist school]) and you are a specialist wizard of that school, you gain a +1 synergy bonus to Spellcraft checks when dealing with a spell or effect from your chosen school. This bonus stacks with that already given for being a specialist, for a total of +3.

New Feats:

Some of the feats in this chapter are listed as [Zodiac] feats. To take one of these feats, a character must have the listed sign as their primary sign (their 'sun' sign). Since a character can have only one sun sign, this makes it impossible for them to have a Centaur zodiac feat and a Serpent zodiac feat, for example. See the 'Basic Myrran Astrology' section of Chapter 6 for more details on zodiac signs.

ADVANCED ARCANESPELL RESEARCH [General]
Your forays into magical research are more productive than those of other mages.

Prerequisite: Knowledge (arcana) 8 ranks, Spellcraft 3 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Whenever you add new spells to your spellbook because you have gained a level (as a wizard does), you gain one more spell than you would without this feat. For example, a wizard reaches 6th-level and would normally be able to add 2 spells to her spellbook of any level she can cast; with this feat, she can add a third spell of any level she can cast.

Since you select your new feats (if any) before you update your class abilities, this feat applies to the level you acquire it in if it's a class level that uses a spellbook. For example, the 6th level wizard described above gets the extra spell from this feat at 6th level even if she takes this feat at 6th level.

CENTAUR SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Centaur zodiac sign.

Table 5-2:

New Feats

General

Advanced Arcane Spell Research

Necromantic Spell version*

Shorthand Spell Preparation

Smiting Spell*

Spell Cleave

Improved Spell Cleave

Prerequisite

Knowledge (arcana) 8 ranks, Spellcraft 3 ranks, ability to prepare arcane spells from a spellbook.

Knowledge (arcana) 5 ranks, specialist in the school of necromancy, non-good alignment.

Knowledge (arcana) 6 ranks, Spellcraft 3 ranks, ability to prepare spells from a spellbook.

Chaotic, Evil, Good, or Lawful alignment, Knowledge (arcana) 4 ranks, detect *chaos/evil/good/law* as a known spell.

Spell Penetration, Knowledge (arcana) 8 ranks, ability to prepare arcane spells from a spellbook.

Spell Cleave, Spell Penetration, Knowledge (arcana) 8 ranks.

Item Creation Feats

Craft Creature

Prerequisite

Spellcaster level 7th+, Craft (alchemy) 7 ranks.

Zodiac Feats

Centaur Sign Aspect

Centaur Sign Wizardry

Couatl Sign Aspect

Couatl Sign Wizardry

Dancer Sign Aspect

Dancer Sign Wizardry

Dolphin Sign Aspect

Dolphin Sign Wizardry

Prerequisite

Centaur birth sign, Centaur Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Centaur birth sign, ability to prepare arcane spells from a spellbook.

Couatl birth sign, Couatl Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Couatl birth sign, ability to prepare arcane spells from a spellbook.

Dancer birth sign, Dancer Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Dancer birth sign, ability to prepare arcane spells from a spellbook.

Dolphin birth sign, Dolphin Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Dolphin birth sign, ability to prepare arcane spells from a spellbook.

Prerequisite: Centaur birth sign, Centaur Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Centaur. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

+1 natural armor.

+10 ft. enhancement bonus to land speed.

+2 competence bonus to all ranged attack rolls.

Cast one of your prepared spells as a maximized spell as if it were prepared with the Maximize Spell feat (this is in addition to the limited maximize granted by the Centaur Sign Wizardry feat)(spell level, casting time, and other factors are unaffected).



When the Centaur power is manifested, your musculature becomes more apparent (particularly in your legs), your feet enlarge and become hoof-like (which does not harm items on your feet or prevent you from using foot-based magic items), and your face becomes determined but wild-looking.

CENTAUR SIGN WIZARDRY [Zodiac]

You are extremely outgoing and never content with moderation, like the zodiac Centaur that defines you.

Prerequisite: Centaur birth sign, ability to prepare arcane spells from a spellbook.

Benefit: You get a +1 bonus to Diplomacy, Gather Information, and Intimidate checks. Once per day you may cast one of your prepared arcane 1st- or 2nd-level spells as a maximized spell as if it were prepared with the Maximize Spell feat (spell level, casting time, and other factors are unaffected).

Table 5-2 continued:

New Feats

General

Dragon Sign Aspect

Dragon Sign Wizardry

Hunter Sign Aspect

Hunter Sign Wizardry

Minotaur Sign Aspect

Minotaur Sign Wizardry

Raven Sign Aspect

Raven Sign Wizardry

Serpent Sign Aspect

Serpent Sign Wizardry

Triton Sign Aspect

Triton Sign Wizardry

Unicorn Sign Aspect

Unicorn Sign Wizardry

Wolf Sign Aspect

Wolf Sign Wizardry

Prerequisite

Dragon birth sign, Dragon Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Dragon birth sign, ability to prepare arcane spells from a spellbook.

Hunter birth sign, Hunter Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Hunter birth sign, ability to prepare arcane spells from a spellbook.

Minotaur birth sign, Minotaur Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Minotaur birth sign, ability to prepare arcane spells from a spellbook.

Raven birth sign, Raven Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Raven birth sign, ability to prepare arcane spells from a spellbook.

Serpent birth sign, Serpent Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Serpent birth sign, ability to prepare arcane spells from a spellbook.

Triton birth sign, Triton Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Triton birth sign, ability to prepare arcane spells from a spellbook.

Unicorn birth sign, Unicorn Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Unicorn birth sign, ability to prepare arcane spells from a spellbook.

Wolf birth sign, Wolf Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Wolf birth sign, ability to prepare arcane spells from a spellbook.

* You can take this feat multiple times.

COUATL SIGN ASPECT

[Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Couatl zodiac sign.



Prerequisite: Couatl birth sign, Couatl Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Couatl. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

+2 natural armor.

Invisibility (self only) at will as spell-like ability

Ethereal jaunt (once per manifestation of the

Couatl's power) as a spell-like ability.

Feather fall (self only) constantly in effect.

When the Couatl's power is manifested, your skin assumes a green tinge and you sprout a cloak of rainbow-colored feathers (which do not harm anything you are wearing or carrying). Your eyes become golden and your pupils change to slits.

COUATL SIGN WIZARDRY [Zodiac]

You are analytical but likely to take quick action once you have chosen a course, like the zodiac Couatl that defines you.

Prerequisite: Couatl birth sign, ability to prepare arcane spells from a spellbook.

Benefit: Choose one Knowledge skill. You get a +2 bonus to that skill. Once per day you may cast one of your prepared arcane 1st-level spells as a free action as if it were prepared with the Quicken Spell feat.

CRAFT CREATURE [Item Creation]

You may substantially alter or even fabricate new creatures.

Prerequisite: Spellcaster level 7th+, Craft (alchemy) 7 ranks.

Benefit: You can mutate existing creatures, create new creatures from a combination of other creatures, or generate all new creatures from base materials using the rules presented in the Histomorph section (see Chapter 6 for details).

DANCER SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Dancer zodiac sign.

Prerequisite: Dancer birth sign, Dancer Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Dancer. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

Alertness feat.

+2 Dodge bonus to armor class.

Confusion (once per manifestation of the Dancer's power) as a spell-like ability.

See invisibility (constant).

When the Dancer power is manifested, your hair grows long and wild, your eyes shine with mystery and wisdom, and you distort the air around you as if you had just stepped through a magical portal.

DANCER SIGN WIZARDRY [Zodiac]

You are perceptive and powerful in tasks of the mind, like the zodiac Dancer that defines you.

Prerequisite: Dancer birth sign, ability to prepare arcane spells from a spell.

Benefit: Choose one school of magic. Treat your caster level as 1 higher when casting arcane spells from that school. You get a +1 bonus to Will saving throws.



DOLPHIN SIGN ASPECT

[Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Dolphin zodiac sign.

Prerequisite: Dolphin birth sign, Dolphin Sign Wizardry, Knowledge (arcana) 8 ranks,

Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Dolphin. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

Cold resistance 5.
+1 natural armor.

At your option, half of the energy damage caused by your arcane spells counts as sonic damage. Blindsight 30 ft. radius (can be negated by a *silence* spell).

When the Dolphin's power is manifested, your skin takes on a gray coloration and a noticeable sheen. Your hands and feet become slightly webbed (which does not interfere with your ability to use items worn on your hands or feet).

DOLPHIN SIGN WIZARDRY [Zodiac]

You are outgoing and optimistic, just like the zodiac Dolphin that defines you.

Prerequisite: Dolphin birth sign, ability to prepare arcane spells from a spellbook.

Benefit: You get a +1 bonus to Concentration, Diplomacy, and Sense Motive checks. Once per day you may cast one of your prepared 1st- or 2nd-level arcane spells as if it were prepared with the Maximize Spell feat (spell level, casting time, and other factors are unaffected).

DRAGON SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Dragon zodiac sign.

Prerequisite: Dragon birth sign, Dragon Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Choose one type of energy employed as a breath weapon by the most common sort of dragons (acid, cold, electricity, or fire). Once per day, as a standard action, you may manifest the power of this Dragon. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

Energy resistance 5 against your chosen energy type.

+4 natural armor.

Immunity to the frightful presence of dragons.

At your option, half the energy damage caused by your arcane spells can be that of your chosen energy type.

While the Dragon's power is manifested, your skin assumes a leathery, scale-like appearance similar to that of a dragon.

The color of your scales depends upon the sort of energy you resist (acid = black, copper, or green; cold = silver or white; electricity = blue or bronze; fire = brass, gold, or red). Your face takes on a slightly draconic appearance and your eyes become slitted like that of a reptile.

DRAGON SIGN WIZARDRY [Zodiac]

You are focused on balance and breaking down the defenses of those who stand in your way, just like the zodiac Dragon that defines you.

Prerequisite: Dragon birth sign, ability to prepare arcane spells from a spellbook.

Benefit: You get a +1 bonus to Will saves and a +1 bonus to dispel and spell penetration checks.

HUNTER SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Hunter zodiac sign.

Prerequisite: Hunter birth sign, Hunter Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Hunter. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

+1 natural armor.

Reach 10 ft. (no change if your reach is already 10 ft. or greater).

+2 enhancement bonus to Constitution.

Spell Cleave feat (see later in this chapter).

When the Hunter's power is manifested, your eyes glow with multicolored light, tattoo-like spiral symbols appear on your skin, and you grow slightly taller (with your limbs lengthening visibly compared to your overall body size).

HUNTER SIGN WIZARDRY [Zodiac]

You enjoy direct action and often engage in dangerous behavior, just like the zodiac Hunter that defines you.

Prerequisite: Hunter birth sign, ability to prepare arcane spells from a spellbook.

Benefit: Choose one type of energy (acid, cold, electricity, fire, sonic); you add +1 to the saving throw DC of arcane spells you cast with that energy descriptor. You gain a +1 bonus to Fortitude saves (of all kinds).



IMPROVED SPELL CLEAVE [General]

Your spells are so incredibly powerful that they can blast through multiple adjacent foes.

Prerequisite: Spell Cleave, Spell Penetration, Knowledge (arcana) 8 ranks.

Benefit: As Spell Cleave (see later in this chapter), except if the secondary target is killed, the spell continues to cleave to additional targets within 5 feet of the original target as long as each is killed by the cleaving effect.

MINOTAUR SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Minotaur zodiac sign.

Prerequisite:

Minotaur birth sign, Minotaur Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.



Benefit: Once per day, as a standard action, you may manifest the power of the Minotaur. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

- +3 natural armor.

- Immunity to *maze* spells; cannot become lost.

- Scent 30 ft.

- Reach 10 ft. (no change if your reach is already 10 ft. or greater).

When the Minotaur's power is manifested, all of your hair thickens and lengthens, giving you a very shaggy appearance. You grow short, backswept horns from the side of your head (which do not interfere with your ability to wear items on your head).

MINOTAUR SIGN WIZARDRY [Zodiac]

You are patient and idealistic, just like the zodiac Minotaur that defines you.

Prerequisite: Minotaur birth sign, ability to prepare arcane spells from a spellbook.

Benefit: You get a +1 bonus to Will saving throws and a +1 bonus to Craft (alchemy), Knowledge and Spellcraft checks.

NECROMATIC SPELL CONVERSION [General]

You have given up some spellcasting ability in order to be able to control undead creatures.

Prerequisite: Knowledge (arcana) 5 ranks, specialist in the school of necromancy, non-good alignment (below).

Benefit: You have discovered how to channel your spell power into negative energy, allowing you to command undead in a manner similar to, but weaker, than that used by evil clerics. When you select this feat, permanently sacrifice any number of your wizard spell slots. For each spell slot you sacrifice, you gain the ability to once per day attempt to control an undead creature. The undead can have no more hit dice than the level of the spell slot sacrificed. When attempting to establish control, instead of having to make a turning check, you automatically control the undead unless they resist with a successful Will save (DC 10 + level of the spell slot used + your Intelligence modifier). Once control is established, it lasts until you relinquish it or the undead is destroyed. You cannot combine the effects of multiple slots to affect undead with more hit dice.

For example, a 9th-level necromancer with 15 Intelligence who chooses this feat would normally have 5 0th-, 6 1st-, 6 2nd-, 4 3rd-, 3 4th-, and 3 5th-level spell per day (including extra spells per day from specialization and her Intelligence). She decides to permanently sacrifice one spell slot each of levels 2, 3, and 4 for use with this feat. Sacrificing her 2nd-level slot gives her the ability to once per day attempt to control an undead of no more than 2 hit dice; the undead may resist with a successful DC 14 Will save (10 + spell slot level 2 + Intelligence modifier of +2). Her 3rd-level slot gives her a similar ability (up to 3 HD, DC 15) as does her 4th-level slot (up to 4 HD, DC 16).

Undead controlled through the use of this feat do not count toward the total number of undead you may control from any other source (such as those created by *animate dead*, those you command with clerical abilities, etc.).

If used against an undead creature already under your indefinite control (such as one commanded through clerical abilities or those created by *animate dead*, but not those temporarily halted or controlled by spells such as *halt undead* or *control undead*), it is automatically successful.

Once you sacrifice spell slots, those choices are fixed and cannot be regained for spellcasting. You cannot sacrifice additional spell slots for this purpose (even those gained when gaining levels) without selecting this feat again.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select this feat it allows you to choose more of your spell slots to sacrifice.

Note: Channeling negative energy to control undead is evil.



RAVEN SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Raven zodiac sign.

Prerequisite: Raven birth sign, Raven Sign Wizardry, Knowledge (arcana)

8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Raven. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

- +1 natural armor.
- +2 insight bonus to armor class.
- Ability to verbally communicate with any creature that uses a spoken language.
- +2 DC to all enchantment spells.

When the Raven's power is manifested, your eyes turn a shiny black and you grow a cloak of black feathers (which does not interfere with your ability to use cloaks or similar magic items).

RAVEN SIGN WIZARDRY [Zodiac]

You are gregarious and knowledge-hungry, just like the zodiac Raven that defines you.

Prerequisite: Raven birth sign, ability to prepare arcane spells from a spellbook.

Benefit: You get a +2 bonus to Gather Information checks. Treat your Intelligence score as 2 points higher for the purpose of determining if you can learn and cast arcane spells of a particular level. For example, a 9th-level wizard with Int 13 would normally be limited to learning and casting 3rd-level spells, but with this feat she would be able to learn and cast 5th-level spells. This feat does not increase spell DCs.

SERPENT SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Serpent zodiac sign.

Prerequisite: Serpent birth sign, Serpent Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Serpent. This lasts a number of rounds

equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):

- +2 natural armor.
- +2 deflection bonus.
- Scent 10 ft.

Resilient sphere (once per manifestation of the Serpent's power) as a spell-like ability.



When the Serpent power is manifested, your body becomes more sinuous, your skin becomes scaly and patterned like that of a snake, and your pupils become vertical slits.

SERPENT SIGN WIZARDRY [Zodiac]

You have a sharp wit and the ability to strike out quickly when provoked, just like the zodiac Serpent that defines you.

Prerequisite: Serpent birth sign, ability to prepare arcane spells from a spellbook.

Benefit: You get a +2 bonus to Diplomacy checks. Once per day you may cast one of your prepared 1st-level arcane spells as a free action as if it were prepared with the Quicken Spell feat.

SHORTHAND SPELL PREPERATION [General]

You can prepare extra spells using a more efficient, but flawed, spell notation.

Prerequisite: Knowledge (arcana) 6 ranks, Spellcraft 3 ranks, ability to prepare spells from a spellbook.

Benefit: When you prepare spells, you may choose to prepare them normally, prepare some as shorthand spells, or a combination of both. When you prepare a spell as a shorthand spell, two copies of the spell are prepared into the slot. When you cast either of the shorthand copies of the spell, there is a 50% chance that the spell outright fails because of some flaw in preparation. Failure to cast one spell does not affect the chance of failure for the second shorthand spell in that slot. This chance to fail is different than arcane spell failure, and is checked before arcane spell failure is checked.

Example: A 4th-level wizard with Int 14 has 4 0th-, 4 1st-, and 3 2nd-level spells (including bonus spells from her Intelligence). She and her three friends need to sneak past a gruul (orc) outpost and they plan to do so using her *invisibility* spell, but she doesn't have enough 2nd-level spell

slots to prepare the spell four times. With this feat, she can prepare a shorthand version of *invisibility* up to six times (twice for each of her three 2nd-level spell slots). Even though she has a 50% chance for each of those shorthand spells to fail, she has a good chance at successfully casting 4 *invisibility* spells, allowing her team to proceed.

SMITING SPELL [General]

Your magic can sink deep into those whose morals are different than yours.

Prerequisite: Chaotic, Evil, Good, or Lawful alignment, Knowledge (arcana) 4 ranks, *detect chaos/evil/good/law* as a known spell.

Benefit: Choose one alignment component that is opposite of your alignment (a lawful evil caster could choose chaos or good, for example). Once per day as a free action, you may declare a smite against a creature of that alignment when you cast a spell that deals hit point damage. The smite deals +1 point of damage per caster level. The extra damage is of the same type that the spell normally deals (slashing, energy damage, etc., but not ability damage or any other sort of damage not based on hit points). If you accidentally smite a creature that is not of your chosen opposite alignment, the smite has no effect but it is still used up for that day. If using a spell that affects an area or multiple creatures, the smite affects only one creature (chosen by you), even if the spell normally has a chaining effect to additional creatures (such as *chain lightning*) or you have another ability that causes the spell to do so (such as the Spell Cleave feat).

Example: A 6th-level lawful neutral wizard with the Smiting Spell feat (having chosen chaotic alignments as the subject of her smiting ability) casts a *fireball* at a gang of mudan (ogres). She decides to use her smite against the leader of the mudan. The *fireball* deals 6d6 fire damage to all the mudan except the leader, who is chaotic evil and so takes 6d6+6 fire damage. All the mudan may attempt saving throws normally. If the leader was neutral evil or lawful evil, the extra damage would not apply and the wizard's smite would have no effect.

Special: You may take this feat more than once (up to twice). Its effects do not stack. Each time you select this feat it must apply to a different alignment component. You can only activate one smite on any particular spell. Feats that give you extra uses of a smite ability can apply to this feat. If your alignment changes, you may still use this feat.

SPELL CLEAVE [General]

Your spells are so potent that their effects can carry on beyond what is normally expected.

Prerequisite: Spell Penetration, Knowledge (arcana) 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: If you deal a creature enough damage with a spell to make it drop to below 0 hit points, kill it, or otherwise destroy its body (such as with *disintegrate* or *implosion* spell), the spell continues on to a creature of your choice within 5 feet of the original creature. If the spell allows a saving throw, the secondary target may attempt a saving throw; success means it is unaffected by the cleave, failure means it is affected as if it had made its saving throw against the initial spell. If the spell does not allow a saving throw, the creature is affected normally. The secondary creature's spell resistance applies, if appropriate.

This feat only applies to 'target' spells (those with Target: or Targets: in the statistics area of the spell); area spells, personal spells, and all other kinds of spells are not affected by this feat, nor are mind-affecting spells of any kind. A spell can only cleave to one additional target, even if the second target is also killed by the spell. Spells that already have a chain of effects (such as *chain lightning*) do not cause a new chain from the secondary target. If the spell requires an attack roll, a new roll must be made to hit the secondary target, with a failure meaning the cleave is wasted. Spells that can affect multiple or single targets (such as *magic missile*) are treated as separate spells when used on different targets, but as one spell when used on the same target.

Example: A 5th-level wizard casts *magic missile*, directs all three missiles at a gruul (orc), and deals 11 points of damage, killing it. Because the wizard has the Spell Cleave feat, she may direct all three missiles at any creature within 5 feet of the original gruul, rolling the damage normally. If she had split up her *magic missiles* to affect three different kobolds and only managed to kill two of them, only one missile that killed a kobold (caster's choice) would cleave to an adjacent target (who could be another target affected by the spell) who would suffer 1d4+1 points of damage.

Example: A 12th-level wizard casts *chain lightning* on a group of eight mudan (ogres). The first mudan fails its save and takes 12d6 points of damage, killing it, and the remaining mudan each take 6d6 damage. The wizard directs the spell cleaving from the first mudan to one of the other mudan, who must save again or take 6d6 damage. The spell does not arc to another set of secondary targets.

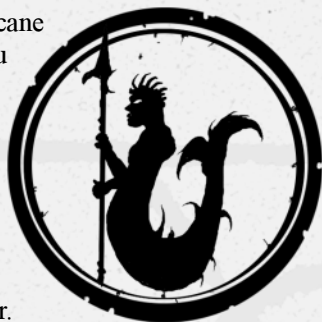
TRITON SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Triton zodiac sign.

Prerequisite: Triton birth sign, Triton Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Triton. This lasts a number of rounds

equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):



- +3 natural armor.
- +2 resistance bonus to all saving throws (which can be shared with any single ally within 5 feet).
- +2 bonus to dispel checks.
- 5 levels worth of *spell turning*.

When the Triton's power is manifested, your skin becomes silvery-blue scaled, your hair turns blue or green, and one of your hands takes on a metallic silver or gold sheen.

TRITON SIGN WIZARDRY [Zodiac]

You are loyal to, and protective of, those you care about, just like the zodiac Triton that defines you.

Prerequisite: Triton birth sign, ability to prepare arcane spells from a spellbook.

Benefit: A +1 bonus to Will saves. Once per day you may share a spell with an ally as if the ally were your familiar (either form of share spells familiar ability is applicable).

UNICORN SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Unicorn zodiac sign.

Prerequisite: Unicorn birth sign, Unicorn Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Unicorn. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical effects, have a caster level equal to your highest arcane caster level, and end when the manifestation ends):



- +3 natural armor.
- +2 enhancement bonus to Strength.
- Immunity to disease and poison.
- Dimension door* (once per manifestation of the Unicorn's power) as a spell-like ability.

When the Unicorn power is manifested, the hair on your head grows long and white and you gain a small hornlike growth in the center of your forehead (which does not interfere with your ability to use magic items on your head).

UNICORN SIGN WIZARDRY [Zodiac]

You are creative and productive, just like the zodiac Unicorn that defines you.

Prerequisite: Unicorn birth sign, ability to prepare arcane spells from a spellbook.

Benefit: Choose one school of magic. Treat your caster level as 1 higher when casting arcane spells from that school, and add +1 to the saving throw DC of arcane spells you cast from that school.

WOLF SIGN ASPECT [Zodiac]

Through extensive magical study, you have learned how to draw upon the power of the Wolf zodiac sign.

Prerequisite: Wolf birth sign, Wolf Sign Wizardry, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, ability to prepare arcane spells from a spellbook.

Benefit: Once per day, as a standard action, you may manifest the power of the Wolf. This lasts a number of rounds equal to your highest arcane caster level and gives you the following benefits (all effects are magical and have a caster level equal to your highest arcane caster level):

- +1 natural armor.
- Howl, which causes fear as per the *fear* spell (once per manifestation of the Wolf's power) as a spell-like ability.
- +2 DC to enchantment and illusion spells.
- Scent 30 ft.

When the Wolf's power is manifested, your eyes become a clear blue, your hair becomes silver-gray and shaggy, and you gain pronounced canine teeth (which do not give you a bite attack, or interfere with speech or spellcasting).



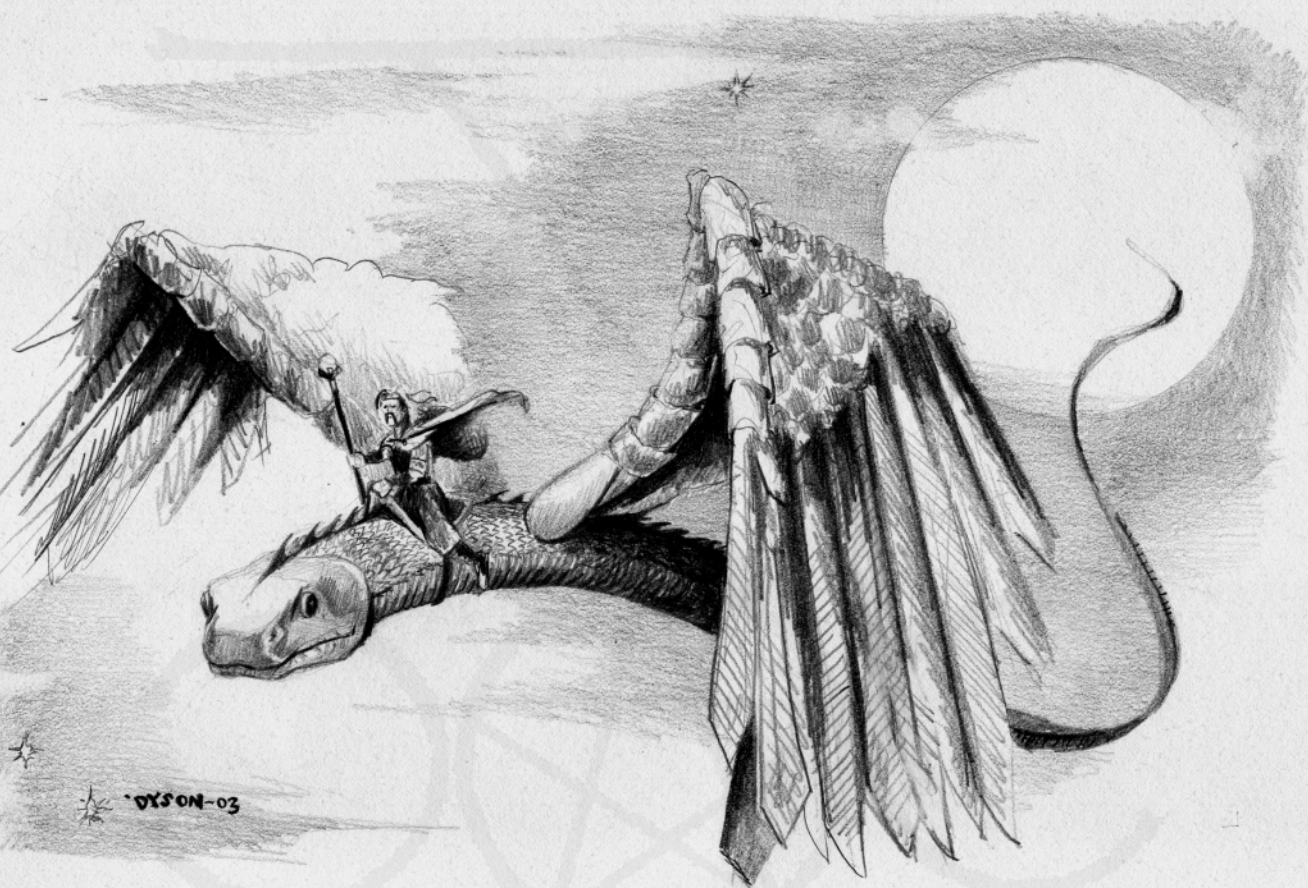
WOLF SIGN WIZARDRY [Zodiac]

You are impressive and subtly pulsing with power, just like the zodiac Wolf that defines you.

Prerequisite: Wolf birth sign, ability to prepare arcane spells from a spellbook.

Benefit: Choose a school of magic. Add +1 to the DC of arcane spells cast from that school. You get a +2 bonus to Diplomacy checks.

Chapter Six



Magic of the Magi

Scholars at the Universitae de Magus have spent years studying magic. Much research has been devoted to magical effects unique to Myrra, such as the zodiac, and even more to general concepts common to many worlds. The more learned magi have realized that even the most specific aspects of Myrran magic have parallels in other worlds. Knowledge of such magic can be adapted to a new environment if a little time is spent studying the local equivalent of the Myrran magic. For example, a plane-traveling astrologer reaches a world where Myrra's constellations do not exist. After a few nights watching the native stars of this world and speaking to locals about their legends of the stars, he realizes that the Myrran sign of the Unicorn is the equivalent of this world's sign of the Gazelle, the Myrran Wolf is the same as this world's Dragon, and so on, and soon he can use his specialized knowledge in his travels.

This chapter covers astrology, histomorphy, scrying, and new spells developed by the magi. Of these, only astrology and its related spells are Myrra-specific; all other parts are equally applicable to spellcasters in Myrra or another

world. This knowledge is available to any who have taken the appropriate courses of study at the Universitae de Magus, though a GM is free to make it available to those who have studied with Universitae graduates instead of personally attending.

Basic Myrran Astrology

The sun, the moon, the stars, and everything you see in the sky are home to the gods. The movements of these things in the heavens reflect the will of the gods. Mortals have discovered that some groupings of stars, called constellations, are more important than others, and can be used to determine the outcome of things on Myrra. The movement of stars predicts the future, the position of stars influences a being's inner nature, and knowledge of the stars can unlock great magic.

The study of the magic of the stars is called astrology, and one who practices it is an astrologer (see Chapter 4 for details on the prestige class). What follows is an overview of Myrran astrology—the basic knowledge that every astrologer knows.

Astrological Order

Over the course of an entire year, the sun makes a path through the heavens. This path is the ecliptic, and the ecliptic is divided into twelve equal sections, or 'houses.' Each house holds one constellation, and the twelve constellations define the zodiac: twelve creatures of mystical significance. The position of the sun at a particular time of the year defines what the current zodiac sign is, and people born in that time have that zodiac creature as their primary astrological sign, also known as the 'birth sign' or 'sun sign.' A person's birth sign helps determine their personality (described below).

The moon makes a similar journey through the heavens, and every creature has a 'moon sign' in addition to their primary sign. The moon sign does have influence on a person's personality, but in most cases the primary sign is the major influence. Technically, the primary sign or 'sun sign' holds greater importance than the moon sign; it is understood that casual references to a person's zodiac sign are referring to the sun sign. The sun sign is seen as the way a person expresses themselves; the moon sign is seen as how they respond to situations, representing the person's inner self; and the 'ascendant sign' is seen as how the public views that person—their 'public face.' The order of the solar signs, from start of the year to the end is:

1: Couatl	5: Raven	9: Dragon
2: Dolphin	6: Triton	10: Serpent
3: Hunter	7: Wolf	11: Centaur
4: Minotaur	8: Unicorn	12: Dancer

Each astrological sign has two descriptors. The first is an element, reflecting both an affinity to that actual element and defining an aspect of the personality. The second indicates reactivity in regard to situations. The descriptors are generalizations and are not meant to be hard and fast rules defining a person's behavior; a person with a fire sign can be relaxed, just as a person with an earth sign can be flighty. Use the astrological signs to guide a character's behavior, not limit it.

Each of the Myrran zodiac signs is described in detail here, with three separate paragraphs providing specific details. The first paragraph describes the nature of the sign—where those of that sign excel, their frequent habits, and their common downfalls. After this is the corresponding real-world astrological sign. Because the Myrran astrology and real-world astrology are very similar, additional information about the nature of each of the real-world signs can be used to supplement Myrran astrological material.

The second paragraph discusses common misconceptions about the sign, including generalizations and stereotypes concerning those who are born under it (this description is often an easy way to define a villainous or evil person of that sign). The last paragraph is a summary of the magical

schools in which people of that sign who practice arcane magic (are wizards) often specialize, as well as those they most commonly prohibit.

Astrological Elements

Air: Air signs are intellectual, communicative, analytical, and empathic.

Earth: Earth signs are practical, constructive, dutiful, and sensual.

Fire: Fire signs are enthusiastic, creative, willful, and independent.

Water: Water signs are emotional, compassionate, artistic, and sensitive.

Astrological Reactivity

Active: An aggressive sign is likely to react outwardly in response to situations. If faced with a wall, an aggressive sign tries to break through it; if attacked, the aggressive sign retaliates.

Passive: A passive sign is likely to have a subdued or internalized reaction to situations. A passive sign blocked by a wall tries to go around the wall or reconsiders why a particular direction was chosen in the first place; if attacked, a passive sign goes into a defensive or redirective stance, or tries to talk the aggressor out of fighting.

Mixed: A mixed sign is unpredictable and may act in the manner of a passive or aggressive sign, or choose a compromising path or do something entirely different. A mixed sign blocked by a wall might break it, go around it, or even analyze why it was placed there; attacking a mixed sign might incite a counterattack, a parley, or a retreat.

The Zodiac Signs

Centaur (Fire, Mixed)

Man with Lower Body of a Horse with Sword in Hand

Nature: Those born under the sign of the Centaur are extroverted folk who enjoy activity and challenges. Among adventurers who study astrology, Centaurs are widely held to be the most successful sort. Though they can be blunt and rash, they are enthusiastic, energetic, and honest. Centaurs seem to be lucky folk and enjoy seeing where that luck takes them, confident that they will achieve their goals in the end, even if it's not in the way they had planned. Not that they can't be down on their luck or depressed, but deep down all Centaurs keep a bright candle of hope and optimism burning against all odds. They embrace a project, or avoid it entirely, never satisfied with moderation.

Like other fire signs, the Centaur represents enthusiasm and independence. The Centaur corresponds to the real world sign of Sagittarius.

Common Misperceptions About Centaurs: Centaurs are smart but overeager. They don't let setbacks affect them and don't care about other peoples' feelings. They love to compete, focus on opportunities rather than problems, and are indiscriminate in their friendship. They don't listen to advice, nor do they take well to offers of assistance.

Typical Magical Career: Centaurs are drawn to the study of evocation magic, seeing the parallels between their own ability to make success out of nothing and with the magic's power to create energy out of the void. Many specialize in transmutation, so as to better adapt themselves to handle life's challenges. Divination is a common prohibited school, as Centaurs would rather act than study, rather experience than analyze.

Couatl (Air, Passive)
Serpent with Multihued Feathery Wings Spread

Nature: People born under the Couatl sign are normally very levelheaded. Their initial reaction to any event is an intellectual one, with a subdued emotional reaction coming later. Couatls have strong feelings, but it takes monumental events to agitate them, so few people see their emotional side. Because much of their energy is spent on thought and analysis, a Couatl might be quiet on the outside, but a storm of activity within, and when it is time for the Couatl to take confident action, her sudden change in temperament can be disturbing to others. Couatls have deep-seated beliefs and are willing to go to great lengths to protect them, although they do not always reveal what those beliefs are (mainly because they feel that such revelations make those beliefs vulnerable to attack). Couatls who practice magic know they are destined to do great things.

Like other air signs, the Couatl represents enlightenment and information. The Couatl corresponds to the real world sign of Aquarius.

Common Misperceptions About Couatls: Couatls are often thought of as emotionally stunted people, living entirely by their intellect and focusing only on lofty goals. They over-analyze every situation and never delve into their heart's reactions to everyday events. Couatls are eccentric and confusing to those who lead lives outside of academia.

Typical Magical Career: Couatls tend to be diviners or abjurers, seeking information so they may make better decisions or using their protective magics to stem off hostile powers to give them the time they need to think about a situation. Some couatls pursue necromancy, both out of dark intellectual curiosity and to explore the possibilities of lengthening their own existence so as to give them time to pursue their other goals. Couatls often choose evocation or illusion as a prohibited school.

Dolphin (Water, Mixed)
Leaping Dolphin

Nature: Like their animal counterparts that seem constantly at play, those born under the sign of the Dolphin are very outgoing and positive. Despite any ugliness in the world, they optimistically search for the best in any situation. This requires an active imagination, an open mind, phenomenal powers of concentration, and the ability to build a larger whole out of small details that most would overlook. Dolphins are easy to turn to with problems, although the weight of this attention can sometimes overwhelm them, either forcing an emotional retreat, or a sudden outburst of nervous energy, as they try to regain equilibrium. Dolphins love to experience new physical and mental sensations, as it helps them forget about their emotional burdens. Severely overburdened Dolphins have been known to spend more time in retreat than working on real problems.

Like other water signs, the Dolphin represents sensitivity and creativity. The Dolphin corresponds to the real world sign of Pisces.

Common Misperceptions About Dolphins: Dolphins have little concern for the real world, preferring to live in a place of their own imagination or cloistered in a remote place surrounded by unusual and impractical possessions. They act on instinct and their powers of intellect are limited. Dolphins cannot be relied upon to get any work done. They are prone to study strange and dark magic that allows them to retreat into worlds within their own mind.

Typical Magical Career: As masters of the border between the possible between the possible and the impossible, Dolphins gravitate to the school of illusion. Many also study divination, sharpening their own powers of deduction using powerful magic. Necromancy is a common prohibited school for Dolphins, as the borders between life and death rarely interest them (except for a few dark, warped individuals who seek to master the sensations of the flesh at any cost).

Dragon (Air, Active)
Sleeping Dragon

Nature: Those born under the sign of the Dragon have a certain distance about them, not because of anger or indifference, but because they see themselves as a balance upon which the world pivots. Dragons have a sense of fairness and are able to draw lines around objects and ideologies that make even the most headstrong see another perspective. They enjoy discussion but prefer not to take sides (unless one side clearly is egregiously unfair or skewed in some way). They are more than willing to point out flaws in an attacker's argument or help shore up a weak person's defense. Dragons take a while to make up their minds, not

because of any lack of mental clarity, but because they wish to understand all sides and reach an outcome that is as balanced as possible.

Like other air signs, the Dragon represents analysis and empathy. The Dragon corresponds to the real world sign of Libra.

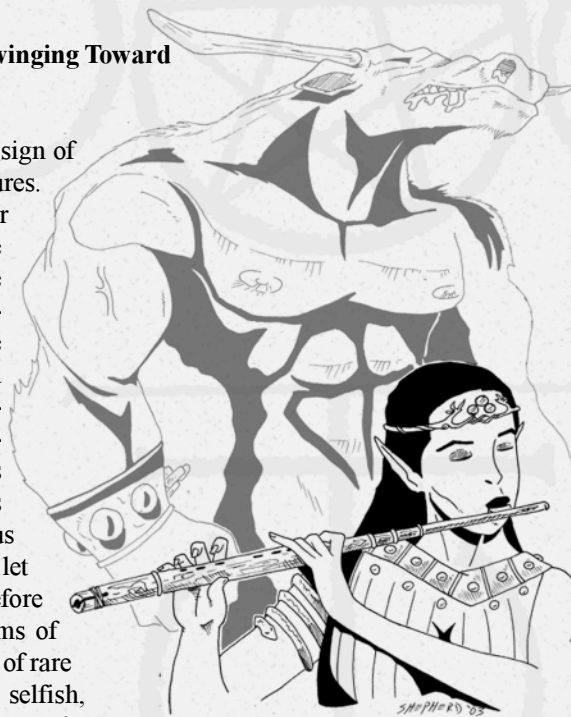
Common Misperceptions About Dragons: Dragons are flighty and unwilling to commit to a course of action. They are vague in their beliefs and frustratingly stubborn about not placing blame. Yet when they are forced to take action they inevitably choose the underdog or the option that is most fair or rewarding to them.

Typical Magical Career: Dragons tend to be diviners or transmuters. Divination helps them learn more about the decisions they must make, and the ability to enact change in themselves or others gives them a better perspective on the many different, and sometimes confusing, sides of an issue. Some Dragons become enchanters, using their magic to help convince the most extreme positions to find a more moderate stance. Dragons often choose evocation or necromancy as prohibited schools.

Minotaur (Earth, Passive)

Bull-headed Man with Axe Swinging Toward the Dragon

Nature: Those born under the sign of the Minotaur are sensual creatures. They are protective of their friends and property (like the monstrous minotaurs that are their namesakes), and their talents with physical things make them fine artists, musicians, and crafters. These skills arise because Minotaurs have the patience to take whatever time is needed to study the intricacies of a subject (just as monstrous minotaurs are patient enough to let their prey get lost in a maze before striking). They appreciate items of quality, and many are collectors of rare and fine things. They are not selfish, however, and their collections tend to change over time as they buy and sell items for the purpose of donating to churches or charities, or even funding private projects to aid others. Minotaurs are idealistic, wanting the best for themselves and their friends, and have an innate sense of justice and fairness that they use to promote that goal. When pushed or threatened beyond their tolerance, their more primitive side manifests, and they become like a raging bull, striking out with great force.



Like other earth signs, the Minotaur represents practicality and sensuality. The Minotaur corresponds to the real world sign of Taurus.

Common Misperceptions About Minotaurs: Minotaurs are stubborn and slow, with plodding thoughts. They tend to be greedy, content to simply sit on a treasure hoard counting their wealth. Though they can be generous at times, it is without forethought or purpose. Once a Minotaur sets sight on a prize, he doesn't stop until he gets it, and he can be very dangerous if frustrated in his plans. Minotaurs are gluttonous, both in their hunger and their lust.

Typical Magical Career: Minotaurs favor transmutation for its ability to shape materials and reality to suit the wielder's needs or aesthetic desires, and abjuration for its ability to ward their property and friends. Many choose enchantment as a prohibited school, disliking its focus on intangible things (while illusion is similarly intangible, crafting believable illusions is an art form appreciated by many Minotaurs).

Raven (Air, Mixed)

Raven Perched on the Branch of a Tree

Nature: The Raven is a dual-aspect sign, represented by the bird's ability to fly, but also by its willingness to spend time on the ground. Those born under the sign of the Raven can be mysterious, aloof, and analytical, while at other times they are gregarious, noisy, and expressive. They are gluttons for knowledge, ask many questions, and tend to be very open-minded. Even the most secluded human Raven scholar is likely to welcome a half-gruul (orc) barbarian as a friend, as long as that barbarian is willing to talk about his heritage. Ravens like to keep busy and enjoy competition. They can be moody, but "mercurial" is a more accurate description of their personality.

Like other air signs, the Raven represents communication and thought. The Raven corresponds to the real world sign of Gemini.

Common Misperceptions About Ravens: Ravens are talkative, constantly trying to con others out of money and magic, whether in legitimate trade or in illegal deals. They obsess over useless information and ask many pointless

questions. They have frequent mood swings and are insufferable when feeling depressed ... and only mildly less so when in a good mood.

Typical Magical Career: Ravens tend to be enchanters or diviners, feeding their desire for information and human contact. A few reclusive Ravens become necromancers, enjoying the solitude of the study of the dead and interacting with intelligent servitor undead in the times when they desire conversation. Many Ravens choose abjuration as a prohibited school, not liking to place barriers between themselves and the world, and many avoid conjuration because they prefer interacting with others as equals rather than as master and compelled servant.

Serpent (Water, Passive)
Snake Slithering Across the Sky

Nature: Those born under the sign of the Serpent are sensitive, sensual individuals who believe in firm borders, both in terms of interpersonal relationships and absolutes in the world. Serpents want to see things in black and white rather than shades of gray. They insist on knowing who is with them and who is against them, and why. They prefer to defuse confrontations with their sharp wit, although they're willing to use it to cut their opponents to pieces as well when there are no other options. Their instinctive reaction to provocation is to speak with sarcasm and dark humor. Content to be left alone, a Serpent is nevertheless more than willing to strike out with lethal force as a last resort. Serpents are willing to forgive, but never forget. Honest and direct, they are often surprised by what others consider private matters.

Like other water signs, the Serpent represents emotion and sensitivity. The Serpent corresponds to the real world sign of Scorpio.

Common Misperceptions About Serpents: Serpents are secretive, vicious, and vengeful. They hold a grudge and sometimes take years crafting plans to bring about the downfall of those they feel have wronged them. Suspicious of others, they are rude and unafraid to pry into personal affairs, if only to expose them to scrutiny and ridicule. Most are obsessed with the pleasures of the flesh.

Typical Magical Career: Serpents often study abjuration, simply because it helps them protect themselves against a world that wants to judge and condemn them. Many become enchanters, both to cement loyalties among those who refuse to take a side, and to magically mollify people who they have offended. Because of their dislike of gray areas, necromancy is a common prohibited school for Serpents, as is the school of illusion.

The Dancer (Earth, Active)
Human Dancer with Her Arms Outstretched Toward the Wolf

Nature: Those born under the sign of the Dancer are down-to-earth and wise. Unlike many mortal dancers, the constellation of the Dancer represents, not a flighty girl, but a spiritually powerful entity with a sharp mind for solving problems and a desire to see the world. They are gifted with intuition and a sense of practicality, and their sign represents a doorway between worlds, meaning both actual planes and the difference between the physical and spiritual realms. Dancers tend to be blunt and unabashed when expressing their desires and opinions. Their perceptiveness means that it is hard for others to fool them, but their strong emotions are the key to befriending (and manipulating) them.

Like other earth signs, the Dancer represents perception and practicality. The Dancer corresponds to the real world sign of Capricorn.

Common Misperceptions About Dancers: Dancers are boring, dim-witted, and shallow. All they are concerned about is their work and they have few other interests. They are good at implementing the plans of others, but not creative enough to come up with their own. Once given a task, they are meticulous about completing it.

Typical Magical Career: Dancers are often diviners, and their role as the doorway between worlds makes them well suited for the school of conjuration. A few give in to their desire for travel, turning to the study of transmutation in order to gain access to magical transportation spells such as *teleport*. Illusion is a common prohibited school, as Dancers prefer reality (even if it's an altered reality) to a fabrication, as is enchantment, as they desire genuine emotion rather than artificial feeling.

The Hunter (Fire, Active)
Human Hunter with a Spear

Nature: Those born under the sign of the Hunter are energetic, excitable, and impulsive. They often engage in pointless battles and have problems controlling their more reckless urges. They tend to be very direct and outgoing, caring little for details and can be sloppy in their work, especially if their methods still produce results. Many have trouble being patient or looking ahead. Hunters live very much in the now and are the last to give up hope in the face of overwhelming odds. Eager and alert, they are always ready for action. Even the more mild-mannered hunters don't mind breaking the rules occasionally and often devote some part of their life or work to risky behavior.

Like other fire signs, the Hunter represents energy and activity. The Hunter corresponds to the real world sign of Aries.

Common Misperceptions About Hunters: Hunters are hotheaded, impulsive, and impatient. Although they're happy to give orders, they're reluctant to take them. Nearly fearless, but often thoughtless in their words or actions, Hunters get the job done, but they often cause a lot of collateral damage in doing so.

Typical Magical Career: Hunters tend to be evokers or transmuters. Some become enchanter, using their magic to get their way when words fail them. Most specialists choose abjuration or divination as a prohibited school.

Triton (Water, Active)

Triton (Merman) Pointing at the Minotaur with his Trident

Nature: Those born under the sign of the Triton have a mild temperament, except when something they are protecting is threatened. It is at these times that Tritons show their tough scales and their fierce dedication to fighting for what they believe in. Tritons are nurturers, caring for and protecting the weak or vulnerable, and it is this trait that makes them very loyal to their friends and family. Their sense of duty is an emotional rather than intellectual one, so even the slightest hint of aggression or disparagement toward what they hold dear is likely to provoke a defensive reaction. They can be very stubborn, refusing to acknowledge or accept advice that have the potential to harm them or their charges, regardless of its merits; to a Triton, such comments are a challenge of his ability to protect.

Like other water signs, the Triton represents compassion and sensitivity. The Triton corresponds to the real world sign of Cancer.

Common Misperceptions About Tritons: Tritons are good-natured, overly emotional, and unwilling to hurt a fly. Gentle and friendly, Tritons prefer to live comfortably, avoiding danger and adventure at all costs. They have a strong sense of martyrdom and would rather sacrifice themselves than engage in conflict.

Typical Magical Career: Tritons are usually abjurors or enchanter. They love the ability to protect their friends and prefer to turn adversaries into friends when possible, too. Some become conjurers, enjoying the ability to call upon allies to help protect, or just to conjure up an interesting creature for a talk. Tritons often choose illusion or transmutation as a prohibited school.

Unicorn (Earth, Mixed)

Rampant Horse with Single Horn Protruding from Its Forehead

Nature: Those born under the sign of the Unicorn represent the power of nature in all of its fecundity and fertility. They are incredibly creative and productive, and have amazing powers of perception and insight. Unicorns use their gifts to protect their ideals and their loved ones, just as the physical unicorn uses its powers to guide and protect his forest home and its inhabitants. Like the unicorn, a person born under this sign can easily fall into the trap of being too remote and too reclusive, which is unfortunate, because they were given their gifts to change the world, not to hide from it. Because they are so far-seeing, Unicorns sometimes hesitate to act first, as they can imagine dire consequences of everything they do, so they often let others provoke responses. Unicorns have high standards, like being in charge, and have a taste for pleasurable things.

Like other earth signs, the Unicorn represents duty and creativity. The Unicorn corresponds to the real world sign of Virgo.

Common Misperceptions About Unicorns: Unicorns are aloof and picky about whom they associate with. They see themselves as masters of everything around them, and think they always have an answer. They are detail-minded and have a comment or command for everyone around them, from the highest noble to the lowest commoner. When they give orders they expect them to be obeyed, yet they are hypocritical in that they are willing to buck the rules if it suits some secret goal.

Typical Magical Career: Unicorns often focus on the school of transmutation, as its versatility allows them to attack, defend, or alter a situation as necessary. Many study conjuration, as it lets them summon creatures to put their plans into action, leaving their hands free to manage other people involved in a conflict (necromancy fulfills this role as well). Divination is a common choice for a prohibited school, as they prefer to trust their own instincts or the reports of trusted allies or servants and instead use their valuable magic for more direct and practical matters.

Wolf (Fire, Passive)

Howling Wolf

Nature: The sign of the Wolf symbolizes power, nobility, and the potential for ferocity when it is needed. Those born under the sign of the Wolf bear an innate dignity, tending to have the ability to impress others and inspire awe. Wolves are confident and selfless, working to keep their group safe and whole even if they themselves must be at risk or go hungry. They enjoy attention, but not idle flattery, prefer-

ring honest admiration for worthwhile qualities they actually possess. While they can be prideful, it is more of an avoidance of humbleness than a quest for glory. They prefer more subtle ways of getting things done, but aren't afraid to growl and bare their teeth when necessary.

Like other fire signs, the Wolf represents power and ambition. The Wolf corresponds to the real world sign of Leo.

Common Misperceptions About Wolves: Wolves are all about appearance. Whether seen loping after a lone deer or standing moonlit on a hilltop, a Wolf is always aware of his appearance and is willing to make an extra turn in front of a spectator to enhance his own image, even if that means he falls behind on his other goals. Fortunately, under the beautiful exterior is a noble heart, although some Wolves live far below their potential.



Typical Magical Career: Wolves tend to gravitate to the school of illusion because of their interest in appearances, and to abjuration, because of their desire to protect both themselves and others. Some become enchanters, enjoying the ability to make others respect and appreciate them (whether or not such attention is deserved). Necromancy is a common prohibited school, as most Wolves consider it an ignoble practice or see little value in surrounding themselves with mindless minions.

Histomorph

Since the development of systematic magic, there have been certain spellcasters who experimented with creating creatures of their own. Orthodox creators systematized the creation of golems, but less ethically restricted spellcasters worked with whatever they could get their hands on. Over time, the practice of experimenting with a combination of existing creatures, or the generation of completely new creatures by twisting their life essences together, came to be known as histomorph (see Chapter 4 for details on the histomorpher prestige class).

The history of histomorph is poorly documented. The first recorded experiment occurred 2,500 years ago and was an unspectacular failure. However, the journal-keeper who recorded those first experiments reports some time later the brilliant success of what is today believed to be the owlbear. The ancient histomorpher's name is lost, but his or her creation lives on.

Altering or Creating Creatures

The first step in making a new creature is to decide what you want it to look like when you're done. The best way to do this is to create the stats for the creature you want to make (see the *MM* for details concerning creatures and monsters). The GM has final say over whether a creature you wish to create is allowable.

Three factors from the creature's final description determine the difficulty of the job, and the amount of money and time necessary for a mage to create it in-game: the creature's type, its Hit Dice, and/or its Challenge Rating.

There are three histomorphological practices:

- * Altering creatures takes an existing creature and gives it different abilities, such as giving a bulette acid resistance.
- * Combining creatures takes two or more existing creatures and combines them to make a single, more powerful, creature combining the best aspects of all parts. An example of this is the owlbear.
- * Fabricating creatures takes a large amount of biomass and, through a process of refining and alchemical treatments, produces an all new creature. No large-scale, reproducible examples of this type of creature are known to exist, though some believe the carrion crawler or tarrasque to be products of this kind of histomorph.

When a histomorpher chooses to practice the art, he or she must have specimens to practice on. In all cases, creatures to be experimented on must be original creatures, not *polymorphed* or summoned for the task. All creatures must be alive, conscious, and in full health at the beginning of the process. They must be restrained or magically compelled to participate, as few would volunteer for such a thing.

In addition, the histomorpher must have the Craft Creature feat (see Chapter 5) and a specially prepared workroom containing alchemical equipment and various restraining devices which costs 1,000 gp to establish.

Creatures have different composition complexities, and can be grouped accordingly for histomorphic purposes. A creature's complexity determines the base DC for Craft (alchemy) checks when made in the histomorphic process.

Simple Composition, DC 15

Animal
Beast
Magical Beast
Plant
Vermin

Moderate Composition, DC 20

Elemental
Giant
Humanoid
Monstrous Humanoid
Ooze

Complex Composition, DC 25

Dragon
Fey
Outsider
Shapechanger

Undead and constructs are not suitable working material for histomorphy, because these creatures have no life essences to manipulate.

The time needed for the process is usually quite long. During that time, the histomorpher is mixing substances and either feeding or injecting each subject with a series of alchemical treatments. The process is slow and sometimes painful for the subject creatures.

The histomorpher must work for 8 hours each day on the process, and when not working, the histomorpher must rest or study alchemy and histomorphy quietly, taking no other actions besides eating, sleeping, or talking. If the histomorpher is interrupted or stops during the process, the process fails.

In the event of failure at the end of the process, money spent is lost, but the XP required are not. All creatures involved are killed. The histomorpher must start over with new creatures if he or she wishes to try again.

Controlling the Creature

Newly created creatures serve their creator as if under the effects of a *charm monster* spell for two weeks, regardless of the creature's immunities. If the creature does not have the ability or capacity to understand its creator's words, it attempts to discern and follow the creator's wishes to the best of its ability.

Afterward, the creature's personality begins to fully develop, and might choose to rebel, or simply leave its creator's service. The histomorpher may attempt to exert his or her authority as the creature's creator and persuade the creature to serve longer with a successful Diplomacy or Intimidate skill check, opposed by the creature's Sense Motive check. The creature might receive bonuses to its roll if the histomorpher has treated it badly or if it has compelling reasons to disobey (the GM must determine this).

Altering Creatures

The simplest histomorphy process is that of altering creatures. The histomorpher changes, adds, or removes one aspect of a creature's natural configuration. To do this, the histomorpher needs one creature to be altered, and in the case of changes or additions, one creature who possesses the appropriate qualities to be imbued. The histomorpher needs nothing further to remove an aspect.

The alteration process requires one day per the resulting creature's CR, 1,000 gp per final HD, and 500 XP (for the whole process).

Finishing the process drains the XP from the histomorpher and requires casting a *baleful polymorph* spell on the final day. The histomorpher must cast the spell personally, but it can come from an outside source such as a scroll. Lastly, on the final day, the histomorpher makes the Craft (alchemy) check to see if the treatments took.

The process requires a Craft (alchemy) check, depending on the creatures' composition complexity (DC 15/20/25 + the final creature's CR) for success. For example, creating a grig (see the *MM*) with *tremorsense* would make it a CR 2 creature (note that such determinations as to how such changes ultimately change a creature's CR are up the GM, who we recommend consult the *MM* for advice and ideas on the matter). Therefore, the Craft (alchemy) check would be DC 27.

Combining Creatures

Creature combination requires at least two distinct base creatures as starting points. The process is easier if all creatures are of the same type, and the more creatures added to the combination, the more difficult the overall process. The histomorpher must have two of each kind of creature used in the combination process.

The combination process takes one week per the resulting creature's CR, 5,000 gp per final HD, and 1,600 XP (for the whole process). Finishing the process drains the XP from the histomorpher and requires casting the following spells on the final day: *baleful polymorph* and *charm monster*. The histomorpher must cast the spells personally, but they can come from an outside source such as a scroll. Lastly, on the final day, the histomorpher makes the Craft (alchemy) check to see if the treatments took.

If the skill check fails, the GM makes a secret percentile roll. There is a 30% chance that the creature doesn't die, but starts to life in a feral, frenzied state. The creature gains the *rage* special ability (as a wolverine) and is immune to mind-affecting spells. It immediately attempts to break free from its restraints and attack its creator. If the creator is unavailable, it attacks any other creatures in the room for 1d4 rounds before fleeing. If the creature escapes, it heads toward the habitat of one of its component creatures, attacking anything that gets in its way.

The process requires a Craft (alchemy) check, depending on the creatures' composition complexity (DC 15/20/25 + the final creature's CR + ½ each creature's HD) for success. For instance, combining a girallon and a sea lion (who are both beasts) is DC 15 + 5 + 3 + 3 for a total Craft (alchemy) check of DC 26.

If the combined creatures are of different types, the base type of the most complex creature is used as the base DC for the Craft (alchemy) check. In addition, the Craft (alchemy) check DC is increased by +4 for each different type of creature combined. For example, combining a monstrous spider and wyvern (who are different creature types, vermin and dragon respectively) is DC 25 (since the wyvern's base of dragon type is more complex than that the monstrous spider's vermin type, the wyvern's is used) + 7 + 4 + 2 + 4 (two different creature types being combined) for a total Craft (alchemy) check of DC 42.

Fabricating Creatures

An ability of legendary proportions, even the best histomorphers create creatures from whole cloth with trepidation. Success is never certain, and failure is dangerous. Creature fabrication requires at least 1,000 pounds of biomass of living creatures of the final creature's type. If the final creature will be Huge size or larger, the amount of biomass must be comparable to the final creature's actual weight.

The combination process takes two weeks per the resulting creature's CR, 7,500 gp per final HD, and 2000 XP (for the whole process). Finishing the process drains the XP from the histomorpher and requires casting the following spells on the final day: *baleful polymorph*, *limited wish*, and *geas/quest*. The histomorpher must cast the spells personally, but they can come from an outside source such as a scroll. Lastly, on the final day, the histomorpher makes the Craft (alchemy) check to see if the treatments took.

If the Craft (alchemy) check fails, the GM makes a secret percentile roll. There is a 70% chance that the creature doesn't die, but starts to life in a feral, frenzied state. The creature gains the *Rage* special ability (as a wolverine) and is immune to mind-affecting spells. It immediately attempts to break free from its restraints and attack its creator. If the creator is unavailable, it attacks any other creatures in the room for 1d4 rounds before fleeing. If the creature escapes, it heads toward the habitat of one of its component creatures, attacking anything that gets in its way.

The process requires a Craft (alchemy) check, depending on the creatures' composition complexity (DC 15/20/25 + the final creature's CR + Con modifier) for success.

If successful, the Craft (alchemy) check's result becomes the DC for an opposed Fort or Will save (GM's discretion) made by the newly fabricated creature. If the creature fails, it starts to life and obeys its creator normally. If it succeeds, it starts to life, but is not a willing thrall. Depending on the creature's Intelligence and Wisdom scores, it might choose to keep its true allegiance hidden, or possibly begin to bargain for its services upon awakening to life.

Spells of the Magi

Spellbooks

The spellbook is the very core of a wizard's existence, for therein lies his collected knowledge of magic. The spellbook is consulted daily, often more than once, and many wizards come to view spellbook as an extension of themselves, not just a physical item. Because of this, it should come as no surprise that no item is more important to a wizard than his spellbook, and all wizards go to extreme lengths to protect and/or secret this all-important item.

Due to the great significance of a spellbook, all such items created at the Universitae de Magus are manufactured using time-honored traditions and mystical techniques. Not merely a leather-bound book, a spellbook is always crafted and shaped with the aid of its intended possessor. The final creation is precisely attuned to its future possessor, steeped in magical energies, and warded against typical wear and tear. Such spellbooks are more resistant to the rigors of the wizard's life and the dangers it can bring, whether from the summoning circle, the laboratory or the adventurer's path.

The creation of a spellbook is a momentous occasion and is the official event that signals the ascension of a student from the Candidate level to Accepted. Easily the most important moment of an Accepted-level student's career, the granting of a spellbook is always done as part of a revered ceremony held before the majority of the university's body. Such spellbooks are seen as the physical manifestations of the student's wizardly success and each is treasured, for the spellbook is the wizards' closest companion in the difficult years ahead.

The spellbooks at the Universitae de Magus are always bound in leathery griffon and steeped in mystical ointments. Due to this creation process, such spellbooks possess the following characteristics (as opposed to what can be found in the *PHB*):

Spellbook: 50 gp; 3 1/2 lbs.; Hardness 2; hp 4; 100 pages; treated as a magical item for the purposes of saving throws with a +5 Ref, Fort, and Will save (if attended, the spellbook uses either its own saves or those of its holder, whichever is better); +2 saves vs. immersion (see below).

Immersion (optional rule)

Items constructed of paper, parchment or velum, such as books or scrolls, are extremely susceptible to immersion in liquids such as water, alcohol or brine. To represent this, any such item so immersed must make a special immersion saving throw or be destroyed. This saving throw is a Fortitude save with a DC dependant upon the type of liquid the object is immersed in and for how long (non-magic items are still allowed a save, with a +0 Fort. base; see 'Smashing an Object' in Chapter 9 of the *PHB* for magical items). See below for details:

Liquid	Base Saving
	Throw DC
Clear liquids (fresh water, alcohol, white wine, etc.)	10
Mildly dark liquids (brine, apple juice, oil, etc.)	15
Dark liquids (ale, mud, red wine, tar, etc.)	20

An immersed paper object must make a Fortitude save to avoid destruction based upon how long it remains immersed, with the DC increasing by 2 for each round after the first. For example, an ordinary scroll immersed in fresh water for 4 rounds would need to make a DC 16 Fortitude save or be destroyed. Even if a paper item successfully makes its save against immersion, this does not mean that it is perfectly fine and just ignores the fact that it is wet. A successful save simply means that the information written on the item, or the item's functionality (such as being able to turn the pages), remains intact. The item is still wet and in a vulnerable state, requiring time to dry in order to be used once again. If handled roughly while in this state, the item can still be destroyed (GM's option). If the item is a scroll and a character tries to use it while in this state, he must make a successful Wisdom check (DC 10) to avoid a mishap (see 'Scroll Mishaps' in Chapter 7 of the *DMG*).

Note that unlike other objects required to make saves, immersed paper objects do not use a holder's base saves to resist the effects of immersion, but instead always use their own. Also note that immersed paper objects are allowed a saving throw as outlined above regardless of whether or not they are being tended by a character or are magical (this is an exception to the normal rules for untended objects, which normally are not allowed saves at all, see the 'Smashing an Object' section of Chapter 9 in the *PHB* for more details). Remember that a spellbook is not a magical item, so if unattended it normally does not receive a saving throw when called upon to do so – the Immersion optional rule is the only exception.



New Spell List

Here is the list of new spells developed by the Magi of the Universitae de Magus. Each spell listed here is arranged in the order of the spell's level as a sorcerer or wizard spell. Certain spells are available to other classes as well, but not necessarily at the same level (see each individual spell description for details). Each spell in the list is followed by a brief summery of its effect. The rest of the chapter contains descriptions of each spell in alphabetical order by spell name.

0-Level Spells

- | | |
|-------|--|
| Abjur | Delay Starvation Delays the negative effects of food deprivation for 24 hours. |
| | Minor Energy Ward Target is granted 5 hit points of protection against one energy type. |
| *Conj | Acid Dart Dart deals 1d3 acid damage. |
| Div | Know the Name Reveals the public name of the target. |
| Evoc | Minor Forceful Claw Disembodied claw makes one melee attack for 1d3 points of damage. |
| Illus | Disguise Face Changes you facial appearance. |
| | Still Image. Creates minor illusion of your design, but without any movement. |
| Necro | Bloodwound Ray deals 1d4 slashing damage. |
| Trans | Electric Spark Electric arc deals 1d3 electricity damage. |
| | Masterwork Weapon Target weapon is treated as a masterwork weapon for 1 minute. |

1st-Level Spells

- | | |
|-------|---|
| Ench | Lesser Suggestion Compels subject to follow stated course of action, which cannot involve harming another creature. |
| Illus | Distracting Pattern Creates a pattern of lights that follows and distracts one target. |
| | False Vigor Fools the target into believing he is better off than he is, granting a one time +1 bonus to hit as well as 1 hit point. |
| | Illusory Armor Creates a suit of phantom armor over the target. |
| | Minor Invisibility Subject is invisible until the end of this round. |
| | Phantasmal Stunner Fearful illusion stuns subject or has no affect. |
| Necro | Attract Undead Draws a single undead creature to approach within 5 ft. of you. |
| | Bone Legs Animates a pair of skeletal legs that hold 100 lb./level. |
| | Undead Friend Undead target treats you as an undead companion. |
| Trans | Lesser Darkvision See 5 ft. in total darkness. |
| | Safe Fall Objects or creatures fall at normal speed until just before impact, then float slowly to rest. |
| | Scaly Skin Grants +2 natural armor bonus. |

2nd-Level Spells

- | | |
|-------|--|
| Abjur | Ablative Sphere Creates a hazy sphere around you that provides DR 5/+1 but hinders your own outgoing attacks, providing the same bonus to your targets. |
| Conj | Create Simple Wooden Door Creates a wooden door that faens itself to a frame and remains for 10 minutes/level. |
| | Least Creation Creates one simple item (cannot require a Craft check). |
| | Minor Planar Binding Temporarily traps lesser outsider until it performs a task or until the duration is up. |
| | Wall of Earth Creates a wall of packed earth up to 1 inch thick/level, with hardness 1 and 10 hit points per inch of thickness. |
| | Web Shelter Creates a hemispherical or spherical shelter or sticky webbing that lasts for 1 hour/level. |
| Div | See Invisible Allies Allows targeted creatures to see one another while invisible. |
| Evoc | Black Lightning Creates a ranged attack of crackling black lightning that deals 1d6 points of damage/2 levels (half electricity/half evil energy). |
| | Force Harpoon Creates a harpoon-like field of energy that strikes the target as a ranged attack, and then reels the target closer to you. |

- Illus **Hallucinatory Room** Makes one room appear like another (kitchen into library, etc.).
- Perceived Barren** Fools scrying with an illusion of a barren area.
- Trans **Gemfuse** Fuses two gems of the same type together to create a single, more valuable, gemstone.
- Gemsplit** Splits a single gem into two lesser-valued gems of the same type.
- Grand Announcement** Sends a short spoken message to everyone within 400 ft. + 40 ft./level.
- Quagmire** Turns a 5-ft. section of stone floor into a muddy quagmire that causes entering opponents entering to slip and fall.

3rd-Level Spells

- Abjur **Lesser Dismissal** Forces a creature with HD less than or equal to your own to return to its native plane.
- Conj **Aura Dagger** Creates a magical dagger of energy that deals 1d8 + 1/2 Int or Cha bonus damage (half energy and half alignment).
- Create Strong Wooden Door** Creates a strong wooden door that fuses itself to a frame and remains for 10 minutes/level.
- Evoc **Lesser Forceful Hand** Hand provides 25% cover or strikes opponents for 1d6+2 bludgeoning damage.
- Illus **Master of Mimicry** May freely alter your voice to sound like anyone for 1 hour/level.
- Necro **Howling Agony** Inflicts wracking agony on one target for 1 round/level, causing a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, requiring a Concentration check to use any ability that requires concentration (such as spellcasting).
- My Life For Yours** Use part of your life force to animate a single corpse.
- Trans **Improved Mage Hand.** The hand can lift 10 lbs./level telekinesis.

4th-Level Spells

- Abjur **Universal Key** Allows you to *arcane lock* up to one door, chest or portal per level during the spell's duration.
- Conj **Acid Chrysalis** Creates a cocoon that ensnares one target and immerses it in acid, dealing 3d6 points of acid damage a round.
- Ethereal Double** Creates a double of yourself on the Ethereal Plane that covers your form and temporarily absorbs incoming damage equal to your hit points at the time of the spell's casting.
- Power Word Daze** Stuns target or targets within 25 ft. + 5 ft./2 levels.

- Wall of Poison Gas** Creates a wall of poison fumes that kills 3 HD or less; 4-6 save or die.
- Trans **Greater Darkvision** See 120 ft. in total darkness, including magical darkness of lesser level.
- You Will Awaken On Fire** Target bursts into flames one hour after going to sleep for 1d6 damage/2 levels for up to two rounds.

5th-Level Spells

- Conj **Swarm of Oozings** Carpet of oozes attacks at your command.
- Ench **Tirumulesa's Shaking Rage** Target is overcome with terrible rage, attacking nearest creatures for 1 round/level.
- Evoc **Lesser Light of the Sun** 120-ft. radius of sun-like light.
- Trans **Improved Fly***. Subject flies at speed of 90 ft. and has perfect maneuverability, can run while flying, and can carry up to double his normal maximum load without affecting his speed or flying ability.

6th-Level Spells

- Conj **Aura Sword** Creates a magical sword of energy that deals 2d8 + Int or Cha bonus damage (half energy and half alignment).
- Illus **Mass Blur** Attacks miss subjects 20% of the time.
- Necro **Abject Terror** Subjects within cone cower for 1 round/level.
- Trans **Improved Slow** One subject/level takes only partial actions, -3 to AC, attack rolls and Reflex saves.
- Superior Magic Weapon** Weapon or weapons gain +1/3 levels (max +5) and may forfeit up to +1 enchantment bonus to gain a +1-weapon-equivalent property.
- Work Metal** Sculpts metal into any form.

7th-Level Spells

- Conj **Chain Acid Chryadys.** Creates a series of cocoons that ensnare one or more targets and immerses them in acid, dealing 3d6 points of acid damage a round.
- Illus **Mass Displacement.** Attacks miss subjects 50% of the time.

9th-Level Spells

- Illus **Mass Improved Invisibility.** As *improved invisibility*, but subjects can attack and stay invisible.

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Spell Descriptions

Abject Terror

Necromancy [Fear, Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

As *fear*, except as noted above and that creatures affected by the spell are cowering instead of panicked. Any successful attack upon a creature affected by this spell makes it panicked instead of cowering, allowing it the opportunity to flee (if cornered, it once again is cowering).

Ablative Sphere

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You create a faintly hazy sphere around yourself that does not block vision or interfere with your activities in any way. The sphere provides you DR 5/+1. The sphere also hinders your outgoing attacks; any melee or ranged attacks you make with weapons (not spells or magical abilities) are subject to this DR as well, so if you fired a masterwork bolt from a light crossbow at an enemy, the sphere absorbs the first 5 points of damage from the bolt, and any excess carries over to your target. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), including damage it absorbs from weapon attacks you make, it is discharged.

Material Component: A sphere of sandstone, air-dried clay, or similar solid but fragile substance, through which is pushed an iron nail.

Acid Chrysalis

Conjuration (Creation) [Acid]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One creature or object

Duration: Instantaneous (see text)

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You create a hard opaque cocoon around the target, similar to that of a monstrous insect. The cocoon is 1 inch thick, has hardness 5, and 15 hit points (break DC 15). Air passes through it freely (including gas attacks) and the target can breathe normally. The cocoon is mostly filled with acid. The target suffers 3d6 hit points of acid damage per round

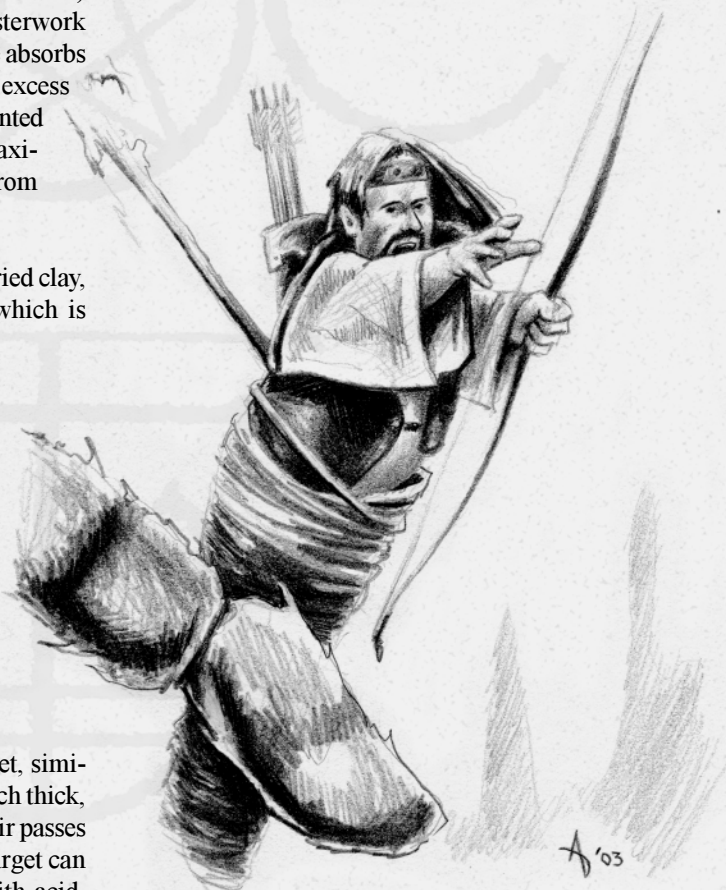
he remains within the cocoon (maximum 15d6). This acid damage is continuous damage as described in the Concentration skill (see Chapter 4 of the *PHB*). Once the acid has dealt all of its damage, it is nothing more than a bad-smelling but harmless liquid, but the cocoon remains in place until it is destroyed.

If the target passes its Reflex saving throw, it is not trapped within the chrysalis, but the chrysalis still appears in the creature's square (the acid inside it remains potent for 1 minute/level).

The target creature cannot leave its square while it remains within the chrysalis unless it is broken or magic is used to escape (such as *teleport*). Attacks against the chrysalis from the outside deal half damage to the chrysalis and half to the creature inside (calculated after the chrysalis' hardness is bypassed). Creatures outside the chrysalis have full cover and concealment to the target, and vice versa.

Breaking the chrysalis causes the remaining acid to splash in a 5-ft. radius, dealing 1 point of acid damage per die of damage potential remaining. Creatures may avoid this damage with a Reflex save.

Material Component: An insect cocoon and a drop of acid.



Acid Dart

Conjuration (Creation) [Acid]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Affect: Dart of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a small dart made of acid at the target, requiring a successful ranged touch attack. The spell deals 1d3 acid damage with no splash damage.

Attract Undead

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One undead

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target undead to approach within 5 ft. of you. If the undead is hostile, it attacks you or any other creature in range. If in order to reach you the undead would have to pass through an area where it would be harmed, (such as a fire, a pool of holy water, an enemy creature's square, etc) the spell ends. Any attack upon the undead ends the spell immediately. A turn or rebuke attempt on the undead counts as an attack and breaks the spell.

Material Component: A carved U shaped bone.

Aura Dagger

Conjuration [See text]

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Effect: Magical dagger of energy

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You call upon the power of your aura, manifesting it as a dagger of energy and arcane power that shines as if it were a torch. You may wield this *aura dagger* as if it were an actual dagger. The dagger has an enhancement bonus equal to one-half your Intelligence bonus or Charisma bonus (for wizards and sorcerers, respectively) with a maximum enhancement bonus of +3. Attacks with the aura dagger are touch attacks.

The dagger deals 1d8 points of damage (plus enhancement bonus), and your Strength modifier does not apply. Half of this damage is energy damage (choose acid, cold, electricity, or fire at the time of casting). The remaining damage is chaotic, evil, good, or lawful damage (choose one component of your alignment at the time of casting, or any one of the four if you are true neutral); this damage ignores energy resistance or immunity (in the manner of the divine energy from a flame strike spell), but does not harm like aligned creatures. For example, you could create an aura dagger that deals fire and lawful damage, but a lawful creature struck by it is unaffected by the lawful half of the damage. This spell has the same type as the energy and alignment you choose for the *aura dagger*. For example, this is a fire and lawful spell when you choose fire and lawful as the aspects of your aura to manifest in the dagger.

If *aura dagger* is given to another creature, dropped, or otherwise leaves your grasp, it vanishes and the spell ends.

Focus: A ring of any metal and a written statement (in a book, on a piece of parchment or paper, or other written form) of your personal philosophy and beliefs about yourself, the world, and your place in it.

Aura Sword

Conjuration [See text]

Level: Sor/Wiz 6

As *aura dagger*, except as noted above and as follows. You wield the *aura sword* as if it were a dagger, its enhancement bonus is equal to your Intelligence or Charisma modifier (for wizards and sorcerers, respectively) with a maximum enhancement bonus of +5, and the sword deals 2d8 points of damage (half energy, half alignment-based).

Black Lightning

Evocation [Death, Electricity, Evil]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You launch crackling black lightning at the target creature, dealing 1d6 points of damage per 2 caster levels (maximum 10d6). Half the damage is electricity damage, but the rest is evil energy from the lower planes which is not affected by resistance to electricity (evil creatures, creatures native to evil planes, and creatures immune to death effects are not affected by the evil energy).

Material Component: A piece of humanoid scalp and a rod of black crystal.

Bloodwound

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a ray at an opponent, requiring a ranged touch attack. If it hits, the ray creates a wound on the target (living creatures only), dealing 1d4 points of slashing damage as if the target were struck by a normal dagger. Damage reduction applies to this damage.

Bone Legs

Necromancy [Evil]

Level: Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One Small or Medium humanoid corpse or set of leg and hip bones

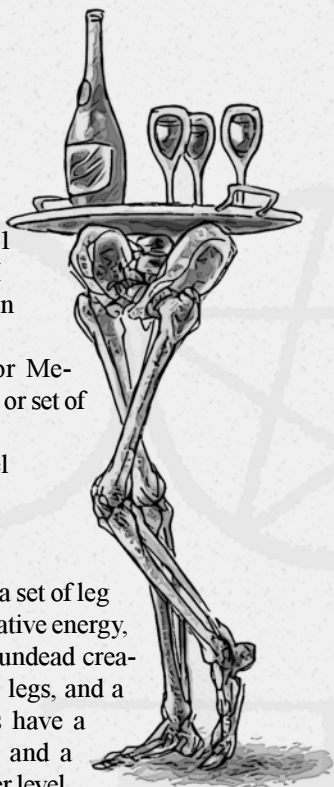
Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You infuse a corpse or a set of leg and hipbones with negative energy, creating a short-lived undead creature consisting of feet, legs, and a pelvis. The bone legs have a base speed of 30 feet and a Strength of 10 + 1/caster level.

The bone legs are normally used for carrying objects in the manner of a *floating disk* spell, though the weight is supported by the hipbones rather than a concave plane of force. Using a standard action, you can direct the bone legs to any location within close range, command them to follow you, or even ride them as if they were a mount. The legs follow your path exactly, at a distance you specify that is no greater than close range. If you pass beyond close range, the bone legs stand in place and wait for you to return. When the spell expires, the bones collapse and become inert, but can be animated again with another use of the spell. The bone legs cannot Climb, but they can Jump. They cannot make attacks. They otherwise are identical to a Small or Medium skeleton.



Chain Acid Chrysalis

Conjuration (Creation) [Acid]

Level: Sor/Wiz 7

Target: One creature or object/level, no two of which may be more than 30 feet apart

As *acid chrysalis*, except as noted above and that the maximum damage each cocoon can deal is 20d6.

Create Simple Wooden Door

Conjuration (Creation)

Level: Druid 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Simple wooden door

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create a simple wooden door, held together with wood pegs (no metal) and no larger than that used within a typical Medium humanoid's dwelling (approximately 4 ft. by 7 ft.). The door is 1 inch thick, has hardness 5 and 10 hit points. If created within an existing doorway, the door automatically attaches itself to any existing hinges or creates simple leather hinges to do so if none are present. It has no lock, but can be held shut by force or magic (such as *hold portal* or *arcane lock*). If held shut, the door has a break DC of 15 (if not held shut in some way, the door can be pushed open without a check).

As with *minor creation*, attempting to use any part of the door as a material component automatically fails.

Arcane Material Component: A piece of wood from a door.

Create Strong Wooden Door

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Strong wooden door

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As *create simple wooden door*, except as noted above, and that you create a strong wooden door. A strong wooden door is bound in iron, held together with iron nails, and is a sturdy barrier. The door is 2 inches thick, has hardness 5 and 20 hit points. When held shut it has a break DC of 25.

Arcane Material Component: An iron nail from a strong door.

Delay Starvation

Abjuration

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You delay the effects of starvation on the target's body for one day. The target does not have to make a Constitution check to avoid subdual damage from starvation while under the effects of this spell. The spell does not suspend fatigue, thirst, or existing subdual damage from starvation, nor does it allow recovery of hit points lost to starvation until the creature is no longer starving. You may cast this spell on a creature up to seven times in a row, after which it must eat normally for at least one day before the spell will work on it again.

Disguise Face

Illusion (Glamour)

Level: Sor/Wiz 0

Duration: 10 minutes/level (D)

As *disguise self* except that you can only change the appearance of your face. If used to help create a Disguise, you get a +2 circumstance bonus to Disguise checks; this bonus does not stack with the bonus from *disguise self* or similar effects.

Distracting Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Effect: Colorful lights in a 5-ft. cube that follows a targeted creature

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

You create a pattern of colored lights around a single creature. These lights distract the target, who can only take a partial action each turn.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

Electric Spark

Transmutation [Electricity]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Spark of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You cause a spark of electricity to arc from you to the target, requiring a successful ranged touch attack. The spell deals 1d3 electricity damage.

Ethereal Double

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Effect: Ethereal simulacrum

Duration: 1 minute/level or until discharged (see text)

Saving Throw: None

Spell Resistance: No

You separate some of your supernatural essence and use it to build an inert copy of yourself on the Ethereal Plane, which can be used to temporarily absorb damage directed at you. This copy superficially resembles you (like a rough clay sculpture) and overlaps your equivalent location on the Ethereal Plane.

The double has as many hit points as you do when you cast the spell. It absorbs hit point damage you take as if it were the caster of a *shield other* spell (you take half the damage, the double takes the remainder). You do not gain any of the other benefits of *shield other*. When the spell ends, all of the damage taken by the double transfers to you, so at best the use of this spell delays damage that you might take.

The ethereal double follows you at up to a speed of 90 ft., maintaining its overlapping position on the Ethereal Plane. The spell ends if the ethereal double cannot follow you (for example, if you *teleport*, enter an area warded against ethereal creatures, or if the double encounters a barrier on the ethereal plane). Creatures that can see ethereal objects can see the double as a rough outline overlapping your form. The double can be attacked directly as if it were an object held by you (assuming the attacker can both see and harm ethereal creatures). Effects that carry over into the Ethereal Plane (such as a damaging area spell with the force descriptor) damage you and the double. If the double is reduced to 0 hit points, the spell ends.

The spell has no effect if cast on a plane that does not overlap with the Ethereal Plane, nor does it function on the Ethereal Plane itself.

The spell ends if you enter the Ethereal Plane. Effects that can repair constructs can repair damage to the Ethereal double, but they must be cast upon the double, not on you.

Material Component: Soft clay, 50 gp worth of diamond dust, a drop of your sweat or saliva, and a single breath.

False Vigor

Illusion (Shadow)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until discharged (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target is imbued with a false sense of vitality and courage. He gains 1 temporary hit point and a +1 morale bonus to attack rolls. The spell ends if the target attacks or if he takes any damage (the attack bonus applies to the target's attack roll that causes the spell to end, the temporary hit point works normally against the damage that ends the spell).

Force Harpoon

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

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

Target: One creature or unattended object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a harpoon-like force that strikes a creature or object, and can pull creatures against their will. The harpoon deals 1d6 hit points of damage to the target. If the target is a creature, this attack attempts to pull the creature directly toward you, as if it were initiating a bull rush from the creature's opposite side. (The harpoon is considered a Large creature with Strength 25 for this purpose.)

If the target is a moveable object which could be dragged by a creature with Strength 25 (maximum load 800 pounds, x5 for dragging), the harpoon drags it toward you as if it were a creature with speed 30 making a double move. The maximum weight that can be dragged depends upon local factors such as the smoothness or roughness of the ground and whether or not the object is suited for dragging. The

distance traveled depends upon the weight of the object (up to 60 ft. for a light load, up to 40 ft. for a medium or heavy load).

The target is supported by the force of the harpoon for the distance it is moved, which prevents it from falling if it is dragged over a pit, but when the spell ends the target is no longer supported and falls if it is not on solid ground. For example, you could therefore use this spell to pull an ally across a narrow chasm, but if the chasm was more than 60 feet across the ally would fall after being pulled partway across.

Focus: A miniature metal harpoon and a scrap of yellow cloth.

Gemfuse

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

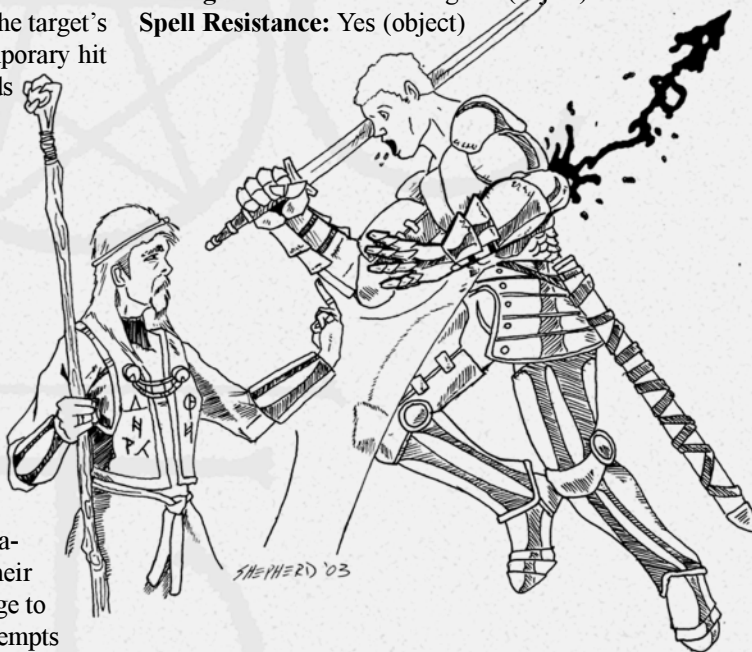
Range: Touch

Targets: 2 gems touched

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)



You fuse together two gems of the same type (pearls with pearls, diamonds with diamonds, and so on), creating a single gem worth the sum of the prices of the two component gems. Thus, you could combine two 250 gp diamonds into a single 500 gp diamond. The resulting gem is exactly like a normal gem of its type and is suitable for use as a magical focus or material component. The gem assumes a shape that is normal for its type and value (for example, two spherical pearls fused with this spell become one spherical pearl, not a double-lobed pearl).

When you cast this spell, you must make a Craft (gemcutting) check (DC 15). Failure means the resulting gem is flawed and worth only 75% of its intended value. Failure by 5 or more means the resulting gem is worth only 50% of its intended value.

This spell may be used multiple times, fusing pairs of lesser gems into average gems and then fusing those gems into superior gems. Given several uses of this spell, a handful of 10 gp gems could become a single gem worth over 1,000 gp.

Note: Gem values in a fantasy game are abstract values, and real-world physics should not be considered when interpreting the effects of this spell. For example, in the real world a gem is more valuable because of its greater size, lack of flaws, or superior cut, while in the game none of those factors are precisely defined to determine the final cost of the gem. Therefore, magically fusing two gems simply results in a single superior gem, and attempting to work the gem into smaller stones using mundane means only results in at best a total value equal to the value of the fused gems. In other words, you can't use this spell to increase your total amount of wealth.

Gemsplit

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Gem touched

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You cause the target gem to split into two smaller gems of equal value and type (a pearl becomes two pearls, a diamond becomes two diamonds, and so on), half that of the original gem. The resulting "daughter" gems are exactly like normal gems of their type and are suitable for use as magical foci or material components. The daughter gems assume shapes that are normal for their type and value (for example, a spherical pearl split with this spell becomes two smaller spherical pearls, not two hemispherical pearl halves). For convenience, round down the values of the daughter gems to the nearest gp (or less, such as splitting a 25 gp gem and rounding the two 12.5 gp daughter gems into two 10 gp gems).

When you cast this spell, you must make a Craft (gemcutting) check (DC 15). Failure means one of the daughter gems is flawed and worth only half as much. Failure by 5 or more means both of the daughter gems are flawed.

This spell may be used multiple times, splitting a valuable gem into two average gems, one of which could be split into two lesser gems, and so on. Thus, a 500 gp pearl could be split along with its two daughter gems into four 125 gp gems, each of which could be used for an *identify* spell (and thus more economical than using the original 500 gp pearl for a single *identify* spell). A gem may not be split if its resulting daughter gems would be worth less than 1 gp.

Note: Gem values in a fantasy game are abstract values, and real-world physics should not be considered when interpreting the effects of this spell. For example, in the real world a gem is of lesser value because of its smaller size, greater number of flaws, or inferior cut, while in the game none of those factors are precisely defined to determine the final cost of the gem. Therefore, magically splitting a gem simply results in two inferior gems. In other words, you can't use this spell to increase your total amount of wealth.

Grand Announcement

Transmutation [Sonic]

Level: Sor/Wiz 2

Components: V

Casting Time: 1 action

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

Area: See text

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You speak a message of up to ten words, which is magically amplified to be heard by all hearing creatures within range. All within the area hear the words as loud as you spoke them and how you spoke them (voice, accent, and so on). The spell causes no harm and cannot transmit magical effects, although a creature awaiting a non-magical word of command (such as a creature under the effect of *suggestion*) could respond to that word if transmitted by this spell. The spell is as likely to wake creatures within the area as normal speaking at that volume.

The use of this spell in magic-rich cities to make announcements is common, and younger mages have been known to make nuisances of themselves by using this spell at all hours of the night.

Greater Darkvision

Transmutation

Level: Sor/Wiz 4

Duration: 1 hour/level++

As *darkvision*, except as noted above and that the range of the darkvision is 120 feet. *Greater darkvision* penetrates normal darkness and any magical darkness of 3rd level or lower.

Hallucinatory Room

Illusion (Glamer)

Level: Sor/Wiz 2

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

Area: One 10-ft. cube/level

Duration: 1 minute/level

As *hallucinatory terrain*, except as noted above.

Howling Agony

Necromancy [Death]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Target: One 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

You send wracking pains through the target's body. Because of the pain, the target suffers a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a Concentration check to use any ability that requires concentration (such as spellcasting). However, if the creature spends a move-equivalent action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. 'Screaming' for the purposes of this spell includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

Material Component: An iron needle pushed through a humanoid eyeball.

Illusory Armor

Illusion (Glamer)

Level: Sor/Wiz 1

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

As *disguise self*, except as noted above and that rather than changing the target's entire appearance, the target simply appears to be wearing some sort of mundane armor (chain mail, studded leather, etc). The illusory armor does not provide protection, nor does it have weight or cause armor check penalties, spell failure, and so on. It can be used on a creature already wearing armor. The illusory armor may appear in poor condition, especially fine, or normal, depending upon the whims of the caster. The target does not automatically know the armor is illusory, but gains a saving throw to disbelieve the spell like any other creature.

Improved Fly

Transmutation

Level: Sor/Wiz 5

Duration: 1 hour/level

As *fly*, except as noted above and as follows. The target gains perfect maneuverability, can run while flying, and can carry up to double his normal maximum load without affecting his speed or ability to fly.

Material Component: A wing feather from any winged creature that isn't an animal or vermin, such as a griffon, harpy, or manticores.

Improved Mage Hand

Transmutation

Level: Sor/Wiz 3

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

Target: One object weighing up to 10 lbs./level

Saving Throw: Will negates (object) (see text)

Spell Resistance: Yes (object) (see text)

As *mage hand*, except as noted above and as follows. You may move the object up to 30 feet per round. You may manipulate the object remotely in any way you could with one hand. A creature may negate the effect of this spell on an attended object with a Will save or SR check.

Improved Slow

Transmutation

Level: Sor/Wiz 6

As *slow*, except as noted above and the targets are even slower. Their speed is reduced to 1/4 normal (with appropriate changes to jumping distance) and they suffer a -3 penalty on attack rolls, AC, and Reflex saves. *Haste* partially counteracts (but does not counter or dispel) *improved slow*; a creature under the effect of *haste* and *improved slow* acts as if under the effects of *slow*.

Know the Name

Divination

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

You learn the target creature's public name, such as the name he would give if questioned by a stranger. If the target has more than one common name or alias, you learn the one it is currently using. If the creature has no individual name (such as animals, mindless creatures, and some

lesser fiends), you instead learn the type of creature (such as 'lemure,' 'black pudding,' and so on).

This spell does not reveal a creature's secret name, magical name, 'true name,' or similar names for the purposes of *binding*, *imprisonment*, or similar spells. It only reveals a common name lacking in magical power to harm its owner.

Least Creation

Conjuration (Creation)

Level: Sor/Wiz 2

Effect: Unattended, non-magical object of non-living plant matter, up to 1 cu. ft./2 levels

As *minor creation*, except as noted above and that you cannot use the spell to make complex items (any item requiring a Craft check cannot be created with this spell).

Lesser Darkvision

Transmutation

Level: Sor/Wiz 1

Duration: 1 minute/level

As *darkvision*, except as noted above and that the range of the darkvision is only 5 feet.

Lesser Dismissal

Abjuration

Level: Brd 3, Clr 3, Sor/Wiz 3

As *dismissal*, except as noted above and that you are limited to creatures with HD equal to or less than your caster level.

Lesser Forceful Hand

Evocation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Effect: Small hand of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You create a Small floating hand, approximately 3 ft. tall and almost that wide with fingers outstretched. It can serve as a weaker version of *interposing hand* (providing one-quarter cover), carry objects or creatures in the manner of *floating disk*, make attacks, or point or gesture as directed. The hand is AC 15 (+4 natural, +1 size), has half your normal hit points, saves as you, and can be attacked as if it were *interposing hand*.

Changing orders for the hand or its target is a standard action. It may move anywhere within range instantaneously. If not given orders, it follows you at a distance of your choosing (defaulting to 5 ft.), maintaining your speed. The spell ends if the hand moves out of range. If carrying something and directed to do something else, the hand places the object safely on the nearest solid surface within 5 feet and then complies with your command. Its attack is a slam (one per round), using your base attack bonus modified for the hand's Strength (14, +2) and size (+1), dealing 1d6+2 bludgeoning damage. It always attacks from your direction, and cannot perform any combat actions other than its normal slam.

Material Component: A hand carved out of crystal.

Lesser Light of the Sun

Evocation [Light]

Level: Brd 5, Clr 5, Sor/Wiz 5

As *daylight*, except as noted above and as follows. The object sheds light in a 120-ft. radius. The spell draws upon the power of the sun in a limited fashion; creatures vulnerable to sunlight (such as some fungi, certain undead such as vampires, wraiths, and specters, and so on) can only take partial actions while within its light and avoid entering the light if possible. The light cannot actually harm such creatures (for example, vampires are not destroyed on the second round of exposure, wraiths and specters are not rendered powerless within it, and so on). Note that the spell level of *lesser light of the sun* means it is able to counter and dispel darkness spells of higher levels than *daylight* can.



Lesser Suggestion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependant]

Level: Brd 1, Sor/Wiz 1

Duration: 1 round/level

As *suggestion*, except as noted above and that the suggested action cannot involve harming another creature.

Mass Blur

Illusion (Glamour)

Level: Brd 6, Sor/Wiz 6

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

Targets: 1 creature/level, no two of which may be greater than 30 ft. apart

As *blur*, except as noted above.

Mass Displacement

Illusion (Glamour)

Level: Brd 7, Sor/Wiz 7

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

Targets: 1 creature/level, no two of which may be greater than 30 ft. apart

As *displacement*, except as noted above.

Mass Fly

Transmutation

Level: Sor/Wiz 6

Targets: 1 creature/level, no two of which may be greater than 30 ft. apart

As *fly*, except as noted above.

Mass Improved Invisibility

Illusion (Glamour)

Level: Sor/Wiz 9

Duration: 1 minute/level (D)

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

As *mass invisibility*, except as noted above and that the effect does not end when the creature attacks.

Master of Mimicry

Illusion (Glamour)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

You alter your voice to sound like any person or creature you have heard, or create a new voice. The spell dupli-

cates a creature's voice perfectly, allowing you to fool even their closest companions or even magic keyed to their voice. When used as part of a disguise, you gain a +2 bonus to your Disguise checks; in situations where the listener only knows the imitated person by sound or can only identify you by your voice (such as from the opposite side of a door) you make a Bluff check (with a +2 bonus) instead of a Disguise check, opposed by the listener's Listen check.

You may change your voice as often as you like while the spell lasts. While the spell does not give you the ability to speak in other languages, it does disguise your voice no matter what language you speak. You may also use this spell to amplify your voice so it is easier to hear you (such as when making a speech or performing a play), but not so loud that you gain any additional ability to harm creatures with the sound of your voice. The spell does not interfere with your ability to use other voice- or sound-based abilities (so a harpy or androsphinx could still use its special attacks normally, a bard could use his bardic music abilities, and so on).

Material Component: A copper wire bent into a wave pattern.

Masterwork Weapon

Transmutation

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You give a weapon a +1 bonus to attack rolls, as if it were a masterwork weapon. This bonus does not stack with any existing masterwork or enhancement bonus on the weapon. You can't cast this spell on a natural weapon, such as an unarmed strike.

Minor Energy Ward

Abjuration

Level: Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You grant a creature limited protection against one type of energy (acid, cold, electricity, fire, sonic). When the spell absorbs 5 points of energy damage of that type, it is discharged.

This spell overlaps (does not stack) with *endure elements*, *resist energy*, and *protection from energy*. It combines with the other spells in the same manner as *protection from energy* and is superseded by *protection from energy* (if a character is protected by this spell and *protection from energy*, the protection spell absorbs damage but the *ward* does not).

Minor Forceful Claw

Evocation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: A disembodied claw

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a single disembodied flying claw. The claw makes one melee attack at the creature you specify, using your base attack bonus. It has no Strength bonus and always strikes from your direction. It cannot not receive a flanking bonus or help another combatant receive one. The claw deals 1d3 points of damage, or 2d3 on a critical hit.

Minor Invisibility

Illusion (Glamer)

Level: Asn 1, Brd 0, Sor/Wiz 0

Duration: See text

As *invisibility*, except as noted above and that the spell ends at the end of your turn on the round it was cast.

Minor Planar Binding

Conjuration (Calling) [See text]

Level: Sor/Wiz 2

Target: One elemental or outsider of up to 4 HD

As *lesser planar binding*, except as noted above and as follows. The creature can have an attempt to free itself once each hour (instead of once every 24 hours), and open-ended tasks mean the spell remains in effect for a maximum of one hour per level (instead of one day per level).

My Life For Yours

Necromancy [Evil]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You draw forth a part of your own life force and (if you are not an undead) corrupt it into negative energy, which you use to animate one corpse as a skeleton or zombie. Because the process of infusing the corpse with the negative energy is inefficient, you must draw forth twice as much of your life energy as what the undead would actually use. Therefore, you lose twice the number of hit points the undead creature would have when finished (so creating a normal Medium skeleton with 6 hit points would cost you 12 hit points). Any skeleton or zombie created with this spell is treated as if it had been created with *animate dead* for the purpose of how many undead you can control. These hit points can be recovered normally (rest, magical healing, and so on).

If you cannot lose these hit points for any reason (such as if you are protected by a spell that prevents you from taking damage or converts normal damage to subdual damage or any other kind of damage) the spell fails. If you have no life force, whether or positive or negative (for example, if you are a construct) the spell fails.



Material Component: A black onyx gem worth at least 50 gp with iron and silver wires wrapped around it, which must be placed in the mouth or eye socket of the corpse.

Phantasmal Stunner

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 1

Saving Throw: Will disbelief (if interacted with), then Fortitude negates

As *phantasmal killer*, except as noted above and as follows. If the target fails his Fortitude saving throw, he is stunned for 1 round instead of killed; if he succeeds at his Fortitude saving throw he is completely unaffected.

Power Word Daze

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V

Casting Time: 1 action

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

Target or Area: One living creature or one or more creatures within a 15 ft. radius sphere

Duration: Instantaneous

Saving Throw: Fortitude half or Fortitude negates (see text)

Spell Resistance: Yes

You create a wave of magical energy that leaves the target or targets dazed for 1 round/level on a failed saving throw. If used against one creature, a successful saving throw means it is dazed for only 1 round. If used against multiple creatures, a successful save negates the effects of the spell entirely.

Quagmire

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: One 5-ft. square per level, up to 1 ft. deep

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

You cause all natural non-magical, unworked stone in the area to liquefy, resulting in a pool of mud approximately 1 ft. deep. The spell does not affect creatures made of stone.

Any creature in the area when the spell is cast must make a successful Reflex saving throw or fall prone. Creatures entering the area must likewise save or fall; success means they may move at half speed until their next turn. Creatures cannot run or charge through the *quagmire*, although creatures with a burrow speed may move through it normally.

You can cast this spell on a natural stone or ceiling, causing it to turn to mud to a depth of 1 foot, which falls harmlessly and forms a puddle of mud equal to 2 5-ft. squares per level that acts like a *grease* spell. Unlike *soften earth and stone*, the area of this spell is not large enough to cause significant damage to stone structures, even if cast upon their foundations in hopes of making them settle.

Material Component: Clay and water.

Perceived Barren

Illusion (Glamour)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

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

Effect: 10-ft. radius emanation

As *false vision*, except as noted above and as follows. Instead of being able to choose what a scrying creature sees, this spell always makes the area appear to be barren of inhabitants, landmarks, and furnishings. Thus, a library would appear totally empty without books, shelves, tables, or people, an outdoor area would seem to be bare earth without tree, plant, or living thing, and so on.

Material Component: A handful of dirt and dust.

Safe Fall

Transmutation

Level: Sor/Wiz 1

As *feather fall*, except instead of falling slowly for the duration of the spell, the targets fall at the normal rate of speed until the very last moment before impact, at which point they are safely brought to a halt and land unharmed.

Scaly Skin

Transmutation

Level: Drd 1, Sor/Wiz 1

Components: V, S, M

Duration: 1 minute/level

As *barkskin*, except as noted above and as follows. The spell only grants a +2 enhancement bonus to natural armor, it does not increase with caster level, and the target's skin becomes visibly scaly like a reptile's.

Material Component: A piece of cured leather and a snake-skin.

See Invisible Allies

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full-round action

Range: Touch

Targets: 1 creature touched/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You mark each target with a magical symbol that allows all recipients of the spell to see each other when invisible. It does not give them the ability to see any other invisible creatures. Therefore, when under the effects of *invisibility sphere*, *mass invisibility*, or similar spells, all targets marked with the symbol could see each other normally, but would not see an enemy skulking about under the effects of an *invisibility* spell unless they had the ability to do so from another source.

Material Component: Two small crystal lenses.

Still Image

Illusion (Figment)

Level: Sor/Wiz 0

Effect: Visual figment that cannot extend beyond one 10-ft. cube

As *silent image*, except that the image is completely stationary. Thus, you could create the illusion of an orc standing watch, a still pool of water, or a wagon, but the orc could not look around, the pool would not have ripples, and the wagon could not roll.

Superior Magic Weapon

Transmutation

Level: Brd 6, Clr 7, Sor/Wiz 6

As *greater magic weapon*, except as noted above and that you may reduce the granted enhancement bonus of the weapon by +1 in order to give it a +1-equivalent-weapon property, such as *flaming*, *frost*, *shock*, and so on. If you affect multiple weapons with this spell (such as 50 arrows or bolts), all of the weapons get the same ability and enhancement bonus (for example, you cannot make 25 *frost* arrows and 25 *flaming* arrows). You cannot reduce the enhancement bonus of the weapon by +2 or more to gain a +2-equivalent property or multiple +1-equivalent properties.

Swarm of Oozelings

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S

Effect: 250 Fine oozes that fill a 10-ft.-radius spread

As *creeping doom*, except as noted above and as follows. The oozes (each no more than 1 inch across) deal acid damage instead of biting, and each disappears after dealing 1 point of acid damage. The oozes are immune to fire and electricity and have blindsight 30 ft.

Tirumulesa's Shaking Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, M

Casting Time: 1 action

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

Target: 1 creature

Duration: 1 round/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target to become overcome with a horrible rage and desire to kill. The target gains the benefits and penalties of a barbarian rage except he is still able to cast spells. The target attacks the closest creature he detects, changing to the next nearest target when that first one drops, and continuing until there are no enemies within 100 feet. The target always attacks the closest creature detected, whether that creature is an ally or enemy. When the spell ends, so does the target's rage, and the target becomes *fatigued*.

Material Component: Two herbs, one a stimulant and one an intoxicant.

Undead Friend

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Targets: You and one undead creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You link yourself to the target undead with an invisible bond of negative energy. As long as you remain within range and maintain a line of effect from yourself to the undead, this bond makes the undead perceive you as an allied undead creature. A non-intelligent undead target ignores you, while an intelligent undead creature assumes

you are either some type of undead that appears living or are disguised as living. If used in conjunction with a disguise or illusion to appear undead, this spell gives you a +5 bonus on your Disguise check to fool the undead target. If you attack the target while this spell is in effect, the spell immediately ends.

Material Component: Dust or bone fragments from any destroyed undead creature.

Universal Key

Abjuration

Level: Sor/Wiz 4

Duration: 1 hour/level and permanent (see text)

As *arcane lock*, except as noted above and as follows. For the duration of the spell, you may *arcane lock* any door, chest, or portal that you touch, up to 1 door per caster level. The targets remain subject to the *arcane lock* spell (duration: permanent) even after the duration of this spell ends. For the duration of this spell you may use *open/close* at will as a free action on any target you affected with the spell. Therefore, a 7th-level caster could *arcane lock* up to 7 doors, chests, and/or portals, and for the next 7 hours she could open or close those targets at will as a free action as if using the *open/close* cantrip; even after the spell expired, the *arcane lock* spells on those 7 targets would remain.

Material Component: A silver key and a gold lock worth a total of 100 gp.

Wall of Earth

Conjuration (Creation)

Level: Druid 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: Wall of packed earth up to 1 5-ft. square

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a wall of packed earth. The wall may be straight or curved, horizontal or vertical. The wall is up to 1 inch thick per 4 caster levels and cannot be created so that it occupies the same space as another creature or object, nor can it be used to trap creatures. It cannot take any shape that hand-packed earth

could not hold without collapsing. For example, you could create a vertical wall to block a doorway or hallway, but could not create a horizontal wall to span a chasm, as it would collapse under its own weight. The wall has hardness 1 and 10 hit points per inch of thickness. The break DC of the wall is 12 + 1 per inch of thickness.

Arcane Material Component: A handful of earth or a piece of sandstone.

Wall of Poison Gas

Conjuration (Creation) [Poison]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Wall up to 5 ft./level long and 5 ft./level high

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You create a wall of ghastly yellowish-green poisonous vapor. Creatures that pass through or remain within the wall suffer the effects of the spell. It kills any living creature with 2 or fewer HD (no save) and causes creatures with 3 to 4 HD to make Fortitude saving throws or die. Living creatures above 4 HD, or those of 3 to 4 HD who make their saving throws, take 1d8 points of poison damage. Holding one's breath doesn't help.



The wall is 1 ft. thick and does not obscure vision or move on its own, but wind can move the wall as if it were a *fog cloud* (if forced into a smaller area, excess parts of the wall disperse harmlessly).

Material Component: A drop of poison.

Web Shelter

Conjuration (Creation)

Level: Clr 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Effect: Shelter made of webbing

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create a shelter of slightly sticky webbing. You may create a hemisphere with a diameter of between 5 to 20 feet or a sphere with a diameter of between 5 and 10 feet. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only creatures with negligible Strength (such as Fine vermin, like common flies) can be caught in the webbing; all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold sticks, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated with the door closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire (not half damage like most objects) and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Arcane Material Component: A bit of spider web.

Work Metal

Transmutation

Level: Clr 5, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

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

Target: Metal object touched, up to 10 cu. ft. +1 cu. ft./level

Duration: Instantaneous

Saving Throw: Fortitude negates (object) (see text)

Spell Resistance: Yes (object)

As *stone shape*, except as noted above and that you affect metal instead of stone.

If used in combat against an enemy's metal armor or shield, it reduces the armor bonus of the armor by 1d6 points (armor not primarily composed of metal, such as studded leather, is only reduced by 1d3 points of AC). Armor or a shield whose armor bonus is reduced to +0 or less is destroyed. You may also use it to simply damage a metal object or creature, dealing 1d6 points of damage per 2 caster levels (max 15d6); a metal creature gains a Fortitude save for half damage. This damage, bypasses the target's hardness or damage reduction.

Arcane Material Component: Clay mixed with iron filings, molded into the approximate desired shape of the metal.

You Will Awaken On Fire

Transmutation [Fire]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Permanent until discharged (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

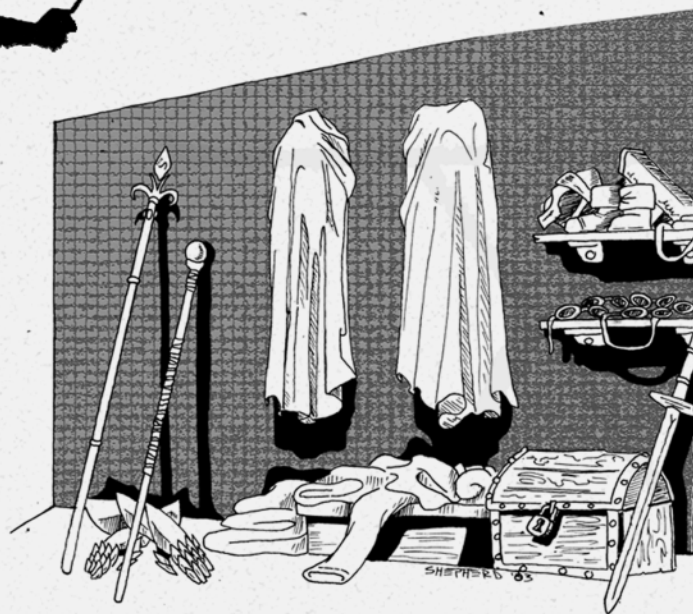
You place a curse upon the target that triggers one hour after the next time they fall asleep. The target may resist our casting with a Will saving throw, when the spell is triggered, the creature bursts into flame, taking 1d6 points of fire damage per two caster levels (maximum 8d6). The creature remains on fire for one additional round and takes another 1d6 points of fire damage per two caster levels (maximum 7d6). The target can take a full-round action to attempt to extinguish the flames before taking this additional damage, which requires a successful Reflex saving throw against the spells DC. Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

This spell has no effect on creatures that do not need sleep, such as elves; in such cases the creature automatically makes its saving throw. Only one of these spells can be in place on a creature at any time.

Material Component: A miniature pillow soaked in oil.

Chapter 7

Magic Items and Tools of the Magi



An ancient institution, the Universitae de Magus has long promoted the creation of new items to aid wizards, both magical and mundane. The following chapter presents a wide selection of items that characters can, not only purchase, but also create. Alchemical, herbal, magical, and even mundane items are presented. In addition to the cost, the DC necessary to create each item as well as the proper Craft skill is also provided. Every item listed has a short description. Many of the items are useful for non-wizards, though some are far too specific for general use.

Anti-Coagulant Gel: This smelly, rust-colored gel is made primarily from grounded stirge beak. It is used much like an applied poison and the cost indicated is for enough to spread over a large bladed weapon, such as a longsword (which translates to two small bladed weapons (i.e. daggers, etc.) or four small piercing weapons (i.e. arrows, cross-bow bolts, etc.). Any living creature struck by a weapon coated with anti-coagulant gel must make a successful Fortitude saving throw (DC 15) or be affected by its anti-coagulant properties. Any wound caused by an anti-coagulant gelled weapon that is not successfully saved against

Table 7-1:

Alchemical Items & Substances

Item	Cost	Weight	DC to Make	Craft Skill
Anti-Coagulant Gel	100 gp	1/2 lb.	25	Alchemy
Anti-Petrification Draught	150 gp	—	25	Alchemy
Astral Walking Draught	400 gp	—	30	Alchemy
All-Encompassing Vision Droplets	300 gp	—	30	Alchemy
Dry Soap	8 gp	1 lb.	18	Alchemy
Ghost-Light Cream	750 gp	1/2 lb.	35	Alchemy
Mosquito Coil	1 gp	—	15	Alchemy
Pixie-Led Powder	400 gp	—	30	Alchemy
Sun Balm	10 gp	1/2 lb.	12	Alchemy
Sweetened Wine of False Death	50 gp	1/2 lb.	20	Alchemy and Winemaking
Tactile Vision Draught	150 gp	—	25	Alchemy
Vapors of Nasal Amplification	100 gp	1/2 lb.	20	Alchemy

continues to bleed unless magically healed. Without such healing, the blood-loss caused by the anti-coagulant gel results in 1 point of additional damage per round up to the maximum damage capacity of the weapon. For example, a character struck by a dagger that had been treated with anti-coagulant gel and who failed his Fortitude save would take 1 point of damage every round for the following 4 rounds (4 being the maximum damage of a dagger), unless the wound were healed via magic before then. Note that the damage originally inflicted by the blow from the anti-coagulant gel-treated weapon has no bearing on the additional damage potential of the bleeding in subsequent rounds, only the damage potential of the weapon itself does (Strength modifiers to damage don't count, but magical pluses do). An anti-coagulant gel treatment lasts for only two blows, or 10 minutes of exposure to air, whichever comes first.

Creatures that are immune to poison are also immune to anti-coagulant gel.

Anti-Petrification Draught: Made from a mixture containing black-beetle paste and a single ground cockatrice feather, this foul-tasting draught has the power to ward off the petrification attacks used by certain magical beasts. Characters who imbibe this draught receive a +5 alchemical bonus on all Fortitude saving throws against petrification for 1 hour.

Astral Walking Draught: This gray, bubbly liquid is a distillation of a pinch of raw earth from a spectre or ghost's final resting place and several rare compounds. When first imbibed, the drinker feels a severe wrenching deep in the pit of his stomach, though the feeling quickly passes (within 1d3+1 rounds). Once the feeling fades, the imbiber's physical form briefly blends with the astral plane and he becomes one with the spirit world (and is treated as incorporeal (see Chapter 7 of the *MM* for details) for all intents and purposes). Note that since the character has become incorporeal, other incorporeal creatures cannot avoid his attacks 50% of the time (nor can he theirs). The power of the astral walking draught is fleeting and it lasts but 1 minute, after which the imbiber is treated as normal.

All-Encompassing Vision Droplets: These droplets require the use of an eye-dropper (see the 'Magi Tools' section below). Distilled from the oils secreted by various fishmen race skin glands, these droplets temporarily grant the user the keen vision of that horrible, fishman race. Characters who use the all-encompassing vision droplets can see moving objects and/or creatures even if they are invisible, ethereal or astral. Only objects or creatures that remain absolutely still can avoid detection. A single application lasts 10 minutes. The cost above is for enough droplets to treat a single creature with two eyes once.

Applying the 'All-encompassing Vision Droplets' is a full-round action that requires the use of both hands and draws an attack of opportunity.

Dry Soap: An aloe extract, combined with purified alcohol and lye boiled down to a thick paste, is the basis of this item. When dried, the paste becomes flaky, but when the user rubs a flake of dry soap between his palms, it quickly becomes lather. Continued scrubbing causes the lather to disperse, leaving behind only clean hands. One pound of dry soap cleans as much as two pounds of regular soap, without the need for rinsing.

Ghost-Light Cream: This near translucent cream is made primarily from the vaporous residue left behind from the destruction of a will-o'-wisp. In order to function, the user must fully apply the cream to both his face and hands (both of which must remain uncovered for the duration of the cream's effects). Once applied in this fashion, the user becomes a giant magic disruptor. All magic items (except artifacts) within 20 feet of the character temporarily cease to function as do any spell or magic effects currently in operation (such magics can resist this effect by making a level check (DC 20)). Furthermore, any creature that attempts to use a spell or spell-like ability within 20 feet of the user (or targeted within this effect), must make a successful level check (DC 20) in order to successfully employ the magic. If this level check is failed, the spell or spell-like ability fails and the magic-wielding creature who attempted it must make a successful Wisdom check (DC 5). A successful Wisdom check indicates nothing further happens, but a failed Wisdom check means that a magical backlash has resulted (see the 'Scroll Mishaps' section of Chapter 8 of the *DMG* for ideas on how to adjudicate such backlashes).

Such magic disruption does not come without a price, however; the cream drains the user's life force to power the magical disruption. Each round the magical disruption is in effect, the user suffers 2 points of subdual damage. Nothing can prevent this damage and once the user reaches 0 (zero) or fewer hit points, the effects of the cream vanish as the user lapses into unconsciousness. Note that once ghost-light cream is applied, the user cannot choose to dismiss its effects.

Ghost-light cream can only be used by living creatures that are susceptible to subdual damage.

Mosquito Coil: Made of Citronella oil worked into a slow-burning paste (which is dried prior to use), this item allows characters to work in damp areas unbothered by miniscule parasites. The coil burns for six hours, and cannot be put out and relit. While it burns, the coil adds a +1 situation bonus to any Concentration check made in swampy, or otherwise mosquito-friendly, environments.

Pixie-led Powder: This fine yellow powder is created from a mixture of pixie sweat, peat and griffon dander. It can be thrown as a grenade-like weapon (10 feet maximum range). On a direct hit the target must make a successful Will save (DC 15) or be affected as if by the arcane *confusion* spell cast by an 8th-level sorcerer. For all other intents and purposes, treat this effect as if were cast by an 8th-level sorcerer. Creatures immune to gases, poisons or enchantments are immune to pixie-led powder.

Sun Balm: Made of aloe extract and the dark oils of tropical plants, this smooth and fragrant balm provides its wearer protection from the burning effects of a hot sun. In addition, it can heal 1 point of damage caused by sun burnt skin. The jar listed above provides four doses of the balm; enough to protect one person for four days or four people for one day. One dose of sun balm heals 1 point of damage.

Sweetened Wine of False Death: This wine is made from several rare compounds found in the Black Mist Mountains, including the spiny-bulbed toadstool. Those who imbibe a full goblet of this potent spirit slip into a catatonic state virtually identical to death (a Heal or Profession (apothecary) check (DC 20) is required to ascertain that the imbiber still lives) within 1d10 minutes after finishing. The imbiber awakens 3d20 hours later and is treated as *exhausted* (see Chapter 8 of the *DMG* for details) until she gets a proper day's rest. Those who imbibe less than a full goblet must make a successful Fortitude saving throw (DC 10) or suffer 1d3 points of temporary Constitution damage and be treated as *exhausted* (as above).

The cost listed is for a single goblet of the wine, which is usually brewed in much larger amounts (three goblets are equivalent to a single bottle).

Tactile Vision Draught: This earthy-flavored liquid is distilled primarily from the blood and inner fluids of a purple worm. A character who imbibes this draught is temporarily

granted the special quality *tremorsense* as if she were a purple worm (see the *MM* for details). This temporary ability lasts for 30 minutes.

Note that in order to benefit from *tremorsense*, the imbiber must have some sort of constant physical contact with the ground or a surface that is connected to it (such as the a cavern wall or ceiling). Such physical contact must be made with bare flesh (a hand or bare feet will do), as clothing, fabric, etc. muffles the vibrations necessary to employ the ability.

Only living creatures with can benefit from tactile vision draught.

Vapors of Nasal Amplification: This item consists of a small packet of powder made from a concoction of melted werewolf fur and a variety of insect secretions. To use the vapors of nasal amplification, the packet must be steeped in boiling water and the user must lean over the liquid breathing in the released vapors for at least 10 minutes. Once this is done, the user is temporarily granted the special quality *scent* (see Chapter 7 of the *MM* for details). This temporary ability lasts for 1 hour.

Only living creatures with a sense of smell can benefit from vapors of nasal amplification.

Benumbing Smoke: This herbal concoction is made from dried ristine moss, which is commonly found deep inside the Drizzlethorn Fens. Normally used in conjunction with a smoking pipe, the acrid-smelling smoke of this substance induces a powerful numbing suppressant, which virtually shuts off a person's sense of touch. A character breathing in this smoke for at least 3 minutes becomes so numbed, that he is practically incapable of feeling anything physically. Such a character is treated as if he had the damage reduction 10/— special quality (see Chapter 7 of the *MM* for details). Unfortunately, this ability is not real, instead only a manifestation of his deadened nerve system. There-

Table 7-2:

Herbal Balms & Brews

Item	Cost	Weight	DC to make	Craft Skill
Benumbing Smoke	500 gp	—	30	Knowledge (herbalism)
Charon's Ichor	150 gp	—	25	Knowledge (herbalism)
Close-Wound Salve	75 gp	1/2 lb.	20	Knowledge (herbalism)
Dream-Walking Tea	400 gp	—	30	Knowledge (herbalism)
Gray-Hazed Syrup	50 gp	—	20	Knowledge (herbalism)
Magic-Sensing Bark	50 gp	—	20	Knowledge (herbalism)
Styx-Wine	300 gp	1/2 lb.	25	Knowledge (herbalism)

fore, once the effects of the smoke wear off, the character immediately takes all the remainder of the damage he should have taken while under its influence. For example, a human fighter, under the influence of benumbing smoke is struck three times during a combat, for 6, 12 and 5 points of damage respectively. Because the benumbing smoke grants him the false damage reduction 10/— special quality, he only takes 2 points of damage during the combat. After the combat, once the benumbing smoke wears off, he immediately takes the remaining 21 points of damage — damage that his body had really taken, but that he was just unable to ‘feel’ up to that moment.

Note that even the damage reduction ability granted by benumbing smoke can only fool the body to a certain degree, so massive amounts of damage can still overpower those affected. The damage reduction ability granted by benumbing smoke can absorb no more than three times the effected character’s Constitution while in effect, with damage in excess of this being taken as normal (meaning that no more than three times the character’s Constitution in damage may be stored to be taken after the effects of the benumbing smoke wear off). The effects of benumbing smoke last for 2d6 minutes and should be secretly determined by the GM. The cost listed is for enough benumbing smoke to fill a single smoking pipe for one application only.

Charon’s Ichor: This thick black liquid is brewed from a freshly harvested trillimac mushroom along with several other minor fungal herbs. Once swallowed, Charon’s ichor grants the imbiber the ability to sense undead within a 60-ft. radius as the spell *detect undead*. This ability lasts for 10 minutes.

The cost listed is for one spoonful of Charon’s ichor (enough for one application for one person).

Close-Wound Salve: Brewed from the crushed remains of the tiger reed (a hardy plant found in many swamps), this spicy-scented paste is used to treat fresh wounds. To employ close-wound salve, the balm is gently rubbed over all fresh wounds on a single individual before he rests for the night. Any character so treated heals twice the number of hit points for that single night’s rest (i.e. 2 hit points per level rather than 1). Note that in order to benefit from close-wound salve, a character’s wounds (lost hit points) must have been due to physical external wounds.

The cost listed is for enough close-wound salve to treat one person’s wounds for one night only.

Dream-Walking Tea: This deep orange-colored tea is brewed with rare dreadwood figs. A character who imbibes a full mug of this tea drifts into a deep trance (it takes 1d6 minutes to fully enter this state). Once entranced, the imbiber sits immobile, completely unaware of her surroundings. Such a character can manifest a shadowy duplicate of herself that she may control for up to a range of 200 yards. This duplicate is treated exactly like that created by a *project image* spell, except in regards to range, duration, line of effect requirement and the ability to cast spells though it (since the imbiber is totally immobile, this is impossible).

The shadowy duplicate created via the use of this tea lasts for 2d10 minutes, though a character may attempt to voluntarily dismiss it earlier and come out of the trance by making a successful Concentration check (DC 20). If this check is failed, the character may make another attempt to come out of the trance each round until she either succeeds or the duration expires. A character may not take 20 on this Concentration check.

The cost listed is for enough dream-walking tea to brew one mug (a single application for one person).



Gray-Hazed Syrup: This thick, dark brown syrup is brewed from the bark of a dryad's tree mixed with molasses. Once swallowed, the imbiber must make a Fortitude saving throw (DC 20) or his eyesight fills with a thin gray mist (this takes 1d6+1 rounds to occur). In addition, the imbiber's mind is affected, causing it to be sluggish and unresponsive. For the duration of the syrup's effects, the imbiber's vision is halved, he suffers a -4 herbal penalty to his Initiative and he is only capable of performing partial actions. Once swallowed, the effects of gray-hazed syrup last for 1d6 minutes.

The cost listed is for one spoonful of gray-hazed syrup (enough for one application for one person).

Magic-Sensing Bark: This item consists of a small disk of bark from a furry moonwood tree, steeped in an herbal broth over a period of several days. In order to invoke the powers of the bark, the user holds the magic-sensing bark under his tongue for a period of 10-15 minutes. Once the user's skin begins to tingle, the bark's power has been released and the user is then granted the temporary ability to *detect magic* as the spell (except that the ability lasts for 1 hour).

The cost listed is for one disk of bark (which can be used once by a single person before becoming inert).

Table 7-3:

Magi Tools

Item	Cost	Weight	DC to Make	Craft Skill
Alembic	10 gp	5 lb.	25	Glassblowing
Apron	5 sp	1 lb.	5	Tailoring or Leatherworking
Balance	35 gp	8 lb.	20	Blacksmithing
Bellows	50 gp	15 lb.	15	Leatherworking
Bellows, Double	100 gp	30 lb.	25	Leatherworking
Bottle, Ceramic	4 sp	—	12	Ceramic firing
Bottle, Glass	1 gp	—	12	Glassblowing
Bookstand	25 gp	10 lb.	15	Blacksmithing
Brazier	4 gp	1 lb.	10	Blacksmithing
Broom	5 cp	1 lb.	0*	—
Butterfly Net	2 gp	1/2 lb.	10	Weaving or Netmaking
Cane	100 gp	2 lb.	20	Woodcarving
Centrifuge	35 gp	12 lb.	20	Blacksmithing
Centrifuge, Masterwork	160 gp	20 lb.	25	Blacksmithing
Chalice	75 gp	3 lb.	20	Goldsmithing
Cauldron, Small	75 gp	30 lb.	10	Blacksmithing
Cauldron, Large	120 gp	60 lb.	15	Blacksmithing
Dissection Kit	50 gp	8 lb.	20	*****
Easel, Portable	35 gp	7 lb.	10	Carpentry
Eyedropper	50 gp	—	25/15	Alchemy and Glassblowing
File Set	8 sp	—	15	Blacksmithing
Graduated Beaker	25 gp	1 lb.	25	Glassblowing
Graphite	1 cp	—	5**	—
Hammer, Forging	7 sp	2 lb.	10	Blacksmithing
Hollow Book	30 gp	3 lb.	10	Bookbinding
Hourglass	12 gp	4 lb.	20	Glassblowing
Identification Books	200 gp	3 lb.	10***	Bookbinding
Jar, Balm, Ceramic	2 sp	—	10	Ceramic firing
Kiln	10-80 gp	5-40 lb.	10	Ceramic Firing
Knife Set	150 gp	5 lb.	25	Blacksmithing
Magnifying Lens	100 gp	1/2 lb.	30	Glassblowing

Styx-Wine: This bittersweet wine is made from the blue-green jalbor fruit, which grows only in remote swathes of temperate woodlands such as the Janar. A character who drinks any amount of this wine must make a successful Fortitude saving throw (DC 15) or temporarily lose all memory. The character retains use of all skills, languages and class abilities, but forgets everything else about her life for a period of 1d6 days. Characters who consume a full goblet or more of Styx-wine are inflicted with this memory loss permanently, or until they receive a *heal* spell. Spells such as *limited wish*, *miracle* and *wish* can also be used to restore the character's lost memory.

The cost listed is for a quantity of styx-wine equivalent to a single goblet. Styx-wine is often made in far larger quantities (three goblets are equal to one bottle).

Alembic: This device is used to distill water and other liquids. One large sealed glass bottle has a tube that curves down from near its lip and hangs over a shorter bottle (also provided). By heating the larger bottle, water vapor rises to the top, condenses, and drips into the catching bottle. An alembic is typically included in the Alchemist's Lab (see Chapter 7 of the *PHB*). It is offered here for the player or GM who wishes to catalogue what a lab contains, or for the purpose of replacing worn or broken pieces.

Table 7-3 continued:

Magi Tools

Item	Cost	Weight	DC to Make	Craft Skill
Measuring Line	3 gp	—	15	Weaving
Mortar & Pestle	5 cp	5 lb.	0**	—
Notepad	30 gp	1 lb.	5	Bookbinding
Pamphlet of Searching	5 gp	—	—	—
Pouch, Clasped	1 gp	½ lb.	8	Leatherworking
Printing Press, Fixed	1,000 gp	400 lb.	20	Carpentry and Blacksmithing
Printing Press, Removable Type	1,600 gp	500 lb.	20	Carpentry and Blacksmithing
Shovel	2 gp	2 lb.	10	Blacksmithing
Slate	1-50 gp	3-150 lb.	10	Stonecutting
Spade	5 sp	½ lb.	10	Blacksmithing
Staff	0-500 gp	4 lb.	5+****	Woodcarving
Hidden Compartment	+25 gp	—	20	Woodcarving
Hidden Blade	+15 gp	1 lb.	15	Woodcarving
Hidden Blade, Springing	+80 gp	2 lb.	25	Woodcarving & Blacksmithing
Star Chart	10 gp	1 lb.	20	Knowledge (astrology)
Star Chart, Masrerwork	100 gp	2 lb.	30	Knowledge (astrology)
Syringe, Glass	20 gp	—	20	Glassblowing
Syringe, Pewter	8 gp	—	12	Sculpting
Table, Portable	30 gp	7 lb.	15	Blacksmithing and Carpentry
Tongs > 8 sp	2 lb.	—	15	Blacksmithing
Vial, Ceramic	2 sp	—	14	Ceramic firing
Vise	20 gp	20 lb.	24	Blacksmithing (see description)

*: The simple broom is easy enough to make, anyone can do it. The masterwork broom required for magical enhancement is more difficult.

** : This item is so simple anyone can make one.

***: This DC is only for the physical making of the book, not for writing its contents.

****: The more elaborate the carvings, the higher the DC.

*****See description.

Apron: To the alchemist wearing it, the heavy canvas or leather apron offers protection from minor acid spills or substances that may discolor his clothing. Many aprons also have a number of pockets, which allow the wearer to keep tools close by and handy.

Balance: Used to measure the needed amount of a substance, the balance consists of two trays hung from a free moving cross arm. When the trays are of equal weight, they sit at a horizontal plane, when one tray is heavier it sinks below the other. The Alchemist's Lab (see Chapter 7 of the *PHB*) contains a balance. It is offered here for the player or GM who wishes to catalogue what a lab contains, or for the purpose of replacing worn or broken pieces.

Bellows: These items fuel many forges and smaller fires. The standard bellow is made of a thin leather bladder with a one-way flap to allow air to enter, a set of handles to open and close the bladder, and an exit hole from which the air is forced. A standard bellow is provided in the Alchemist Lab (see Chapter 7 of the *PHB*), and is offered here to catalogue what a lab contains, or for the purpose of replacing worn or broken pieces.

Bellows, Double: A double bellow has two chambers; the larger bottom bladder pushes air into the upper chamber as it fills. The upper chamber is topped by a board, which acts as a weight to exert constant pressure and provide a steady stream of air out of the exit hole. Double bellows give the forges they are attached to a more constant flow of air, thereby increasing their effectiveness. This item is not included in a standard Alchemist Lab (see Chapter 7 of the *PHB*), but may be purchased separately for inclusion. The double bellow gives a +1 equipment bonus to any character using a forge to work metal.

Bottle, Ceramic: This is a cheaper alternative to a glass bottle. While more resistant to heat, it is far more brittle. A ceramic bottle has fire resistance 3, but suffers a -1 to any save to avoid shattering.

Bottle, Glass: The Alchemist Lab (see Chapter 7 of the *PHB*) contains fifty of these bottles, sized for holding potions. These bottles are offered as replacements.

Bookstand: Used to hold open a book at a comfortable level, the bookstand keeps valuable spellbooks or reference books off working tables and out of the hand of the wizard trying to use them. The whole stand is made of wrought iron, while the slightly angled plane where the book rests is usually covered with a smooth piece of wood or padded leather. Its height is adjustable so any Small- to Large-sized wizard may comfortably use it.

Brazier: This item consists of a shallow metal bowl on three legs. Items placed in the brazier are burned either from a small fire within the shallow bowl itself or from a

burner or small fire underneath. Several standard braziers are contained within the Alchemist Lab (see Chapter 7 of the *PHB*); this is offered for cataloguing or replacement reasons.

Broom: The simple broom, made from a stick with straw tied to one end, is highly useful for cleaning up a dirty lab or dangerous spills.

Butterfly Net: Made of a very light, small-holed net attached to a long pole, this item is very useful for capturing insects for later study.

Cane: The gentleman wizard carries a cane rather than a staff. A typical cane stands as high as the wizard's waist and has a brass, sterling silver, or polished steel tip. Golden knobs, carved figureheads, or large crystals top the cane. Rarely, a wizard will craft his cane himself, making it functionally into a rod or wand. In this case, add the cost of the cane to the cost of the magic item created. If specifically designed, a cane can also act as a light mace. This costs an extra 5 gp.

Centrifuge: Two arms spread out from a well-oiled gear mechanism at the base of this device. Numerous clasps at the end of each arm allow the user to attach various bottles and vials. A hand crank turns a gear system that rotates the arms at constant speed. The Alchemist's Lab (see Chapter 7 of the *PHB*) contains one centrifuge. It is included here for the player or GM who wishes to catalog a lab, or to be purchased as a replacement.

Centrifuge, Masterwork: As the standard centrifuge, but this item comes with four arms, an attachable foot pedal, and a more advanced gear system that allows the wizard control over the spinning speed of the arms.

Chalice: Most often made of a precious metal, the chalice is an attractive addition to any wizard's lab. A chalice is essentially a large cup with two handles and a lid. Most stand around 2-feet tall. Various liquids and powders can be held in a chalice. Golden chalices are popular because of gold's resistance to reacting with substances placed within it.

Cauldron, Small and Large: The cauldron is a heavy pot typically made of iron or steel. Elaborate cauldrons are sometimes made of pewter or other lower-melting metals; these are meant mostly as decorations or to be magical enhanced. Using such a decorative item as a work cauldron usually destroys it. The small cauldron holds 10 gallons of liquid while the large cauldron holds up to 50 gallons. Two small and one large cauldron are included in the Alchemist Lab (see Chapter 7 of the *PHB*). They are offered here for cataloguing and replacement purposes.

Dissection Kit: This small leather bag contains everything needed for the dissection of a creature's body outside of the confines of a lab. The full kit contains three scalpels, five small waterproof bladders meant for holding liquids, four glass bottles with airtight lids, a number of cotton sheets for wiping away blood, rib-spreaders, a saw, a large set of forceps, a small set of forceps, two small flexible tubes, a small notepad, a piece of graphite, and powdered charcoal to absorb fluids. Using the kit provides a +2 equipment bonus to Knowledge (anatomy) checks when dissecting a creature's body. It also provides a +2 equipment bonus to Heal checks used to attempt to amputate or otherwise perform primitive surgery. Finally, using this kit provides the user a +2 equipment bonus to skill checks used to assemble a flesh golem.

Easel, Portable: This small easel is made to fold up for easy transport. It holds slate sheets, wooden tablets, or large papers up to 3-ft. by 4-ft.

Eyedropper: A tiny tool consisting of a slender glass tube that tapers to a narrow aperture at one end with a bulb of air-filled animal skin stretched over the other. An eyedropper is used to apply droplets of alchemical substances into the eyes of a subject creature.

File Set: Useful for rendering a component into powder, or for taking a specific amount of a solid material for use,

this set of five files is included in the Alchemist Lab (see Chapter 7 of the *PHB*). It is offered here so a player or GM may catalog a lab's inventory, or replace missing or worn items.

Graduated Beakers: A beaker is a tall glass cylinder with equally spaced marks to aid in the measurement of a set amount of liquid or powder. This set of beakers, precisely marked to allow for accurate measurements, comes in a number of sizes. For the price and weight listed above, the following sets of beakers are available: eight 2-ounce beakers, four 1-quart beakers, two 2-quart beakers, or one 1-gallon beaker. The Alchemy Lab (see Chapter 7 of the *PHB*) includes one of each set. These are offered here for cataloging and replacement purposes.

Graphite: A stick of graphite is a pencil without the wood covering. It is more water resistant than common inks, and is sometimes used in the place of ink in journals, spellbooks, or the like.

Hammer, Forging: Unlike the standard wood-handled hammer, the forging hammer is made of a solid piece of steel to resist the heat of the forge.

Hollow Book: Used to hide objects of worth, a hollow book looks in all ways like any other leather-covered, bound book. The difference is only apparent when the front (or sometimes back) cover is opened. All the pages of the book, aside from a few used to help add to the illusion, are glued together and cut so an open space exists between the covers. The open space is typically 3 in. wide, 6 in. high, and 2 in. deep.

Hourglass: Many wizards need to track the passage of time. Hourglasses may be purchased to accurately measure minutes, hours, or days. The hourglass listed is a standard, unadorned measurer. It can be purchased to track minutes or hours; daily hourglasses are double the cost. Two 1-hour measuring hourglasses are provided in the Alchemist Lab (see Chapter 7 of the *PHB*).

Identification Books: These books catalogue and identify a variety of subjects, and act as a single-volume encyclopedia on a specific topic. Each book is written by an expert (or group of experts), some of whom are past or present faculty at the Universitae de Magus. Many identification books are required as textbooks. The most common identification books available at the Universitae contain detailed information on the following topics: alchemy, animals, anatomy, astrology, history of magic, magical effects and locations, medicinal herbs, minerals, monsters, necromancy, the planes, poisons, undead, and wizard traditions. GMs are encouraged to add more, as appropri-



ate to their own campaigns. Consulting the appropriate identification book provides a +2 equipment bonus to any Knowledge check, provided the user has enough time to look up the needed information. The price listed is per book.

Jar, Balm, Ceramic: Because of the small size of this item it suffers no penalty for the brittleness of ceramics. Like all ceramic items, though, it offers fire and heat protection to its contents. The ceramic balm jar has fire resistance 3. A ceramic jar fits easily in the palm of a hand, and has a lid held in place with metal tensioners.

Kiln: A small brick-lined metal case, a kiln can be used to heat small amounts of metal with low-melting temperatures, such as pewter, copper, gold, silver, and lead. The weight of the kiln is proportional to its size; one pound of weight equates to one cubic inch of space inside the kiln. Kilns require a fire at their base in order to produce weight. Kilns require a fire at their base to heat up and melt the metal within.

Knife Set: Cutting blades of various shapes and sizes are offered in this set, including two small paring knives, a butcher knife, a cleaver, three medium-sized cooking knives, and a serrated blade. The Alchemist Lab (see Chapter 7 of the *PHB*) comes with this standard knife set; it is provided here for cataloging and replacement purposes.

Magnifying Glass: This glass disk, roughly four inches in diameter, makes items seen through it appear four times larger than they actually are. It allows a wizard to more easily study and work with smaller items. When used to Search for a diminutive (or smaller) item, a magnifying glass provides a +2 equipment bonus to the check.

Measuring Line: Made of a finely woven silk cord 50-ft. long, this item allows accurate measurements of 6-in. increments. Every ten feet a red bead is woven into the line, with a blue bead marking every foot and a simple knot marking every 6 inches.

Mortar and Pestle: Any bowl-shaped item and rounded stone can act as a mortar and pestle, but the set listed here is specifically crafted for grinding. More elaborate sets, which work no better than this one, are available. The Alchemist Lab (see Chapter 7 of the *PHB*) contains two of these standard mortar and pestle sets. This set is provided here for a player or GM who wishes to catalog a lab or replace missing or worn pieces.

Notepad: Thirty sheets of paper, half the standard size, make up this pad – ideal for jotting down quick notes. A piece of balsa wood acts as a hard back for the papers, so the user may write standing up. The paper and balsa wood back are tied together with a strong leather cord at one end.

Pamphlet of Searching: Written by Professor Octranal for his course in Investigation, this 20-page pamphlet can be read in four hours. Reading it provides a +1 competence bonus to Search checks for 3 days. The pamphlet's bonus can only be gained once a month.

Pouch, Clasped: Much like the standard belt pouch, this slightly smaller leather container has enough clasps to ensure it never opens when the wizard least expects.

Printing Press, Fixed: This large device, filling an area roughly ten cubic feet, is used to reproduce exact copies of engraved wooden blocks. Every page in a text must be carved individually from a block of wood, which is then painted with ink and pressed into paper by the giant screw on top of the press. Magical texts, such as spellbooks and scrolls, cannot be duplicated with a printing press.

Printing Press, Removable Type: Like its more basic cousin, the removable type printing press acts by painting the wooden block and pressing it into a sheet of paper with a large screw. Unlike the fixed version, however, this printing press has thousands of small bits of wood carved into letters, which are strung together in a slotted block. After a page has been run, the small letter pieces of wood are removed and rearranged, greatly speeding the printing process. Magical texts, such as spellbooks and scrolls, cannot be duplicated with a printing press.

Shovel: Used mostly by adventurous wizards to dig into buried cities and crypts, the shovel can also be used as a weapon in desperate times. If used in this fashion, it is an Exotic Weapon and deals damage as a light mace that can also do slashing damage.

Slate: A solid sheet of black or green slate is useful for writing on with chalk. Many sizes are available, from the lap-friendly 1 gp piece to the wall-mounted 50 gp version. The price corresponds to the size in square feet; while the weight is triple the size in lbs. Thus, a 25 gp sheet of slate will have a surface area of 25 square feet and weigh 75 pounds. The standard Alchemist Lab (see Chapter 7 of the *PHB*) has two 10 gp sheets of slate included.

Spade: The spade is a small shovel with a narrow blade and a leather-wrapped handle just big enough for one hand. For those wizards interested in finer excavation than a shovel provides, a spade is a valuable tool. In desperate times it can be used as a weapon. If used in this fashion, the spade is an Exotic Weapon and deals damage as a dagger that can also do bludgeoning damage.

Staff: Whether as a last line of defense, a relied on crutch, or merely a fashion statement, many wizards carry staves. Those staves listed here range from the stick picked up in the woods to the elaborately carved leather and gold-

wrapped symbol of wealth. None of these staves are magical, but if priced over 300 gp is considered masterwork.

Hidden Compartment: For an additional cost, a masterwork staff can be fitted with a secret compartment large enough to hold a potion bottle (which if the staff is used in combat, automatically breaks on a natural roll of a 1). The compartment's opening mechanism can be activated either by twisting a specific area or by pushing a hidden button.

Hidden Blade: For an additional cost, a masterwork staff can hold a hidden blade. The blade is revealed by twisting off one end of the staff, revealing a space large enough to conceal a blade long enough to act as a rapier or long sword. *Hidden Blade, Springing:* As the hidden blade above, except that the blade springs from one end of the staff. The blade cannot be any longer than a short sword.

Star Chart: Required in order to use the Knowledge (astrology) skill to its fullest, and a useful aid in navigating by night, the star chart is an engraved balsa wood tablet roughly two feet square. A thin hinge down the middle allows the chart to be folded in half for transport.

Star Chart, Masterwork: Much like the basic star chart, the masterwork version is made of slightly thicker wood with a hidden hinge. More stars are shown on this version, and the opposite side has a number of useful charts. Using a masterwork star chart provides a +1 equipment bonus to Knowledge (astrology) checks, Knowledge (nature) checks in relation with the night sky, or when trying to navigate by watching the night sky.

Syringe, Glass: A glass syringe is a small glass tube with a hollow metal needle attached to one end with a glass or wooden plunger at the other end. Pressing on the plunger forces the liquid within the syringe through the metal needle. Large enough to hold an entire potion vial of liquid, the glass syringe is quite useful for injecting a subject with a liquid.

A normal attack can be made against an unwilling, unarmored target to inject it with whatever the syringe contains. The syringe cannot penetrate any kind of armor, making it useless against armored foes. On an attack roll of a '1,' the syringe is rendered useless; either the glass tube shattered or the needle snapped off or bent. A syringe is considered an Exotic Weapon.

Syringe, Pewter: This item is quite useful for injecting test sub-

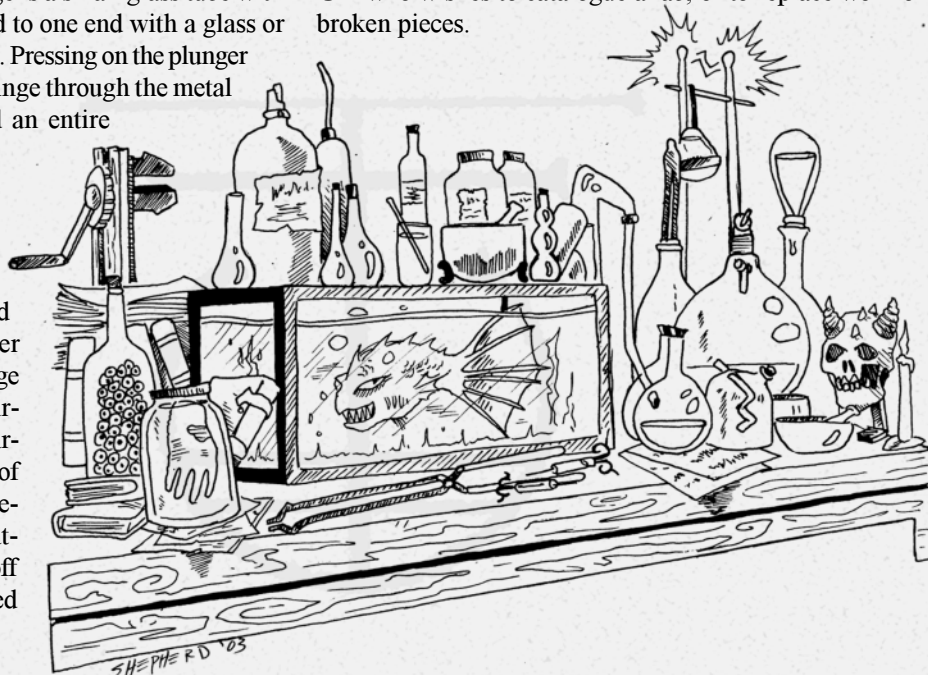
jects with a liquid. The syringe holds as much liquid as a potion vial. See the description of the glass syringe for special combat rules.

Table, Portable: When assembled, the portable table stands a little under four feet high and is four-foot square. The tabletop is made of a lightweight wood, while the legs are metal tubes that fold up under the top. In its folded state, it can be used as a makeshift tower shield, as listed in the *PHB*. This requires both hands and use of the Total Defense action (see Chapter 8 of the *PHB*).

Tong: A set of tongs is a metal tool that looks like a pair of long-handled spoons attached at the back end of the handles. These long tongs are made for pulling items out of kilns or forges. Two pairs of tongs are included in the Alchemist's Lab (see Chapter 7 of the *PHB*), and are offered here for cataloging and replacement purposes.

Vial, Ceramic: As the vial listed in Chapter 7 of the *PHB*, but cheaper than glass, the ceramic vial suffers from brittleness while at the same time providing superior fire and heat protection. The ceramic vial has fire resistance 3, but suffers a -1 penalty when saving to prevent shattering.

Vise: A vise is a solid metal clamping device with two jaws that can be brought together either with a large screw mechanism or via levers. This is a light vise more useful to wizards working with gold and silver than for blacksmiths. For an additional 10 gp and 2 pounds, a small anvil can be fitted on the backside of the vise. The Alchemist's Lab (see Chapter 7 of the *PHB*) contains a vise, without the anvil attachment. The vise is offered here for a player or GM who wishes to catalogue a lab, or to replace worn or broken pieces.



Alchemist's Crucible: This crucible appears as an ordinary, well-used alchemical device 2 feet tall and 1 foot in diameter. The alchemist's crucible provides a +4 circumstance bonus when used to perform any alchemical task. In addition, once each day the alchemist's crucible can be commanded to produce any of the following potions: *fire breath*, *oil of slipperiness*, or *oil of timelessness*. Once each week the alchemist's crucible may transform any object left within it overnight into pure gold. The object in question must fit completely within the crucible and after being transformed to gold is worth a number of gold pieces equal to 50 times the object's weight in pounds (worth = 50 x # lbs.). To calculate an object's new weight, multiply its weight before transformation by the difference in its hardness rating subtracted from 8 (the hardness of gold). For example, a glass object (hardness 1) transformed into gold would weigh $8 - 1 = 7 \times$ weight of the object before its transformation. For the hardness ratings of a given substance, see Chapter 8 of the *PHB*.

Caster Level: 15th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *grease*, *polymorph any object*, 10 ranks of Craft (alchemy) skill; *Market Price:* 15,800 gp; *Weight:* 35 lbs.

Broom of Sweeping: This high-quality broom holds a minor magical effect. For ten minutes a day the broom may be commanded to sweep an area without supervision. The daily duration of sweeping does not have to be used up all at one time.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *mage hand*; *Market Price:* 1,800 gp; *Weight:* 1 lb.

Kiln, Self-Heating: The self-heating kiln comes only in the largest size for kilns (50 cubic inches). When activated, the kiln's interior becomes hot enough to melt gold, while its exterior remains room temperature. It may only be used once per day. The duration of its use depends on the amount of metal placed into the kiln. Regardless of the amount or type of metal placed within, the kiln always heats to the same degree – the melting temperature of gold (approximately 1,945 degrees, Fahrenheit). The kiln remains at that temperature long enough to reduce all the metal within it to a thick liquid, and keep it at that state for 3 hours (the total elapsed time of use is roughly 3-1/2 hours).

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *heat metal*; *Market Price:* 2,160 gp; *Weight:* 1 lb.

Mage Breaker: A fist-sized sphere of carefully blown glass wrapped in lead or tin wire mesh, wizards and sorcerers universally fear these items. Designed to work as a primitive grenade, when a mage breaker strikes a hard surface the glass shatters. A flash of light forces any living creature within a 10-ft. radius to make a Reflex save (DC 15). Any creature that fails the save is blinded for 1d4 rounds; creatures making their save suffer no effects. In addition, the user of the mage breaker must roll an area dispel, as the *dispel magic* spell, as if attempted by an 11th-level caster. Finally, an *antimagic field* is created, as the spell cast by an 11th-level wizard, centered on the wire mesh remains of the mage breaker.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *flare*, *dispel magic*, *antimagic field*; *Market Price:* 9,405 gp; *Weight:* —.

Table 7-4:

Magi Magic Items

Item	Cost	Weight	DC to Make	Craft Skill
Alchemist's Crucible	15,800 gp	35 lbs.	30/15	Alchemy and Blacksmithing
Broom, Sweeping	1,800 gp	1 lb.	15*	—
Kiln, Self-Heating	2,160 gp	40 lb.	20	Ceramic Firing
Mage Breaker	9,405 gp	—	15	—

Glassblowing*: The simple broom is easy enough to make – anyone can do it. The masterwork broom required for magical enhancement is more difficult.

Chapter 8

Sample Magi Characters

There are a number of colorful characters at the Universitae de Magus, from the movers and shakers that keep the secretive order functioning to thick-browed professors seeing to it that the students are being training in the arts of the Magi. As a sampling of the kinds of personalities to be found in the ranks of the Magi, this chapter contains the complete statistics and background material for six of these characters.

Phyroy Kassengaml

Chosen Path: Apothecology (Necromancer)

Birth Place: Bixbee

Sex: Male

Race: Human

Class: Wizard

Level: 2

Strength: 12 (+1)

Dexterity: 13 (+1)

Constitution: 18 (+4)

Intelligence: 16 (+3)

Wisdom: 13 (+1)

Charisma: 12 (+1)

Alignment: N

HD: 2d4+8

Hit Points: 15

AC: 11 (+1 Dex)

Speed: 30 ft.

Initiative: +1 (+1 Dex)

Fort Save: +4

Ref Save: +1

Will Save: +4

Melee Attack Bonus: +1

Ranged Attack Bonus: +1

Weapons: quarterstaff (1d6+1), light crossbow (1d8, crit 19-20/x2)

Class Features: familiar (not summoned yet), one additional Necromancy spell per level prepared each day (specialized in Necromancy; prohibited school – Illusion)

Feats: Brew Potion, Scribe Scroll, Spell Focus (Necromancy)

Skills: Concentration +6, Craft (alchemy) +6, Heal +3, Knowledge (arcana) +7, Knowledge (herbalism) +7, Listen +1, Profession (apothecary) +5, Profession (herbalist) +5, Spellcraft +8, Spot +1



Languages: Common, Draconic, Infernal, Jáwnee (Elven)
Height: 5'8", **Weight:** 127 lbs., **Size:** Medium, **Age:** 26

Equipment: Brown robes of the Path of Apothecology, quarterstaff, light crossbow, quiver with 10 bolts, an *accursed silver medallion* (see adventure hook 3 in Chapter 8 for details), *potion of cure light wounds*, *potion of bear's endurance*, *scroll of summon monster I* (1st level ability), and a dissection kit.

Money: 23 gp in various coins.

Wizard Spells Known (4+1/3+1; DC 13 (DC 15 for Necromancy spells) + spell level): 0th — *acid dart**, *arcane mark*, *bloodwound**, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st — *cause fear*, *bone legs**, *burning hands*, *chill touch*, *ray of enfeeblement*, *summon monster I*.

*New spell, as described in Chapter 6 of this book.

Appearance: Phyroy Kassengaml is a pale-skinned man of average height in his mid-twenties with sandy blonde hair and milky blue eyes. His facial hair grows sparsely and he rarely shaves, so his face is nearly always covered in patchy wisps of blonde strands. Phyroy rarely shows any outward emotion, except to display a slight smirk when he is exceptionally pleased with himself.

Personality: Phyroy Kassengaml is a brilliant and upcoming young necromancer, head of the second-year Accepted-level class. Remote and unfriendly, Phyroy has few friends, and this suits him fine. He focuses primarily on his studies, and a few other ambitions he has working on the side to try and enhance his own power ahead of schedule, and feels that emotional ties to others are a weakness that will only interfere with his work. He feels so strongly about this, it is the primary reason he has so far neglected to summon a familiar.

History: Born in the port town of Bixbee to a wealthy merchant family, Phyroy Kassengaml is the sixth son and last in line to inherit anything. Fortunately, Phyroy is also the most intelligent member of his family and was able to convince his father to pay for his admittance to the Universitae de Magus, where he is doing well and making his mother proud. Obsessed with anatomy, death and other morbid things, Phyroy has turned his attentions to necromancy, where his lack of social skills is hardly noticed.

Phyroy Kassengaml has recently become involved with some potentially embarrassing incidents involving a cursed medallion and the animation of local meats. If the matter is not dealt with swiftly, the whole affair could become a scandal for the UdM, Phyroy could be expelled from the university and his family could be horribly shamed. For more information regarding these recent events, see Adventure Hook 3 in Chapter 9.

Azademenath the Seer

Chosen Path: Astrology (Diviner)

Birth Place: Silverglade

Sex: Female

Race: Jáwnee (elf)(albino)

Class: Wizard/Astrologer

Level: 6/3

Strength: 7 (-2)

Dexterity: 16 (+3)

Constitution: 12 (+1)

Intelligence: 16 (+3)

Wisdom: 14 (+2)

Charisma: 12 (+1)

Alignment: NG

HD: 9d4+9

Hit Points: 32

AC: 18 (+1 deflection, +3 Dex, +4 *mage armor*)

Speed: 30 ft.

Initiative: +3 (+3 Dex)

Fort Save: +4

Ref Save: +6

Will Save: +10

Melee Attack Bonus: +2 (does not include bonus for magic weapon)

Ranged Attack Bonus: +7

Weapons: +1 *quarterstaff* (1d6-1), *dagger* (1d4-2, crit 19-20/x2)

Race Features: elf traits (see Chapter 2 of the *PHB*), low-light vision

Class Features: astrological reading (*glimpse the future*), astrological reading (*alignment of the stars*), bonus zodiac feat, elemental oneness +1 (air, such as gases, buffets, etc.), familiar (*Xenon*, snake), knowledge of the stars, one additional Divination spell per level prepared each day (specialized in Divination; prohibited school – Necromancy)

Feats: Couatl Sign Aspect**, Couatl Sign Wizardry**, Craft Wand, Craft Wondrous Item, Scribe Scroll, Skill Focus (Knowledge [astrology]), Spell Focus (Divination)

**New feat, as described in Chapter 5 of this book.

Skills: Bluff +1 (+4 when within 1 mile of familiar), Concentration +12, Craft (alchemy) +8, Craft (star charting) 11, Decipher Script +7, Knowledge (arcana) +11, Knowledge (astrology) +15, Listen +5 (+7 when in contact with familiar), Perform +3 (oratory), Search +7, Spellcraft +15, Spot +4 (+6 when in contact with familiar)

Languages: Celestial, Common, Draconic, Jáwnee (Elven), Sylvan

Height: 5'1", **Weight:** 93 lbs., **Size:** Medium, **Age:** 219

Equipment: White robes of the Path of Astrology, *dusty rose ioun stone*, *wand of magic missiles* (1st level ability; 32 charges), +1 *quarterstaff*, dagger, a *brooch of shielding* (62 points remaining), *potion of cure serious wounds* (x2), *scroll of clairaudience/clairvoyance* (5th level ability), *scroll of contact other plane* (9th level ability), and a *scroll of mage armor* (7th level ability).

Money: 500 gp in gems, 100 gp in various coins.

Wizard Spells Known (4+1/5+1/5+1/4+1/2+1/1+1; DC = 13 (DC 15 for Divination spells) + spell level): 0th — *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *know the name**, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st — *burning hands*, *charm person*, *hold portal*, *identify*, *lesser suggestion**, *mage armor*, *magic missile*, *shield*, *sleep*, *summon monster I*; 2nd — *acid arrow*, *blur*, *detect thoughts*, *see invisible allies**, *web*; 3rd — *aura dagger**, *clairaudience/clairvoyance*, *deep slumber*, *flame arrow*, *haste*, *illusory script*; 4th — *charm monster*, *greater invisibility*, *locate creature*, *screaming*; 5th — *contact other plane*, *polymorph*.

*New spell, as described in Chapter 6 of this book.

Appearance: The jawnee are a pale, almost fey-like race, and it is typical for them to display milky white skin, blond hair and eyes of only the softest colors. Because of this, the rare mutation of albinism manifests in the race in almost the opposite way it does for most creatures. Azademenath the Seer is a perfect example of this, as she is a thin jawnee woman with inky black skin and silvered hair. Her eyes are dark red, almost the color of blood. Other than these striking mutations, Azademenath is a rather plain-looking woman, with rough features and knobby joints replete with protruding bones.

Personality: Like most who follow the Path of Astrology, Azademenath can seem lofty and remote when she speaks, almost as if she were always speaking to herself. Always seeming to be lost in contemplation, the jawnee woman never appears to notice the strange looks and frowns of disapproval her bizarre appearance sometimes draws from those around her. Indeed, so lost is she in her contemplations, she mostly seems unaware completely of her surroundings. Detached, Azademenath displays few emotions, instead exuding a sense of calmness, all her actions appearing smoothly deliberate or well-rehearsed, but without emotional attachments.

History: Born more than 200 years ago to a wealthy aristocratic jawnee family in Silverglade, it has immediately apparent that Azademenath would be something special. An albino (see the Appearance above), a condition even more rare among the jawnee, Azademenath was cloistered away from the public eye and grew up with little contact with the outside world. Appearing as she does as a mythical dark elf, the young girl would be a stain upon the

family's honor were she to become public knowledge. Of course, then there were the visions. Even as a young girl, Azademenath displayed an uncanny ability to see things that would happen in the near future, though only infrequently and not with any seeming ability to control the visions. Eventually, after hiding the girl's existence for more than a hundred years, Azademenath's family arranged for her to be sent to the Universitae de Magus, though her family name and affiliation would remain secret.

Azademenath took well to life at the Universitae de Magus, and with the university's help she has refined and focused her divination abilities. Though sometimes divorced from her surroundings and lost to her own reveries, her powers are increasing and she has proven herself a capable wizard. She feels little attachment to her secret family, and in truth, sees herself as a wild bird freed from its cage.

Professor Therene

Chosen Path: Alchemy

Birth Place: Dunmere

Sex: Female

Race: Human

Class: Wizard/Magus of Alchemy/Field Professor

Level: 6/2/5

Strength: 11 (0)

Dexterity: 8 (-1)

Constitution: 12 (+1)

Intelligence: 16 (+3)

Wisdom: 10 (0)

Charisma: 13 (+1)

Alignment: LN

HD: 13d4+16

Hit Points: 50

AC: 14 (-1 Dex, +1 natural, +4 *mage armor*)

Speed: 30 ft.

Initiative: -1 (-1 Dex)

Fort Save: +5

Ref Save: +2

Will Save: +11

Melee Attack Bonus: +6/+1

(does not include bonus from magic weapon)

Ranged Attack Bonus: +5/

+0 (does not include bonus from masterwork weapons)

Weapons: +2 *light warhammer* (1d4+2), masterwork dart (1d4)

Class Features: alchemical secret (*secret alchemical formulas*), arcane studies, explorer's luck, familiar (*Bizzer*, cat), fast *identify* 1/day, philosophic copper, weapon proficiency (light hammer)



Feats: Brew Potion, Craft Wondrous Item, Scribe Scroll, Shorthand Spell Preparation**, Skill Focus (Craft [alchemy]), Skill Focus (Search), Spell Mastery (*detect magic*, *identify*, *lightning bolt*), Toughness

**New feat, as described in Chapter 5 of this book.

Skills: Concentration +11, Craft (alchemy) +13, Craft (smithing) +7, Decipher Script +5, Diplomacy +4, Gather Information +7, Heal +3, Handle Animal +3, Knowledge (arcana) +11, Knowledge (geography) +9, Knowledge (history) +13, Knowledge (nature) +7, Knowledge (religion) +7, Listen +0 (+2 when in contact with familiar), Move Silently +0 (+3 when within 1 mile of familiar), Search +10, Sense Motive +2, Spellcraft +11, Spot +0 (+2 when in contact with familiar), Survival +4

Languages: Common, Draconic, Gruul (Orc), Kelnari (Dwarven)

Height: 5'7", **Weight:** 155, **Size:** Medium, **Age:** 49

Equipment: Yellow robes of the Path of Alchemy or traveler's outfit, +2 *light warhammer*, brace of 6 masterwork darts, +1 *amulet of natural armor*, *bag of holding* (bag 4), *potion of cure light wounds* (x2), *potion of darkvision*, *potion of jump*, *potion of spider climb*, *potion of swimming*, and a complete Alchemist's lab.

Money: 230 gp in various coins, tools, and excavation equipment.

Wizard Spells Known (4/5/5/5/3/2/1; DC = 13 + spell level): 0th — *arcane mark*, *dancing lights*, *delay starvation**, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st — *comprehend languages*, *detect secret doors*, *detect undead*, *disguise self*, *feather fall*, *floating disk*, *identify*, *lesser darkvision**, *mage armor*, *magic missile*, *reduce person*, *shield*, *true strike*; 2nd — *blur*, *create simple wooden door**, *detect thoughts*, *invisibility*, *locate object*, *see invisibility*; 3rd — *clairaudience/clairvoyance*, *dispel magic*, *fireball*, *fly*, *gaseous form*, *improved mage hand**, *lightning bolt*, *slow*, *tongues*; 4th — *arcane eye*, *greater invisibility*, *illusory wall*, *improved fly**, *scrying*, *universal key**; 5th — *contact other plane*, *prying eyes*, *wall of stone*; 6th — *analyze dweomer*, *antimagic field*, *true seeing*, *work metal**.

*New spell, as described in Chapter 6 of this book.

Appearance: Professor Therene is a feisty, plump, middle-aged woman with dark brown eyes and black hair, which she nearly always wears in a tight bun. She prefers working attire to the robes so common at the university and is most often found in a commoner workman's outfit or a traveler's outfit. Regardless, her clothes are always well-worn, heavily stained and smelly.

Personality: Bright, loud and talkative, Professor Therene is never happier than when in the field searching out artifacts of different ages or exploring the wilderness for just the right herbs for her latest concoction. Unfortunately, she just can't seem to get away enough to do these things and so she spends what she likes to term 'far too much time teaching.' The truth to be told, Professor Therene thoroughly enjoys teaching as well, as where else can one find a whole room of people who MUST listen to the stories of your expeditions afield?

History: The only daughter of a middle-class alchemist in Dunmere, Professor Therene grew up with a near constant barrage of learning, studying, and experimenting. Her father, Jonas, was a loving old man who was exceedingly lonely due to his wife's death during childbirth with their second child, who also died, did all he could to prepare Therene for life. In particular, his ultimate dream was for his daughter to succeed where he had not — to become a wizard and attend the Universitae de Magus. He had washed out as a Candidate, halving no aptitude for magic. Nevertheless, he learned enough about alchemy to earn a modest living, and he was determined that his daughter would do him better. To that end he saw that Therene received a thorough education in everything he could think of, even before she applied to the Dunmere Lodge for Petition status. Therene easily earned a spot as a Petition and quickly was admitted as a Candidate. Five years later Therene earned status as an Accepted-level student, one of the youngest ever to do so, and Jonas experienced the most joyful moment of his life.

Professor Therene breezed through her education at the Universitae, reveling in the whole experience and soaking everything in. She was a voracious learner, studying seemingly everything, never wishing to let pass the opportunity to learn something new. Nevertheless, she was eventually forced to choose a Path, and surprisingly to even herself, she found that she was drawn to the first teachings of her father — so she elected to follow the Path of Alchemy. Once settled on her Path, Therene threw herself into her work, absorbing whatever she could and eager for more. Eventually, having achieved Raised-level, Therene found herself again wishing to follow in her father's footsteps, to teach others and to foster the eagerness to learn in others that she felt herself. She became a professor, of herbalism in fact, and she has never looked back. Still, despite the satisfaction that she derives from teaching, she finds that she still is eager to expand her own knowledge of a myriad of subjects, and so has embraced the ways of a field professor. Always a delicate balance between working in the field and teaching her classes, Professor Therene usually follows one way of life until the longing for the other draws her to that one instead.

Ailendoren the Summoner

Former Master of Conjunction

Chosen Path: Planology

Birth Place: Unknown

Sex: Male

Race: Human

Class: Wizard/Planitioner

Level: 8/6

Strength: 7 (-2)

Dexterity: 15 (+2)

Constitution: 15 (+2)

Intelligence: 20 (+5)

Wisdom: 16 (+3)

Charisma: 12 (+1)

Alignment: LE

HD: 14d4+28

Hit Points: 63

AC: 18 (+2 Dex, +2 deflection, +4 *mage armor*; 10% - 50% miss chance due to magic robes)

Speed: 30 ft.

Initiative: +2 (+2 Dex)

Fort Save: +9 (+11 when within 1 mile of familiar)

Ref Save: +6

Will Save: +14

Melee Attack Bonus: +5/+0 (does not include bonus for magic weapon)

Ranged Attack Bonus: +9/+4

Weapons: +1 *dagger* (1d4-1, crit 19-20/x2)

Class Features: acid resistance 10, cold resistance 10, familiar (*Vetris*, rat), planar connection (7th & 8th planes of Hell), planar link (7th plane of Hell)

Feats: Advanced Arcane Spell Research**, Craft Wondrous Item, Extend Spell, Improved Spell Cleave**, Scribe Scroll, Silent Spell, Spell Cleave**, Spell Penetration

**New feat, as described in Chapter 5 of this book.

Skills: Appraise +9, Concentration +14, Craft (alchemy) +16, Diplomacy +6, Heal +9, Intimidate +5, Knowledge (arcana) +16, Knowledge (the planes) +20, Listen +6 (+8 when in contact with familiar), Profession (scribe) +8, Search +10, Sense Motive +7, Speak Languages +2, Spellcraft +17, Spot +6 (+8 when in contact with familiar)

Languages: Abyssal, Celestial, Common, Draconic, Infernal, Jawnee (Elven)

Height: 5'11", **Weight:** 190, **Size:** Medium, **Age:** 62

Equipment: *Robe of scintillating colors*, +2 *ring of protection*, *ring of warmth*, +1 *dagger*, *bag of holding* (bag 1), *potion of cure serious wounds* (x2), *potion of gaseous form*, *potion of tongues*, and a *scroll of plane shift* (14th level ability).

Money: 3,000 gp in gems, 150 gp in various coins.

Wizard Spells Known (4/6/5/5/5/4/2/1; DC = 15 + spell level): 0th – *arcane mark*, *delay starvation**, *detect magic*, *detect poison*, *disrupt undead*, *electric spark**, *ghost sound*, *light*, *mage hand*, *mending*, *minor energy ward**, *open/close*, *prestidigitation*, *ray of frost*, *resistance*; 1st – *burning hands*, *mage armor*, *magic missile*, *reduce person*, *safe fall**, *shield*; 2nd – *ablative sphere**, *bear's endurance*, *blur*, *detect thoughts*, *locate object*; 3rd – *aura dagger**, *lesser dismissal**, *lightning bolt*, *shrink item*, *slow*; 4th – *dimensional anchor*, *dimension door*, *ice storm*, *polymorph*, *stoneskin*; 5th – *baleful polymorph*, *contact other plane*, *dismissal**, *teleport*; 6th – *chain lightning*, *planar binding*; 7th – *plane shift*.

*New spell, as described in Chapter 6 of this book.

Appearance: Ailendoren the Summoner is a reed-thin man with dark skin and tight curly hair. Meek and frail looking, he nevertheless commands respect with his emerald green eyes and intense stare. Hailing from some unknown land overseas, Ailendoren prefers the wear heavy robes made from the skins of panthers, complimented with an assortment of intricately carved animal bone jewelry.

Personality: Ailendoren is a loner, speaking little and rarely socializing unless his position at the university commands it. An extremely private man, Ailendoren has an explosive temper, a trait that caused him to participate in an abnormally large amount of wizard duels in his youth. It is claimed by many that the hotheaded foreigner has killed more than a dozen opponents in such duels and it is a fact that he has never lost one. Ailendoren is known to spend long periods of time in the wilderness, where he is rumored to contemplate in a cave in an attempt to quell his anger.

History: Little is known about Ailendoren's life before he came to Myrra and enrolled in the Universitae de Magus. What is known is that 250 years ago Ailendoren was a gifted magical student with a talent for Conjunction magic, though he did have a reputation as a bit of a hothead. Excelling at his studies, Ailendoren passed through the ranks of the Universitae rapidly, becoming a Master of the Path of the Planology by the time he was 35 years old. Once he achieved Master status, however, he fared poorly in the adjustment. He was a poor teacher and his terrible temper returned to haunt him again and again as he often exploded at the 'dense' Raised-level students assigned to him for tutelage. Eventually, he was granted the rank of Master of Conjunction, a title created by the Magi Council especially for him. Essentially, his new title made him a consultant to the First Magus of Planology and allowed him to focus on his personal research and experiments. Increasingly this research took him away from the campus and into the wilderness, when he was rumored to spend much of his time in a cave.

It is during his studies alone in the wilderness that Ailendoren met and fell in love with Emmaxand, a young necromancer with a foul reputation who was not affiliated with the Universitas de Magus. The couple shared a relationship for several years before the Magi Council learned of it, and though they disapproved, it was too late for them to do anything. The Magi Council had only learned of Emmaxand because of allegations by several priestly orders of her corpse-snatching practices and Ailendoren's subsequent involvement to protect his lover. In the end, the priests promised celestial retribution upon Emmaxand and the matter threatened to escalate into a full-blown scandal. What happened next is unclear to history, undoubtedly due in part to the Magi Council's efforts to suppress the whole affair, but what is known is that Ailendoren used his powers to quell some extra-planar threat to his lover, she subsequently vanished and shortly thereafter Ailendoren himself was declared dead by the Magi Council. Rumors abound that the temperamental wizard did not in fact die, but rather vanished with his lover, though no hard evidence can be produced to substantiate these claims.

For more information on Ailendoren and his studies, see the two adventures presented in Chapter 10.

Hethlus Dotra

First Magus of the Path of Histomorphy

Chosen Path: Histomorphy

Birth Place: Unknown

Sex: Female

Race: Human

Class: Wizard/Histomorpher

Level: 8/7

Strength: 11 (0)

Dexterity: 10 (0)

Constitution: 13 (+1)

Intelligence: 18 (+4)

Wisdom: 12 (+1)

Charisma: 14 (+2)(16 [+3 with] magic cloak)

Alignment: CE

HD: 15d4+15

Hit Points: 50

AC: 16 (+2 deflection, +4 mage armor)

Speed: 30 ft.

Initiative: +4 (+4 Improved Initiative)

Fort Save: +5

Ref Save: +5

Will Save: +12

Melee Attack Bonus: +7/+2

Ranged Attack Bonus: +7/+2

Weapons: *rod of withering* (1d4 temporary Strength and Constitution, crit damage is permanent), *masterwork dagger* (1d4, crit 19-20/x2)

Class Features: combinatorial aptitude, creature specialty (+3 animals, +2 magical beasts, +1 fey), emergency *hold*, familiar (*Sheeza*, raven [speaks Sylvan]), mutator aptitude, quick *charm*

Feats: Alertness, Brew Potion, Combat Casting, Craft Creature**, Endurance, Improved Initiative, Scribe Scroll, Skill Focus (Craft [alchemy]), Spell Focus (Transmutation)

**New feat, as described in Chapter 5 of this book.

Skills: Appraise +4 (+7 when within 1 mile of familiar), Bluff +5 (+6 with magic cloak), Concentration +13, Craft (alchemy) +24, Diplomacy +8 (+9 with magic cloak), Handle Animal +10 (+11 with magic cloak), Heal +5, Hide +3, Intimidate +8 (+9 with magic cloak), Knowledge (anatomy, animals) +10, Knowledge (anatomy, humanoids) +11, Knowledge (arcana) +12, Knowledge (nature) +12, Knowledge (religion) +6, Listen +3, Profession (alchemist) +9, Ride +5, Sense Motive +5, Spellcraft +15, Spot +3, Survival +5

Languages: Arak, Common, Infernal, Jawnee (Elven), Kelnari (Dwarven)

Height: 5'3", **Weight:** 112, **Size:** Medium, **Age:** 164

Equipment: Black robes with gold trim as befits the Fist Magus of the Path of Histomorphy, +2 *ring of protection*, *minor ring of resistance (fire)*, +2 *cloak of Charisma*, *necklace of fireballs* (type VII), *golembane scarab (flesh)*, *rod of withering*, *masterwork dagger*, *bag of holding* (bag 1), *potion of cure serious wounds* (x2), *potion of detect thoughts*, and 8 *scrolls of various spells* (levels 1-4).

Money: 12,000 gp in gems, jewelry and various coins hidden in a cache on campus.

Wizard Spells Known (4/5/5/5/5/4/3/2/1; DC = 14 (16 for Transmutation spells) + spell level): 0th — *arcane mark*, *bloodwound**, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *electric spark**, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*, *resistance*; 1st — *cause fear*, *charm person*, *disguise self*, *enlarge person*, *lesser suggestion**, *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *shield*, *sleep*, *summon monster I*; 2nd — *alter self*, *black lightning**, *force harpoon**, *invisibility*, *least creation**, *see invisibility*, *web*; 3rd — *dispel magic*, *fireball*, *fly*, *gaseous form*, *hold person*, *howling agony**, *lightning bolt*; 4th — *arcane eye*, *charm monster*, *lesser globe of invulnerability*, *polymorph*, *power word daze**; 5th — *baleful polymorph*, *fabricate*, *hold monster*, *swarm of oozlings**, *teleport*, *wall of force*; 6th — *chain lightning*, *contingency*, *repulsion*, *transformation*; 7th — *banishment*, *delayed blast fireball*, *phase door*; 8th — *clone*, *polymorph any object*.

*New spell, as described in Chapter 6 of this book.

Appearance: Hethlus Dotra appears as a young woman in her twenties with long, straight black hair and soft brown eyes. She is of delicate build, with pale, unblemished skin and she walks with a swaying feminine gait that turns many a male head. She frequently bats her long, curly eyelashes and is well known for flashing her bright smile.

Personality: Despite her meek outward appearance and practiced famine frailty, Hethlus Dotra is wanton and cruel, perfectly willing to whatever it takes to get her way or achieve her personal ambitions. Out of the public eye and behind closed doors with those who are aware of her duplicity, such as among her peers on the Magi Council, Dotra is straightforward and iron-hard in her convictions. She minces no words and her force of will is unquestionably powerful.

Dotra enjoys inflicting pain and suffering on other creatures, and it is this more than anything that drew her most to Histomorphy, for she cares little for the success of her experiments – it is the process that matters to her. Her chosen Path gives her power over creatures, allowing her to treat them as her personal playthings. It is the fear, loathing and respect of others that such power gives her and this is exactly what drew her to seek her position on the Magi Council.

History: Hethlus Dotra was born in 1327 A.T., somewhere in the wilderness of the Arani Desert, though it is uncertain exactly where. The younger sister of the famous witch Kyr Dotra, Hethlus attempted to follow in her brother's footsteps at the age of fifteen, applying to Nyla-Kon's Natatorium to be a which. But the witch's sensed her dark heart even at that young age and told her she was 'not of the blood' and turned her away. Furious and bitter, Hethlus instead applied to the Universitae de Magus, where her aptitude for magic was quickly recognized and her arcane training began. Poor and disenfranchised, Hethlus was forced to commit dark deeds to pay her tuition fees, though she quickly found that she enjoyed inflicting suffering on others with her newly acquired magical powers. Indeed, she continued to commit robberies and murders far after she needed to, but fortunately for her she lived in chaotic times, so she was never found out. A new movement was sweeping the Universitae de Magus, the rise of Histomorphy (see Chapter 1 for details), and so many alumni were otherwise preoccupied. What's more, Hethlus found this new 'mutator' magic most appealing and she soon found another outlet for her homicidal desires. Hethlus Dotra dedicated herself to the Path of Histomorphy before it even became officially recognized, though she would need to wait some time before she reached the level of power required to really appreciate the science.

Hethlus throws herself into the study of 'mutator' magic, a term she takes to using herself, and over the course of the next two decades becomes one of the most impressive

histomorphers at the university. In 1382 A.T., Ian Lepraxis the First Magus of Histomorphy and the founder of the science dies under mysterious circumstances, and to the surprise of many, Hethlus is appointed his successor. Rumors that she dealt away with the innovator are never substantiated, and the appointment holds. Unfortunately for Hethlus' ambitions, her dark, reckless nature is quickly recognized by her colleagues on the Magi Council once they begin to work closely with her and they take steps to ensure that she is not elected to the post of Grand Magus (an endeavor they have so far continued to prevent). Still, the post of First Magus is for life so the Magi Council has been unable to rid itself of the sinister histomorpher's presence or influence. Worse, in response to her frustrated ambitions, Hethlus has steered her own Path down a dark road, using its resources to wage a personal war against the witches of Northlandre (who she hates above all else) and encouraging practices that are of questionable morality at best, further marring the reputation of her science.



Al-Rehammed

Grand Magus of the Universitae de Magus

Chosen Path: Astrology

Birth Place: Eastern Arani Desert

Sex: Male

Race: Tsai'n (half-elf)

Class: Wizard/Astrologer

Level: 8/10

Strength: 9 (-1)

Dexterity: 15 (+2)

Constitution: 12 (+1)

Intelligence: 21 (+5)

Wisdom: 16 (+3)

Charisma: 16 (+3)

Alignment: LN

HD: 18d4+18

Hit Points: 61

AC: 14 (+2 deflection, +2 Dex)

Speed: 30 ft.

Initiative: +2 (+2 Dex)

Fort Save: +6

Ref Save: +7

Will Save: +18 (includes Iron Will)

Melee Attack Bonus: +8/+3 (does not include bonus from magic weapon)

Ranged Attack Bonus: +11/+6

Weapons: +2 ghost touch dagger (1d4+1, crit 19-20/x2)

Class Features: astrological reading (*alignment of the stars, deeper zodiac understanding, glimpse the future, interpret the future, know the future, zodiac understanding*), elemental oneness +4 (air, including gases, buffets, etc.), familiar (*Icaris, owl*), knowledge of the stars
Racial Features: half-elf traits, low-light vision

Feats: Alertness, Craft Rod, Iron Will, Maximize Spell, Raven Sign Aspect**, Raven Sign Wizardry**, Scribe Scroll, Skill Focus (Knowledge [astrology]), Spell Focus (Divination), Spell Penetration

**New feat, as described in Chapter 5 of this book.

Skills: Concentration +21, Craft (alchemy) +12, Craft (star charting) +17, Diplomacy +9, Gather Information +7 (includes bonus from familiar), Knowledge (arcana) +18, Knowledge (astrology) +28, Knowledge (nature) +12, Knowledge (the planes) +12, Knowledge (religion) +10, Knowledge (zodiac) +25, Listen +7, Move Silently +0 (+10 with magic boots), Profession (professor) +7, Search +10, Sense Motive +9, Spellcraft +25, Spot +7 (+10 in shadows when within 1 mile of familiar)

Languages: Arak, Auran, Common, Draconic, Jawnee (Elven), Kelnari (Dwarven)

Height: 6'2", **Weight:** 178 lbs., **Size:** Medium, **Age:** 295

Equipment: Red and black robes with gold trim as befits the Grand Magus of the Universitae de Magus, +2 ring of protection, boots of jawneekind (*elvenkind*), rod of negation, +2 ghost touch dagger, crystal ball with true seeing, masterwork star chart, *potion of cure serious wounds* (x4), *potion of vision* (x3), and 12 scrolls of various spells (levels 1-5).

Money: 10,000 gp in gems, various coins and arcane equipment.

Wizard Spells Known (4/6/5/5/5/5/4/3/3/2; DC = 15 (17 for Divination spells) + spell level): 0th — *arcane mark, dancing lights, daze, delay starvation*, detect magic, detect poison, flare, ghost sound, know the name*, light, mage hand, mending, minor forceful claw*, prestidigitation, read magic*; 1st — *alarm, cause fear, charm person, comprehend languages, detect secret doors, detect undead, disguise self, feather fall, hold portal, identify, magic missile, reduce person, sleep, shield, true strike*; 2nd — *alter self, blindness/deafness, detect thoughts, invisibility, knock, locate object, mirror image, obscure object, see invisible allies*, see invisibility, spider climb*; 3rd — *clairaudience/clairvoyance, dispel magic, explosive runes, lightning bolt, master of mimicry*, nondetection, slow, suggestion, tongues*; 4th — *arcane eye, bestow curse, detect scrying, charm monster, greater invisibility, locate creature, polymorph, scrying, stoneskin*; 5th — *cone of cold, contact other plane, dismissal, dream, permanency, prying eyes, sending*; 6th — *analyze dweomer, chain lightning, disintegrate, geas/quest, legend lore, mass cat's grace, mass suggestion, repulsion, true seeing*; 7th — *ethereal jaunt, greater scrying, greater teleport, limited wish, mass invisibility, vision*; 8th — *discern location, mind blank*; 9th — *astral projection, foresight*.

*New spell, as described in Chapter 6 of this book.

Appearance: Tall, angular and stick-thin, Al-Rehammed, the current Grand Magus of the Universitae de Magus, is best known for his soft-spoken words of wisdom. Al-Rehammed has dusky skin and wears a thick mustache and goatee. His eyes are a light green and his ears are slightly pointed, clear signs of his jawnee heritage.

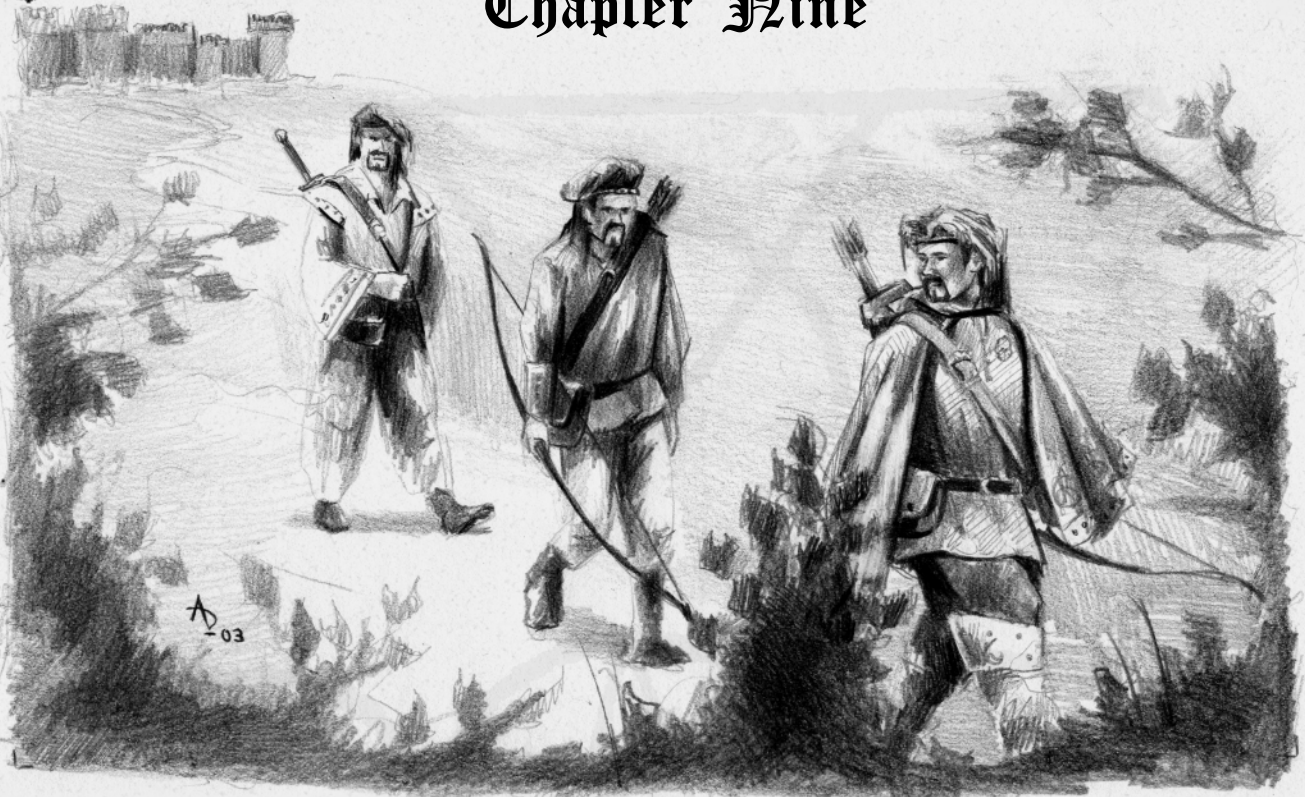
Personality: Nearly universally respected for his insightful advice and brilliant theories, Al-Rehammed is liked by many for his outgoing nature and hearty laugh. Friendly and engaging, the Grand Magus has proven himself highly skilled in diplomatic situations, putting the needs of the Universitae before all else. Al-Rehammed firmly believes in the Universitae de Magus as a cultural icon and center of learning and nothing matters more to him than the legacy he shoulders by directing the course of the university.

History: Al-Rehammed was born a slave in the harsh deserts of eastern Ar, where he performed menial tasks for more than forty years for an assortment of cruel masters. Eventually, Al-Rehammed was freed by a band of Northlandre raiders that were attacking Arani caravans in the northeastern reaches of Ar, to which the tsai'n slave was attached at the time. Among those raiders were several alumni of the Universitae de Magus, two of which recognized the youth's aptitude for magic. Bringing Al-Rehammed back to the north with them after completing their raids, the two magi took it upon themselves to sponsor the young tsai'n's (half-elf's) bid to attend the university. They never regretted their decision and neither did Al-Rehammed, as he performed exceptionally well, electing to follow the Path of Astrology and eventually rising to the level of Master.

Al-Rehammed proved even more apt than his benefactors had thought possible, for he soon displayed a real knack for diplomacy as well as an uncanny ability to win the trust and admiration of others. In fact, he befriended Grand

Magus Masevellus, the Universitae de Magus' founder, at an early point in his career and the two became very close upon Al-Rehammed's achievement of Master status. Soon after, Al-Rehammed became the first foreigner (non-Northlandre) to achieve the post of First Magus of a Path – in this case Astrology. Al-Rehammed served with unswerving dedication, for he felt a great personal debt to the Universitae de Magus, and saw it as the most important cultural icon on Myrra. After Masevellus' death, Al-Rehammed was elected as Grand Magus in his stead (though now with a term limit), and he served with distinction until his time was up, whereupon he returned to simply Master status. Eventually, Al-Rehammed was reelected to the post of First Magus of Astrology, where he again served with distinction for many years. He has only recently been reelected to the post of Grand Magus once more, where he again does his best to see that the university's interests are always foremost. His convictions and views concerning the UdM are even stronger today, and few alumni feel there is anyone better suited to the post of Grand Magus.

Chapter Nine



Magi Adventure Ideas

This chapter contains several adventure seeds. Each one can be used as the jumping-off point for a simple adventure, but they all can become increasingly complex at the GM's discretion. Life among wizards is almost always more complicated than it appears on the surface, and the troubles they make for themselves (or have thrust upon them) are no simpler. Use any or all of these ideas as presented, or cannibalize and specialize them for use however you see fit.

1. Outside Demands

An outsider (good or evil) from the *Universitae de Magus'* past appears and demands aid. The outsider has documentation to prove that generations ago, a wizard bargained for the outsider's assistance with an open-ended repayment clause which stipulates that the university would return the assistance when the outsider asked, with no time limit. A check of the university archives confirms that the deal was signed and is legitimate. The university as an entity is bound to return the service. The university, of course, sends the PCs as their delegates and the outsider is delighted with this choice.

Outsiders, no matter how straightforward or well intentioned they seem, even the good-aligned ones, always have more going on than they show. Their concerns are multi-

layered and have consequences that only divine perspectives can foresee. Superficially, however, the outsider wants the PCs to do something they might not even mind doing—kill an ancient harpy.

Hesthenepshurreth, has lived in the Semantep forest for a few hundred years. The harpy relishes her position because she sees herself as kingmaker. Jawnee (elves) live in the 'less attractive' part of the wood where Hesthen doesn't care to exert control, and all manner of evil humanoids hunt in and around the woods. Humans log the forest, and several other factions use or want to use the forest.

The harpy gets to decide who uses the forest and when. If she is removed, multiple factions will suddenly have no reason not to start bloody wars with each other. This is bad, and something the PCs need not be aware of before they step into the situation. But an even trickier situation is what the outsider gets from all the potential carnage of the situation. Good outsiders might want the evil humanoid problem solved once and for all, and see Hesthen as a roadblock. Evil outsiders might be just as happy to have the whole forest leveled. But what do the gods get from a destabilized forest realm on the Material plane?

A great evil was trapped there long ago, but has begun seeping back into the world through accomplices. Removing the harpy and introducing chaos into the area can either destroy the evil one's network, or remove threats to it, depending on the outsider's motivation. Having that evil back in play could shift the entire alignment of the plane.

Regardless of long-term consequences, outsiders consider such matters too important to explain to standard mortals. For now, all it wants is the harpy killed. Let the PCs unravel the rest on their own.

2. Tax Shelter

The government of Silverglade has decided to tax the Universitae de Magus, and Tax Assessor Geran Hielwa and his jawnee (elven) assistant Iriandar, plan to take full accounting of the university's holdings, even if it kills them. While the university is not especially pleased with this arrangement, they want to play nice with the local government.

The Magi Council is understandably nervous about having two unknown quantities inspecting all their merchandise, but the Silverglade government highly recommends these assessors as scrupulous and thorough, with great devotion to their duties. When they show up, the assessors gladly allow themselves to be subjected to whatever tests the wizards think would be appropriate, and take no insult from any manner of invasive tests or spells to determine their true identities. Of course, there's more going on.

Geran Hielwa is a doppelganger, but not an intrusive one. The doppelganger adopted Geran's form several years ago, but decided that a life of accounting suited him and kept it. No one has been the wiser since. Geran has gone to some lengths to procure appropriate items to disguise his true nature, because the life he likes so much would be over if anyone found out.

What even Geran doesn't know is that his assistant, Iriandar, is an erinyes who typically polymorphs herself into a female jawnee (elf) form. She has worked with Geran for more than a year, but has no idea that he is a doppelganger. Unlike her boss who loves his job, Iriandar is casing the joint. However, she's not looking for things to steal, but for people to corrupt. For the occasion, Iriandar has non-magically disguised a normal jawnee as herself and *charmed* her double into passing all the tests on her behalf. She then replaces the double at a convenient opportunity.

The PCs are assigned to escort the assessors around the grounds of the university and be as accommodating as possible. They also are instructed to redirect all questions about extradimensional spaces. The Magi Council have stored all the wildly valuable items and artifacts in a *mag-*

nificent mansion spell for the duration of the assessment, and while they don't want to lie, they do want to keep some things quiet.

Geran and Iriandar poke into every space and ask all manner of frank, but tricky questions. If they think they're being lied to (and they have their own magic detection items to make sure, as 'Standard Procedure'), they might push for an extended tour of the university's holdings outside the city, or reappear later for surprise inspections. Keep the PCs squirming, and drop in true identity revelations liberally.

3. Pull the Wool

A young necromancer's spells have gone awry and dead creatures have begun rising. This isn't unusual behavior, except that it's not limited to the university grounds, and it's not so much skeletons and zombies that are the concern, as domesticated meat and meat by-products.

All the meat in butcher shops around the city has gotten up and begun acting like the creatures they came from. Beef parts conjoin and exhibit bovine behavior. Pork, chicken, and even more exotic meats all do their best to continue their livestock lives from well beyond the grave. Initially this is kind of funny, at least to the Magi of the Universitae de Magus. However, as it continues (and there seems to be no slowing down), there will be serious implications for the local health and economy. It gets even less funny when things that make up spell components start acting like their former owners did in life: a collection of exotic feathers for the *wind wall* spell reform into eerie approximation of giant eagles, snake scales for *sepia snake sigil* spells return to life as hollow constrictors, and will-o'-wisp essences for *secret page* spells lure townspeople off to their dooms.

The wizard responsible (Phyroy Kassengaml, Wiz2 – see Chapter 8) admits that he bought a spell-enhancement talisman from a traveling peddler. Of course, no one thinks that was a good idea—even Phyroy in retrospect—but the damage is done. Now, it's time to undo it. The Magi can't reverse the spell easily, and the first one who tried to *wish* it away disappeared. They don't know whether it was a matter of poor wording or countermagic, but they would prefer that someone inspect personally before risking another powerful wizard. If the PCs don't volunteer for the job, the university requests that they do it, with appropriate reimbursement, of course.

The peddler was actually a pixie masquerading as a skinny sh'reen (halfling) under the name Gimble Buttonhole. 'Gimble' knew what would happen if Phyroy used the talisman, but he's not anywhere near powerful enough to have made it himself. Once the PCs find him, he admits he got it from a bigger jokester, a titan named Kyreen, who lives far to the south.

Kyreen also knew what the talisman would do, but didn't expect it to have such great consequences. Sadly, he got the talisman from an ethereal filcher he caught in his house. Who knows where the filcher got it?

In the ex-filcher's lair, the PCs do find a clue. A gold-plated 2-foot tall statue of a rakshasa with an inscription: Nelenver. Rakshasas love keeping rich lifestyles at other people's expense – even the expense of an entire town. A rakshasa named Nelenver who owns dozens of sheep farms on Myrra would have a lot to gain, and would be a skilled enough schemer to cover his tracks this well.

Or just maybe, Nelenver is the Magus who disappeared early on when his wish 'misfired.' Disguised as a rakshasa, he would be perfectly capable of adding another layer to the whole mystery.

The whole investigation could have the PCs doing quite a bit of traveling, and they might need to bypass any number of dungeons or dangerous areas to get to the bottom of it all, not to mention facing a rakshasa (or wizard) with the power to create a magic item that animates dead over an area of several square miles.

4. Ex Libris

Books have started talking to one of the PCs. Telepathically, and only occasionally, but the books are definitely talking. They talk about secrets in the school's walls. They talk about a cruel murder. They talk about a withering revenge—unless the hearer stops it.

The books are talking because of a curse laid on them by a dying sorcerer, killed by a university wizard 49 years ago in a heated squabble over the superior merits of innate knowledge versus learned knowledge. The sorcerer cursed the entire university, that the Magi would be killed by their own knowledge within three generations unless at least one wizard demonstrated that intuition was more valuable than positive knowledge.

That's an understandably tough sell, especially since only one person can even hear these books whispering all these things.

The books make all sorts of suggestions about how the wizard could prove it. The university could issue an official proclamation to the effect. Or if one wizard displayed sorcerous abilities, it would at least begin to indicate that wizardry was not the only and best way to access arcane magic.

Another way would be to uncover the secret death of the sorcerer, whose body was secreted in the university ossuary. The books are happy to reveal the ossuary's existence to the PCs. The necromancy department is less happy to do

so. The PCs must coerce or steal the information of the ossuary's whereabouts from the necromancers, since they won't even admit to its existence.

The ossuary is a secret depository of bones and other calcified remains of all manner of dead creatures. Not all of them are even dead. Some are undead, and some are constructs made of bone and other things. The opening chambers of the ossuary exist in tight halls within the walls of the school. Then a magic portal takes visitors to the place where the real bones are kept.

In the maze-like passages, lined with bones of everything that ever even thought about walking the land, lie the remains of the sorcerer. He has not lain fallow, though. Somehow, he has since turned himself into a lich, one who doesn't plan on waiting for a 50-year-old curse to manifest itself without a little help. The lich started the books to talking and plans to cause every book in the school to burst into flame on the 50th anniversary of his death if he isn't stopped—whether or not the school admits that sorcery is better.

5. Ant-y Magic

Troublesome witches, either from the Charred Wolf coven or from some other source, have become a serious challenge for resources in a local forest. Someone needs to scout out their position and defenses. After gathering intelligence, the Magi Council needs a competent group of people acting as part of a strike force to weaken or destroy the witches' base, if not their entire organization.

The witches are not easy to find. They have a much closer affinity to nature than wizards do, and the woods where they stay are filled with animals loyal to the coven. The PCs might be lost if not for the good and neutral denizens of the wood who would rather see the coven move somewhere else. Some dryads, nymphs, and satyrs might have mixed feelings, but more likely, they have no love for the evil witches who walk with nature, but in the end serve only themselves. The local treant has no reservations, and would be much happier if the witches vacated the premises.

Aside from the watchfulness of a wood full of animals, the witches also have booby traps, both magical and natural, set up in expectation that someone will come to hunt them. The closer the PCs get to their center of operations, the more frequent and deadly the traps become. The traps are mostly nature oriented, consisting of pits, deadfalls, and tripwires. Just to keep things interesting though, glyphs and other magical traps pepper the landscape. Further, the closer the PCs come, the more active resistance they encounter in the form of animals, dire animals, vicious plants, and evil outsiders.

When they finally reach the base, they find that the witches have occupied an abandoned giant anthill. The tunnels are all cramped and dark. Only Small PCs can move easily in the tunnels, and even then, combat is difficult with anything but spells and piercing weapons. Smoking out or drowning the witches is dissatisfyingly unsuccessful. They have drainage systems to prevent it. In all, the witches are well acquainted with fighting in their acquired home. They know the tunnels thoroughly, including the back exits if things go badly. Rooting them out will be a slow, twisting process. Between cave-ins and pit traps and the witches' active spell defenses, PCs find that their resources are being whittled down and their retreat to the surface cut off. If they don't bring a few surprises of their own, they could find themselves in a very deep grave.



6. Familiar Trouble

The familiars on campus are fading. No one knows why it's happening, and the familiars have no control over it. They're not just wandering into the Ethereal plane; they're becoming incorporeal. *Dimensional anchor* spells are useless, and the familiars are becoming less substantial every week.

When the Mági divine what's happening to their beloved familiars, they discover that evil clerics have set this plague on them for some slight that the wizards consider trivial. The clerics are not the type to let these sorts of things slide, however.

The overall effect on the university is one of fear and dismay. For many wizards, their familiars are their best friends, or at least their longest one. The prospect of slowly losing old friends is an emotional toll no one was prepared to face. Revenge is out of the question, since the evil clerics have made it clear that the talisman that can stop the fading will be destroyed if the Magi attempt to retaliate.

The fading effect's origin is divine in nature, so few of the arcane spell casters of the school understand it very well. They appeal to a sect of good clerics in Silverglade who promise to help—with conditions.

The good clerics need their own assistance. Their god recently warned them of a pending attack on their order, and they want the university to provide extra spells and people to provide for the defense. The time of the attack is known, it will occur in 10 days, but the place is not entirely known. The order has three main areas of operation: the temple in Silverglade, a temple in another city, and a shrine in the mountains where the god's avatar is said to have revealed himself to the founder of the order. The Magi Council has chosen the PCs to assist the good clerics in this matter. They can either discern the location of the attack through investigation, or gather a plethora of *teleport* and *scry* spells to keep a watch on all three locations at once.

The kicker is that all three locations are attacked at the same time by different forces, who, seemingly through cosmic coincidence, all chose to attack at once. If the PCs manage to save one or more of the holy sites, the good clerics hold up their end of the bargain. But further investigation into the matter reveals that the evil god has organized this entire scheme from behind the scenes, and by displaying far more power than religious understandings would ascribe to him. It's like he's getting his power from somewhere else. Like maybe the god of magic, who he's got under his thumb because he controls the best friends of the magic god's best worshipers.

Clearly, the only thing to do is find a way to rescue the familiars from the evil god's extradimensional plane. The PCs can count on at least one good god's help, and probably a few other big guns. Then they go in shooting.

7. To Catch a Thief

A *book of infinite spells* has gone missing from the special collections department. Some uncomfortably powerful arcane spells are stored there, as well as some divine ones. And now it's gone. How exactly a thief steals a major artifact from a heavily defended compound filled with wards and competent spellcasters is a mystery.

The thief has done an excellent job covering his or her tracks. No one is missing, the various mind-reading spells used to root out liars have turned up nothing, and remote-viewing spells reveal no intruder. The assistant librarian on duty at the time saw nothing, and heard only a faint susurrus, like a rustle of a cloak or scales against the stone floor.

Smart money says it was an inside job. It was, in fact, an inside job, but not until after the fact. The obvious suspect, the assistant librarian, isn't technically guilty of anything more than abetting the theft. He fell under the effects of a *dominate person* spell while out shopping nine days ago. His dominator asked him to have an *unseen servant* take the book out of special collections and place it near an open window, then to sit down and read his favorite non-magical book.

The actual thief is a lillend named Uturraffe (lillend, bard 5) who took a chance with a scroll, hoping to snare the poor librarian. She got him, and he followed her commands willingly. She then approached invisibly, under cover of darkness, and took it from the window. Her tail brushing the side of the building was the only clue to her arrival or departure.

Uturraffe encouraged the librarian to think nothing of her appearance, as if it were a normal part of his day. When questioned or magically probed, her appearance struck him as no more unusual than any normal human he might encounter on a trip to the store. Only careful questioning even gets him to admit to talking to her—to him it's just as memorable an event as talking to the grocer.

Once the mystery is solved, the issue of Uturraffe's plans for the book remains. Her favorite wetlands area is being despoiled by a clan of kelnar (dwarves) who mean to drain it and extend their territory. She had appealed to the university for help more than a month ago, but they denied her request as distant and irrelevant to the university's mission. The lillend has now made it part of the university's mission. If they want to see the book again, she wants a pledge of real, immediate help. If not, then she'll keep the book and wreak havoc on the kelnar herself, and who knows what else?

8. Extension Branch

At higher levels, the Magi Council of the Universitae de Magus sometimes ask accomplished graduates to set up an extension branch of the school in a remote location. This can provide high-level PCs a fortress and base location of their own, and can be handy in a story sense, if used in association with the Leadership feat.

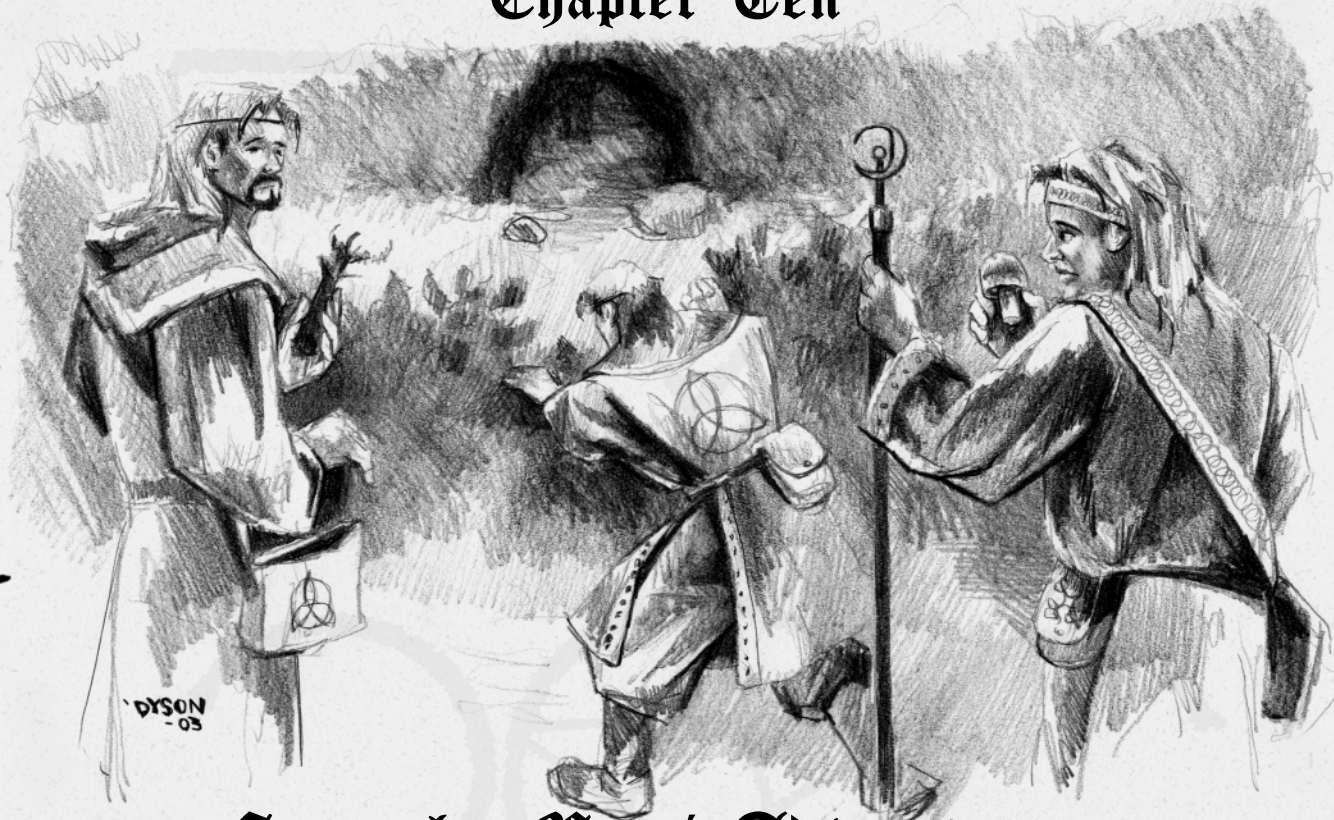
In the course of the project, PCs must find a suitable location, build a school or refit an existing location to educational needs, hire and train faculty, recruit students, and defend the building from threats. In return, the PCs have a team of wizards who can use their Item Creation feats on the PCs' behalf, a place to store extra belongings, and a steady stream of revenue from tuition and 'loaning' students out to do work for other people. They can expect some start-up capital and support from the existing university, but after that, they'll have to use their own considerable resources to keep things going.

Whatever enemies the Universitae de Magus has (and they should have plenty by the time the PCs reach high level) will likely be extraordinarily unhappy to see the school essentially doubling its power base. They'll try to stop this new school from succeeding. Smart enemies will pool their resources, while less intelligent ones will throw themselves at the new school in waves.

The primary campus in Silverglade has many accomplished wizards and centuries of experience and wards to fall back on for defense. The extension branch has the PCs.

Remember, in the best fantasy campaigns, every place you invent needs to have at least one secret associated with it. Maybe an evil ranger is living in the back woods behind the new school. Maybe it was built on haunted ground. Maybe the former owners left some surprises. Whatever you dream up, though, don't make it too crippling. Once PCs have a stronghold, they need to think of it as a fairly reliable place to hole-up and restock. If they discover they can't rest there, they won't bother. But after they've rested a few times and moved some important people and objects to the location, an assault or double-cross may be just the ticket to keep them on their guard without being paranoid.

Chapter Ten



Sample Magi Adventures

This chapter contains two ready-to-run adventures for GMs to use in conjunction with a party where one or more of the PCs are current students or graduates of the Universitae de Magus. The adventures can be used separately, or as part of the same campaign. Notes for using them are included with each adventure.

Herbal Remedy

Introduction

Herbal Remedy is an adventure designed for four 1st-level characters. The adventure can be used for higher-level characters by increasing the size and/or number of elementals and wolves in encounters 1 and 3, deepening the pit trap in encounter 4, and adding levels to the witch in encounter 5. Game Masters need a copy of the *PHB*, the *DMG*, and the *MM* to use this adventure. A copy of *Way of the Witch* by Citizen Games would also be helpful, but is not necessary.

Adventure Background

The PCs are being sent to retrieve grimswort from Ailendoren's Cave for an herbalism class. Grimswort is a nearly magical herb that only sprouts above ground at midnight. Its stalks remain above ground for an hour, then wither and return to the earth. The stalks have been used in certain popular experiments at the university recently, so

the stores are depleted. Grimswort is difficult to cultivate, but seems to grow well in the soil at a place called Ailendoren's Cave.

Ailendoren the Summoner was the university's Master of Conjuraton about 200 years ago and he was known to spend time alone in this cave in contemplation and study. The cave was warded with glyphs, guardian outsiders and elementals until his death, when they all disappeared. The cave was searched after Ailendoren's death, but nothing was found.

The search did reveal that the fine soil within was excellent for growing special and rare herbs, however, so the school planted a small garden and mostly left it alone. Recently, a small coven of evil witches took over the care of the herbs within, assuming the place was abandoned. The Magi Council finds this mildly insulting, and would like it to stop, so they have arranged with the Professor Therene (the resident herbalism professor) this semester for a select group of students to receive a little extra credit for removing them.

Professor Therene doesn't tell the PCs that the patch of grimswort is currently tended by a local coven of evil witches, and that the PCs are basically being sent on a raid, instead, she focuses on the acquisition of the herb. In addition to collecting the herbs for school use, this assignment is designed to test the mettle of new wizards, and their associates, and also to deprive the coven of the university's herbs. The professor withholds this information, since preparation for the conflict would blunt the lesson and ruin plausible deniability in case the PCs fail spectacularly.

The university will not loan riding or pack animals to the PCs for this exercise. Part of the assignment is to travel and stay outside the university for at least one night. Groups with Small characters might find it necessary to travel for two and a half days or take a few hours of forced march (see Chapter 9 in the *PHB*).

Adventure Synopsis

The PCs travel to Ailendoren's Cave in the Eastwood forest. Along the way they encounter a clash of elementals, confront guard animals, and discover that grimswort doesn't simply grow wild in the cave. They must confront the witch inside to get the herb, and return with a decent supply of it.

Adventure Hook

The PCs are meant to be either current Accepted-level students (see Chapter 1), or traveling companions of the students in some way. This means that not everyone has to be a wizard. If non-wizard PCs don't already know each other, the university might have recently 'hired' a PC ranger or druid on as a potential caretaker for the cave, and this trip is their introduction to the area. Combat-oriented characters or rogues might be hired on as protectors for the wizards, in case anything untoward should happen on the trip. Other classes might know something about the evil witches, and want to confront them with magical help.

1. GOOD OMENS (EL 1)

Read aloud or paraphrase the following information:

The sun is just coming up as you begin the long day's walk to Ailendoren's Cave. The cave is roughly 25 miles from the school to the north in the Eastwood forest. For most of the trip, you can take the road north from Silverglade, but some off-road overland travel through the forest is necessary for the last few miles. The trip requires an overnight stay, and a long walk back tomorrow with no less than 20 pounds of grimswort for classes and the school's general storehouse.

Several miles outside Silverglade on the northbound road, you see an uncommon occurrence on the road. An earth elemental and an air elemental appear to be squaring off for a fight in the middle of the road. They circle each other, looking for an opening. When the

earth elemental's 'back' is to you, the air elemental flicks its eyes toward you and motions something.

A successful Sense Motive check (DC 10) indicates that the air elemental wants the PCs to flank the earth elemental, to help it win.

Allow any viewer a Knowledge (arcana) skill check (other Knowledge skills might also be appropriate) to understand that this unusual bout is an omen—the air elemental represents the university, and the earth elemental represents opposing forces. The PCs can help decide the course of the battle, and perhaps the university's future, by their choice to participate.

If the PCs do not intervene, the elementals fight, and the earth elemental likely wins (you can roll it out, but the earth elemental is the statistical favorite). This has repercussions in Encounter 6.

Creature (EL 1): If the PCs do intervene, after the first round of combat the air elemental backs away and lets the PCs finish the fight.

Earth Elemental (small): hp 11; see *MM*.

Development: Nearby, up in a tree, a raven watches the battle. When the battle ends, a successful Spot check (DC 20) allows a PC to notice that the raven flies away toward Ailendoren's cave. Attacking the raven is difficult, but not impossible. It begins in a tree 80 feet off the ground and flies away with a double move of 80 feet per round.

Kinkade, raven familiar*: CR -; Tiny Magical Beast (3 ft. wingspan); HD 3d8; hp 10; Init +2 (+2 Dex); Spd 10 ft., fly 40 ft. (average); AC 16 (+2 Dex, +2 natural, +2 size); Atk +4 melee (1d2-5, claws); Face/Reach 2 ½ ft. by 2 ½ ft. / 0 ft.; SQ empathic link, improved evasion, familiar feats*, verbal recording*; AL NE; SV Fort +3, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 9, Wis 12, Cha 6.

Languages: Abyssal.

Skills: Listen +5, Sense Motive +4, Spot +5. **Feats:** Mimicry*, Speak with Witch*, Touch*, Weapon Finesse (claws). *Witch familiars are a bit different than the standard ones from the *PHB*, in particular they have certain feats that replace many of the standard powers familiars have, see *Way of the Witch* for more details. If you do not have access to this book and you don't feel comfortable enough with the information provided here to run such familiars, simply treat Kinkade as a standard raven familiar as presented in the *PHB*.

Note that this encounter 'follows' the PCs. If they decide not to take the road, they still find these elementals in their path.

2. TROUBLE ON WHEELS (EL 3)

Assuming that the PCs are moving at regular speed, they reach the woods in late afternoon. About an hour before nightfall, they encounter a band of sh'reen (halfling) gypsy traders, traveling down to Silverglade. The sh'reen have pulled their wagons about half a mile off the road to make camp before night falls. By the time the PCs arrive, they have supper cooking over the fire, and welcome the PCs to join them. If they stop, the PCs still have plenty of time to get to the cave before midnight, but they'll have to do it in the dark. If they decline and continue, they can make the cave by sunset.

The camp consists of two wagons, each drawn by a pony, and five sh'reen total. The leader is named Stichter. He welcomes the PCs into camp, and does most of the talking. If the PCs made no special precautions on their approach, Stichter and three sh'reen are out by the fire, tending the pot, brushing down the ponies, and playing instruments. Each has a weapon in easy reach, but not obviously so. A fifth sh'reen hides inside one of the wagons with a crossbow in case the PCs turn out not to be friendly. If the PCs chose to sneak up on the camp, and successfully make Move Silently checks opposed by Stichter's Listen check upon approach, then all five sh'reen are out by the fire with weapons strewn haphazardly about the camp.

Once he determines hostile or peaceful intent, Stichter is friendly and outgoing if warranted, but a little rude in his forthrightness. He's clearly done some traveling, and knows about the university in Silverglade. He quizzes the PCs about their mission and why they're crashing through the underbrush right before sundown.

If the PCs talk about their goal of collecting grimswort, Stichter listens and then affects sudden surprise.

"Grimswort? Why go to a dank cave, when I have the very thing for sale right here?"

With that, Stichter leaps into one wagon and pulls out a small bale of long, leafy stems. These herbs are not grimswort, but they look very similar. They are nightspar, a little-known plant similar to grimswort. A successful Knowledge (herbalism) or Knowledge (nature) check (DC 15) reveals the true nature of the nightspar.

Stichter knows this isn't grimswort, and is trying to run a scam. He was planning on selling the faux grimswort in Silverglade to an unsuspecting buyer, but realizes that perhaps he doesn't need to get that far.

PCs may make a Sense Motive check opposed by Stichter's Bluff check to see if they realize they are being conned. If the PCs fall for it, Stichter tries to sell them a 20-pound bale for 40 gp. (He happily takes equipment in barter.) If successful Knowledge checks reveal the plant's true na-

ture, but no one calls Stichter's bluff, then he feigns embarrassment, and curses his luck for bringing the wrong herb on his trip. If the PCs do call his bluff, Stichter tries to laugh it off, saying **"No harm in trying!"**

Creatures (EL 3): The sh'reen are capable of defending themselves if the PCs decide to attack after the con goes wrong. They take their cues from Stichter, who attempts first to settle things non-violently, as long as it doesn't cost him any money.

Stichter, male sh'reen (halfling) Rog1: CR 1; Size S (3 ft. 7 in.); HD 1d6+1; hp 7; Init +2 (+2 Dex); Spd 20 ft.; AC 16 [touch 13, flat-footed 14](+3 armor, +2 Dex, +1 size); Atk +4 melee (1d4, crit 19-20/x2, masterwork dagger) or +4 ranged (1d4, crit 19-20/x2, dagger); SA halfling traits, sneak attack +1d6; SQ halfling traits; SV Fort +2, Ref +3, Will +1; AL N; Str 11, Dex 15, Con 12, Int 14, Wis 10, Cha 8.

Languages: Common, Jawnee, Kelnar, Sh'reen.

Skills: Bluff +3, Climb +2, Disable Device +6, Hide +10, Knowledge (nature) +4, Jump +2, Listen +6, Move Silently +8, Open Lock +6, Search +6, Sleight of Hand +6, Spot +4. **Feats:** Weapon Finesse (dagger).

Possessions: Traveler's outfit, masterwork dagger, throwing daggers (4), studded leather armor, potions of *cure light wounds* (3), *potion of love*, and a *potion of spider climb*.

Sh'reen Gypsies (4): hp 5, 4, 4, 3; 2d10 gp each; armed with halfspears and daggers; see the 'halfling' entry of the *MM* for complete statistics.

Unlike encounter 1, this encounter happens independently of the PCs. If they choose not to take the most direct route to the cave, they miss this encounter. If they delay, they encounter one of the sh'reen on guard after dark.

3. THE CHARRED WOLF (EL 1)

Eventually, the PCs approach Ailendoren's cave. If they moved quickly, they arrive at sundown. If they moved slower to accommodate characters with a 20-foot movement rate, or stopped to eat with the sh'reen, they arrive well after dark. Consult Table 9-3: Movement and Distance in the *PHB* for exact overland travel times, assuming the cave is about 4 miles from the road.

Near the cave, the trees stop, creating a 20-foot clearing around its mouth. The mouth is a 5-foot wide opening in a hillside. A smoke-gray wolf guards the cave entrance, lying in front of the opening. If the PCs take no special precautions as they approach the cave, the wolf hears them. Otherwise, the wolf's Listen check is opposed by the PCs' lowest Move Silently check. In any event, the wolf can smell the PCs when they come within 30 feet.

Creature (EL 1): The wolf is difficult to spot, given its gray coat in the encroaching darkness. A successful Spot check (DC 15) reveals its presence to observant PCs. Once the wolf is aware of the PCs, it stands and begins to growl softly. It attacks only if attacked first or if PCs come within 10 feet of the cave mouth.

The wolf is a normal animal under the effects of an *animal friendship* spell, commanded to guard the cave mouth.

Wolf: hp 15; see *MM* for complete statistics.

4. THEY FELL FOR IT (EL 1)

The tunnel inside the cave is dark and cramped, but the stone is smoothed away as if by long years of use. The entrance is round, 5 feet wide and 5 feet tall. Taller characters must duck to enter. Since PCs must enter single file, get a marching order. This will be important because of the pit trap in the cave.

Trap (EL 1): To prevent intrusion, the witches dug a pit trap 20 feet into the cave's entrance. The pit isn't deep, or cleverly disguised, but because of the darkness and cramped entry, they assume that it will catch intruders off guard anyway. The pit is only 10 feet deep, but the witches put a tanglefoot bag in the bottom, which explodes if a character lands on it, sticking him or her to the bottom of the pit. Hitting with a tanglefoot bag is a melee touch attack.

A pit trap is a huge tip-off to university wizards that someone outside the university has taken up residence in Ailendoren's Cave. After all, magi would never stoop to such a mundane anti-theft device. The noise created by falling into the trap might also alert the witch Shellethsi (in Encounter 5) to the PCs' presence.

Spiked Pit Trap (10 Feet Deep): CR 1; no attack roll necessary (1d6); +10 melee touch (tanglefoot bag); Reflex save (DC 20) avoids; Search (DC 15); Disable Device (DC 20).

Just past the trap, the PCs can see a dim light coming from ahead. The passage seems to fork, and the light comes from the right.

5. SLEEPING QUARTERS (EL 0)

This vaguely circular room is 15 feet in diameter and its ceiling extends up 10 feet. Two lumps of straw and natural fibers seem to be makeshift beds set on opposite sides of the room. The far end of the room also sports a chest. One bed appears to have been slept on recently, but no one seems to be here now.



The chest is open, and not trapped. It contains a couple of robes, sashes, a comb, and some jewelry (worth 15 gp). The chest also holds a few dried plants. A successful Knowledge (religion) or (witchcraft) check (DC 10) reveals that these are material components for a witch spellcaster. The room contains nothing else of value or danger.

If the PCs use a light source with a radius of 20 feet or greater (such as a torch or a *light* spell), allow them a Spot check (DC 15) to notice faint red lines on the floor (darkvision alone does not perceive the color difference).

On close inspection, the lines seem to indicate a protective ward with obscure writing around the edge in Ignan. Even if one of the PCs happens to read Ignan, most of the words are faint or illegible, although the phrases 'beyond earth' and 'hidden chamber' are barely discernable. Nothing in the room radiates magic.

6. WITCH HUNT (EL 3 or 4)

This cave is an irregularly-shaped cavern 40 feet long and 70 feet wide at its widest. The roof curves up dramatically to a height of 15 feet.

The cavern is dominated by a well-tended herb garden featuring plots of several different types of herbs. In the center of the garden is a *continual flame* torch on the end of a six-foot pole. It lights most of the cavern with flickering torchlight.

Shellethsi, the witch 'on duty' sits around the corner and out of immediate sight. If the PCs have announced their presence by being especially loud or shining bright lights inside the cavern, she's ready to ambush them. She waits around the corner with her raven familiar ready to deliver an *inflict light wounds* spell with the bird on the first round of combat, aiming for spellcasters. Otherwise, she is absorbed with writing in a book.

When Shellethsi sees a university wizard, read aloud or paraphrase the following:

The witch's face contorts into an expression of loathing at the sight of you. "Leave this place, despoilers! You have ignored this area for too long, now the Coven of the Charred Wolf holds dominion here. You have no claim, and we will not surrender ours to your foolish magics. Begone!"

Creature (EL 3): Note that combat is not the only way for the PCs to get what they want here. Shellethsi is ready to fight, but will talk if someone tries to engage her, and no one overtly threatens her. Taking 20 pounds of grimswort depletes the entire crop growing in the cave, and Shellethsi would be deeply unhappy if the PCs did that, but she's not suicidal. If she doesn't think she can defeat the PCs, she tries to talk them into letting her go.

Shellethsi, female human Witch3*: CR 3; Size M (5 ft. 7 in.); HD 3d8+3; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 15 [touch 12, flat-footed 13](+3 armor, +2 Dex); Atk +4 melee (1d6+1, masterwork quarterstaff); SQ attract, familiar, iron susceptibility, +2 profane bonus vs. Enchantments; SV Fort +4, Ref +3, Will +6; AL NE; Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 11.

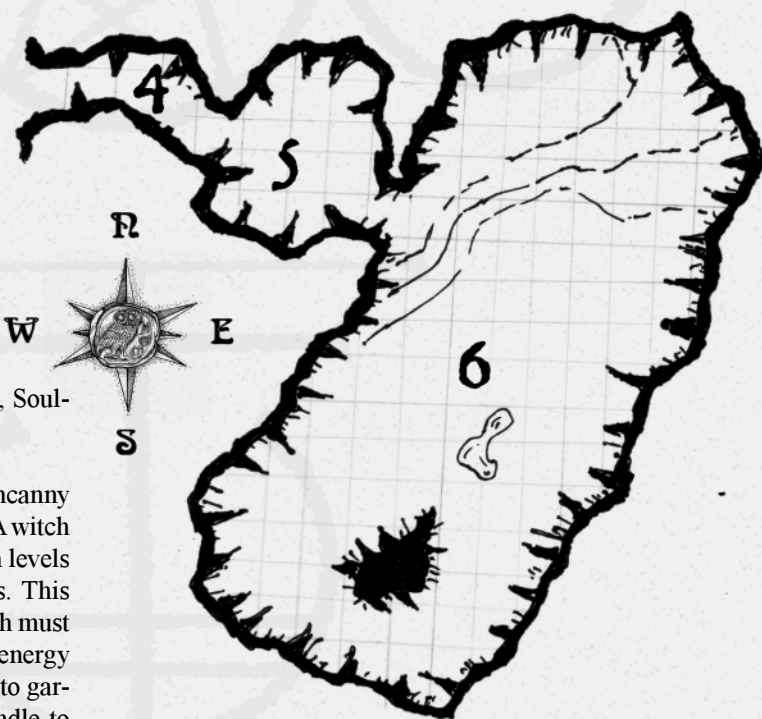
Languages: Common.

Skills: Concentration +7, Handle Animal +1, Knowledge (nature) +4, Knowledge (witchcraft) +6, Listen +5 (+7 with familiar), Ritual +9*, Sense Motive +9, Spot +7. *Feats:* Alertness, Brew Potion, Soulless*.

Attract (Sp): At 3rd level, the witch gains the uncanny ability to attract things to her or affect future events. A witch may use this ability once per week per every 5 witch levels she possesses, including witch prestige class levels. This ability requires a successful Ritual check, as the witch must perform a ritual to create the necessary harmonious energy needed for change. Witches often use candle magic to garner such energy, using the appropriate colored candle to attract the type of energy they desire. The GM must decide on the DC level needed to succeed for each request. For instance, if a destitute witch finds herself in need of money

to purchase supplies for a good-intentioned mission, the GM might assign a Ritual check of DC 12. If she succeeds, she might accidentally find some money, inherit some, or be offered a job that just happens to pay the exact amount of money she needs. Or, an evil witch might desire to possess a certain magical wand. The GM assigns a DC 22 for her to attract that item to her. If she succeeds, her party might encounter another group who has a member that just happens to possess such a wand. Of course, getting it at that point would require an attack, an offer to purchase, or a theft. See *Way of the Witch* for more details.

Iron Susceptibility (Ex): A witch's blood is highly susceptible to 'cold' or pure iron. Any attack with an iron weapon (be it sword, dagger, or nail) does an extra +2 points of damage per blow to a witch. In addition, the witch must make a Fortitude save (DC 15) or she loses access to her witch powers for 1d10 hours after the attack. Wearing hematite allows the witch a +1 bonus to this save. Even if the witch succeeds, the iron's contact with her blood makes it hard for her to concentrate on casting spells, and she needs to make a successful Concentration check (DC 12) each time she attempts to cast a spell thereafter for as long as she remains in contact with the iron, or for 1d10 rounds after having come in contact with cold iron. If this Concentration check fails, the spell fails and the witch loses it just as if she had cast it to no effect. See *Way of the Witch* for more details.



Ailendoren's Lair

Possessions: Ragged peasant's outfit, masterwork quarterstaff, studded leather, 160 gp, 3 gems worth 500 gp each, 1 thunderstone, a *potion of cure light wounds* (1st level caster), a *potion of owl's wisdom*, and her *book of shadows* (see *Way of the Witch* for details).

Spells Known (6/6; base DC = 13 + spell level): 0—*cure minor wounds*, *detect poison*, *flare*, *mage hand*, *mending*; 1st—*animal friendship*, *cause fear*, *inflict light wounds*.

*This is a new class, feat or skill from *Way of the Witch*. If you do not have access to this book and you don't feel comfortable enough with the information provided here to run Shellethsi as a witch, change her to a 2nd-level druid/1st-level sorcerer and replace any feats/skills/spells as you see fit.

Raven Familiar: 10 hp; see area 1 for complete statistics.

Tactics: Shellethsi begins combat by casting *inflict light wounds* through her raven. On subsequent rounds, she moves away from anyone with an iron weapon, and casts *cause fear* on obvious fighter-types.

After her raven delivers the touch spell, it leaves the cave to wait safely outside for the end of the battle. If the PCs defeat Shellethsi, the raven flies away to report to the coven what transpired.

If the earth elemental won the fight in Encounter 1, and Shellethsi's raven familiar returned to tell the story, then she is heartened by the good omen. She is much better prepared for the PCs' arrival, and has prepared for them with her attract class ability. As a result, another wolf wanders into the cave one round after combat begins and attacks the PCs. As in Encounter 3, use the wolf stats presented in the *MM*.

Development: If the PCs are in the cave between midnight and 1:00 am, grimswort is easy to spot. Its long stems tower a foot above the other herbs, and its buds are a pale white. If they come at any other time, the stems are completely beneath the soil, and cannot be harvested until the next midnight.

Unless they specifically asked for a description, PCs must succeed at a Knowledge (nature) or (herbalism) check (DC 10) to recognize grimswort on sight. Otherwise, they'll have to guess. If they dispatch Shellethsi, they can spend the rest of the night in the cave in relative safety.

Concluding the Adventure

Unless things go badly, the PCs return with the grimswort. Professor Therene is pleased with the job, and even more pleased if the PCs removed the witch from the cave. If asked, she admits that she knew the witches were there,

but expected the wizard(s) of the group to be able to handle it, and learn the lesson of unpredictability for further study.

If the PCs do not return with the grimswort, any graduate prospects are viewed dimly. Any wizards who want to continue to study at the university must either spend one day a week doing menial scribe tasks for the next month or undertake another job to make up for the failure. Non-wizard PCs are viewed mainly as do-nothing friends of the wizard, and will have to do a lot more to get in the university's good graces.

If PCs speak to the First Magus of Astrology or the Grand Magus (a former First Magus of Astrology) about the omen of the elementals, they seem interested, but not overly concerned. This minor foreshadowing might only apply to this adventure, or it might be the first in a string of supernatural occurrences pointing to a greater destiny in store for the PCs.

The runes found on the cave floor are dismissed as the scribblings of an addled witch. After all, the cave was combed thoroughly after Ailendoren's death, and nothing was found.

Further Adventures

A recent graduate's advisor might encourage his student to investigate the writing on the floor as a personal research project. PCs who apply research efforts might learn much about the departed Ailendoren, and clues can be sprinkled throughout subsequent adventures leading up to the *Summoner's Septenary* (see later in this chapter) adventure when they reach higher levels.

The PCs have certainly made enemies with the Coven of the Charred Wolf. The Charred Wolf witches can gain levels along with the PCs, and provide a springboard to entanglement with the Daughters of Ca'di-us throughout their adventuring careers.

Summoner's Septenary

Introduction

Summoner's Septenary is an adventure designed for four 9th- to-10th level characters. Game Masters need a copy of the *PHB*, the *DMG*, and the *MM* to use this adventure.

Adventure Background

More than 200 years ago, Ailendoren the Summoner died mysteriously, leaving a stash of magic items and spells hidden in a cave near the Universitae de Magus. After his death, university examiners came and inspected Ailendoren's Cave, but found only two rooms dug out of a hillside. A crude bedchamber and a simple lab remained in the cave; no magic radiated from either room. The examiners resolved to read through Ailendoren's personal effects back at the university, but more urgent duties called, and in time Ailendoren's books and personal effects were left to the university library and mostly forgotten.

What the university's investigation failed to discern was that Ailendoren actually had a study and a several summoning circles in an extended cave complex beyond the first two rooms. The complex was never discovered and still contains many summoned creatures, trapped after all these years. Chief among the trapped creatures is a ghaele (a celestial) named Rephazal.

Shortly before Ailendoren's death, his lover, Emmaxand, a burgeoning necromancer outside the Universitae de Magus system, was caught corpse-snatching from a graveyard where paladins and good-aligned clerics were buried. She escaped the immediate danger, but in retribution, a ghaele named Rephazal was dispatched to remove her. Ailendoren could not bear to see his love killed, so he imprisoned the ghaele here as a stopgap measure until he got things sorted out. When he died, Rephazal remained trapped by his magic.

In the recent past, clever university wizards (the PCs) have picked up the forgotten trail of clues and discovered the extended cave complex right at a time when Ailendoren's camouflage spells had begun to wear off.

From There to Here

The background for this adventure requires that you sprinkle clues about Ailendoren's activities beforehand. The previous adventure in this book, *Herbal Remedy*, laid the initial groundwork for curious PCs to follow-up on in the university's library. If you want to use these two adventures in the PCs' careers, drop the following information throughout their research between 2nd and 9th level. For simplicity, you might want to keep all of these clues in the Universitae de Magus library. However, they might also be available from elder elementals the PCs encounter, divi-

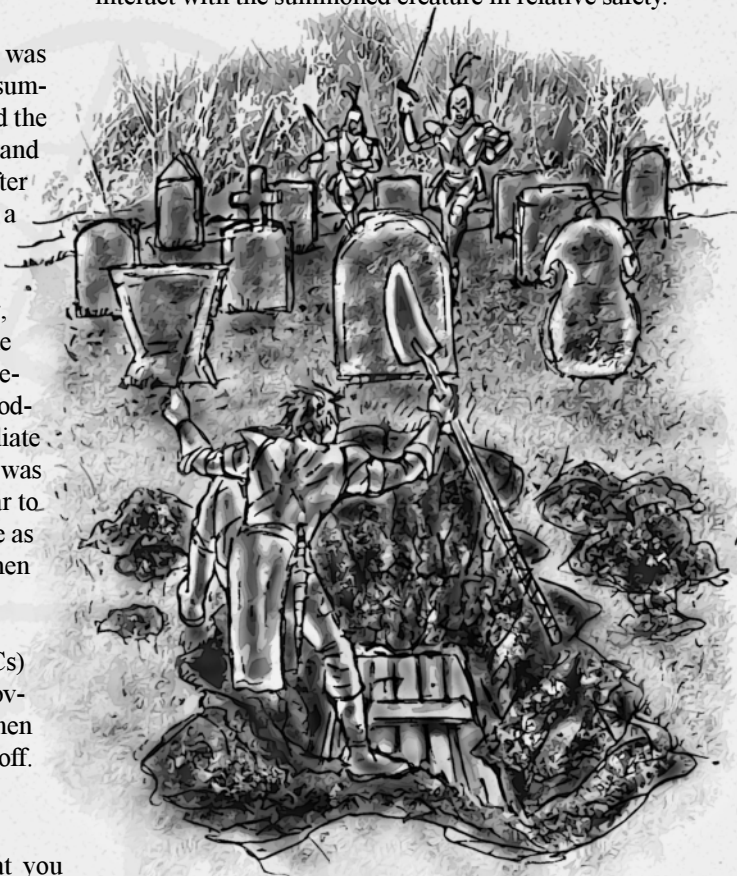
nation spells, or spread out in different libraries across the continent, forcing PCs to travel to unravel the full mystery.

The general Universitae library contains the following:

- ✱ Ailendoren's personal map to the cave.
- ✱ Indications that Ailendoren did a lot of work with elementals and outsiders.

If they look deeper, and display utility to the school, the librarian might let the PCs have access to some of Ailendoren's personal effects which contain:

- ✱ A love note from Ailendoren to Emmaxand, expressing how he'll protect her from the 'otherworldly hunter.'
- ✱ Notes on his heptagram: Ailendoren used a heptagram rather than a pentagram for summoning. He claimed it was stronger, and the unusual configuration of power lines created a magical "airlock" of sorts, allowing creatures from outside the heptagon to enter, leave, and interact with the summoned creature in relative safety.



- ✱ The full text of the snippets of writing on the cave floor:

*'From beyond earth and sky, the guardians hie
to halt hideous end—heaven fend.
In a hidden chamber waits the remainder:
a prisoner fell. Be warned, and warned well.'*

Finally, if the PCs spend time searching for examples of Ailendoren's personal code and then attempt to crack it (required either a Decipher Script or Intelligence check (DC 30)), then they can uncover a hidden password that lets them pass through the *symbol of insanity* spell in encounter 1. The password is 'Emmaxand's Embrace.'

Adventure Synopsis

The PCs must unravel the clues to find and open the entrance to Ailendoren's study. Once inside, they must walk the lines of the heptagon that comprises Ailendoren's summoning circle, battling guardians at each point and deactivating glyphs that Ailendoren left after his death to protect his magic treasure and Rephazal in the center.

Each guardian stands watch over a magical lock at each of the seven points of the heptagram. The lock is a magical glyph which can be hidden or hang in mid-air. When all the glyphs are deactivated, and the PCs return to the antechamber, a door appears which leads them to a room containing a few of Ailendoren's items. If they penetrate the mystery a little further, they find clues to open the center of the heptagram and release the ghaele trapped within since the Summoner's death.

Adventure Hooks

If the GM has dropped clues to lead up to this adventure, the university wizard(s) in the party will have uncovered enough information and gained the trust of university officials so that the wizard and his associates might be asked to visit and unlock the true mystery of Ailendoren's Cave.

Aside from this, many other motivations exist for drawing the PCs into the story. Non-university wizards and other spellcasters would probably like to get their hands on the spellbooks and treasures left behind by a well-known conjurer. Actively good characters such as paladins or clerics might be sent to free the imprisoned Rephazal at the center of the heptagram. Lastly, anyone looking to make a name for him or herself could become quite famous in the magical world as the person who finally uncovered Ailendoren's lost hoard.

1. OUTER WARD (EL 9)

The cave is about a day's travel from the Universitae de Magus in Silverglade. Once the PCs arrive, the smaller of the two rooms looks significantly different from their last visit (see *Herbal Remedy* previously in this chapter). The faint red lines and illegible writing have become sharp and bright, revealing a huge sigil with words artfully inscribed into the pattern. The words are in Ignan, but the letters are clear. A successful Decipher Script check (DC 25) also gives a character the gist of the text. Note that *read magic* does not reveal the meaning of the text, since the text is not magical.

On the west wall burns a smaller version of the great sigil on the floor. It appears obvious, and even more conspicuous because it was not visible when the PCs were last here.

Trap (EL 9): This sigil is less benign: it's a permanent *symbol of insanity*. Anyone who touches it or attempts to read it without first speaking the passwords triggers the trap.

Symbol Trap: CR 9; magic device; spell trigger; automatic reset; spell effect (*symbol* [discord], 16th-level wizard, Will save [DC 25] negates); Disable Device (DC 33). *Cost:* 27,080 gp to hire NPC spellcaster (for *symbol of insanity* and *permanency* spells).

Development: When the *symbol of insanity* is dispelled, disarmed, or when the password is spoken, the entire floor of the room sinks 15 feet. When it stops, the floor is flush with a 10-foot-high, 10-foot-wide hallway leading off to the west. The hallway is lit every 20 feet with a *continual flame* spell. The hallway winds around and down for more than a quarter mile before ending in the antechamber (see area 2).

Dungeon Features

The halls of the heptagram are like the long hallway the PCs used to enter the dungeon, 10 feet wide and 10 feet high, lit with *continual flame* spells every 20 feet. Each point of the heptagram was originally a cylindrical room 40 feet in diameter and 30 feet high with no doors. The rooms were lit with continual flame spells cast frequently enough to adequately light the whole room. Most rooms are unchanged, though some occupants have specialized their habitats a bit. Any changes are noted in the room's description.

The glyphs in each room serve a dual purpose. They are both the locks preventing the center room from opening, and preventing the guardians from leaving. Guardians cannot leave their rooms as long as the glyphs are active and they are bound to do everything in their power to prevent the glyphs from being removed. However, if a PC releases a glyph before fully defeating a guardian, the guardian is free to leave or do as it wishes.

To remove a glyph through dispelling or the Disable Device skill, treat it as a *binding* spell cast by a 16th-level wizard. Note that these glyphs are not like the *glyph of warding* spell; there is no penalty for a failed removal attempt.

2. ANTECHAMBER (EL 10)

This ceiling of this hexagonal room is 10 feet high. The walls and floor are stone, but the ceiling is a large metal grate. The holes in the grate are two inches wide, and the metal crossbars are an inch thick. The grate has a hardness 10, 60 hp, and a break DC 28. A large glyph covers the

floor, a seven-pointed geometric figure. The room has four exits in addition to the southern passage the PCs enter, to the northeast, northwest, southeast, and southwest. A kelnar (dwarf) may use stonecunning to attempt a Search check (DC 30) to detect a sliding stone wall in the north wall of the room. The mechanics of opening the wall are completely mysterious, however. No Open Lock or Disable Device skill check will trigger it.

Six fire mephits and four magma mephits live in a 4-foot-high crawlspace in the ceiling of this room, above the grate (see the **Creatures**). The crawlspace is larger than the grate, extending 10 feet beyond the walls of the room on each side, allowing the mephits to hide or pull back into the recesses if injured.

Creatures (EL 10): When the PCs enter the room, the mephits watch from the recesses. Once the PCs have all entered the room (or at least arranged themselves in a suitable pattern to be attacked), the fire mephits and two magma mephits move onto the grate and use their breath weapons simultaneously, trying to catch the PCs in overlap as much as possible. On the first round of combat, the two remaining magma mephits stay in the recesses (one north and one south) and light one torch each. As necessary, the mephits retreat during combat and fast heal by touching a torch.

Fire Mephits (6): hp 18, 14, 13, 13, 12, 19

Magma Mephits (4): hp 17, 13, 13, 9; 6 torches each.

Development: Due to the conditions of their summoning, the mephits are bound to remain in their chamber and try to kill anyone who attempts to break into the center of Ailendoren's heptagon. The mephits have been here for more than 200 years, however, and are thoroughly bored with the assignment. Though bound to try to kill the PCs, they would be freed from servitude if the PCs succeeded. The mephits happily supply the PCs with information, as long as the PCs are willing to subject themselves to repeated murder attempts.

During the first round of the initial attack, one of the magma mephits lighting a torch yells down to the PCs:

"Hey, you things down there, listen! Don't kill us. We want you to succeed, all right? We're tired of being trapped in this tiny room. We want out! But we have to try to kill you. It's part of the bargain we made with the wizard. Nothing personal."

The mephits might be quite friendly if the PCs seem willing to help them out. However, no matter how friendly they become, the mephits are compelled to do their best to kill the PCs at all times. If the PCs retreat from the room and carry on the conversation by shouting or telepathy, the mephits seem relieved. In conversation, PCs can learn the following:

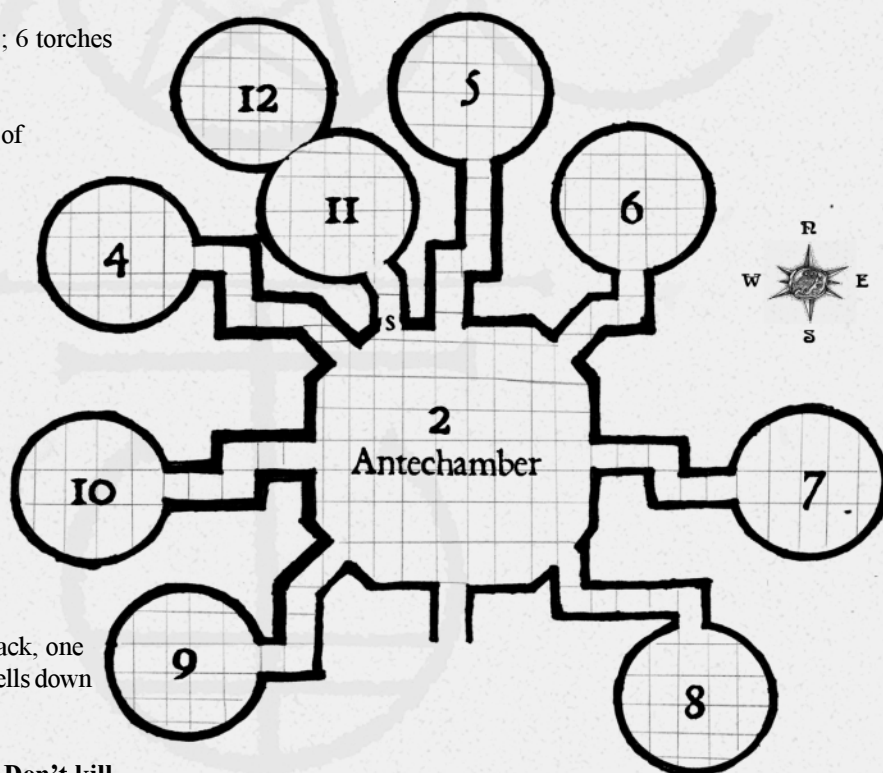
"These hallways lead to seven different rooms. In each room is a glyph. You have to break the glyphs from all seven rooms to open the sealed door to the center of the heptagram."

"Each glyph also has a guardian of some kind. We don't know what exactly, because we can't leave here. But we listen sometimes."

"Down the hall to the northeast we sometimes hear... um... we don't know what. Some sound we've never heard before. None of us knows."

"To the southeast we hear all kinds of stuff. Lots of different sounds all the time. All kinds of sounds."

"To the northwest we hear the crackle of fire. There's a salamander there who talks to us sometimes. Don't kill him if you can help it. He's an okay guy."



Ailendoren's Lower Chambers

"To the southwest, we don't hear much. Pretty quiet there."

"Sometimes we hear voices down other tunnels, but we don't know where or what. The sound is all garbled by the time it gets to us."

"Sometimes these gooey cubes come by too. We don't know anything about those."

3. WANDERING MONSTERS (EL 3 or 5)

To keep things tidy, Ailendoren left a couple of gelatinous cubes wandering the halls of the heptagram (see the **Creatures**). The cubes do not enter any room where a glyph remains active, and aren't intended to provide serious challenge to PCs. However, they can be an unpleasant surprise if PCs are fleeing a difficult room or just being inattentive.

Creatures (CR 3 or 5): As the PCs wander the heptagram, there is a cumulative 5% chance each time they enter a specific hall that one of the cubes is also in the hall with them. If one cube is there, there is also a 25% chance the other cube is also nearby.

Gelatinous Cubes (2): hp 58, 60.

4. WATER ROOM (EL 11)

The doorway to this chamber is open. A wall of water occupies the entire frame, and the room within seems completely filled by water. Yet strangely, the water retains the shape of the room, not spilling out into the hall. The floor of the room seems slightly conical, with the point in the center a foot lower than the edge of the room. A glyph hangs in the center of the room, glowing eerily in the water.

The elder water elemental within this room is constantly in motion, drifting slowly within the 'pool' of its confinement (see the **Creature**). The elemental is faintly visible within the room, but distinguishable from the water itself.

Creature (EL 11): The elemental isn't paying much attention, since no one has challenged it since it was placed here. The PCs can easily approach the room, and even probe it without any response from the elemental. Any PCs who enter the room or cast spells into it however, get the elemental's attention. It moves toward the top of the room, using its 15-foot reach to

attack and avoid counter-attacks, and forcing the PCs to enter the water to fight it. The elemental attempts to sunder any weapon that bypasses its damage reduction, but otherwise guards the glyph, sacrificing itself if necessary.

Elder Water Elemental: hp 225.

Development: The magical effect holding the water in the room is held in place by the elemental's concentration. If the elemental dies, water rushes out of both doors. Treat this as a bull rush attack from a Strength 28 creature. The rush of water is likely to attract any gelatinous cubes in the area. The effect may also be dispelled; treat it as an effect cast by a 16th-level wizard.

5. CHAOS ROOM (EL 9)

This room is dark. A stream of constantly changing noises issues from it: screeches, laughter, burbling, roars, and other sounds continuously trickle out. The sound doesn't seem to have a single source within the room, seemingly coming from everywhere.

The room contains two chaos beasts, on separate sides of the room, constantly changing shape (see the **Creatures**).

The glyph in this room is on the ceiling. Unlike other glyphs, it doesn't glow or move.

Creatures (EL 9): With no subtlety or plan, they rush to attack the moment a PC presents him or herself as a target.

Chaos Beasts (2): hp 50, 48; see *MM* for complete statistics.



6. EARTH ROOM (EL 7)

Unlike other rooms, a stone door blocks this room at either entrance. Both doors are identical, carved in a shape as if a humanoid rock creature had been cramped into a rectangle. The figure's right hand extends out of the plane of the door, grasping toward whoever is in the hall, providing the only available 'knob' for the door. The door has no lock, but the hinges are on the outside. Inside, the room is almost filled with packed dirt, except for a 2-foot diameter tunnel

about 4 feet off the floor, which winds up and away. The glyph is not visible.

Finding the glyph in this room is the biggest challenge. It is hidden about 30 feet off the floor within the tunnels which twist around, forcing anyone who crawls in them to move at one-quarter normal speed.

A large earth elemental exists among the dirt of the room, making guerilla attacks at any PCs who crawl through the tight tunnels (see the **Creature**). It does not talk or attempt to communicate with the PCs.

Creature (EL 7): Fighting in such cramped quarters is extremely difficult. Any Medium-size or larger creature trying to fight here receives no Dexterity bonus to Armor Class, and might be considered sitting down or prone. Further, the earth elemental has nine-tenths cover attacking from the dirt around the PCs, and receives +1 to attacks for its earth mastery bonus. Emptying the room of dirt or exploring it ethereally are good ways to defeat the guardian.

Large Earth Elemental: hp 68.

7. EVIL ROOM (EL 9)

This room is luxuriously appointed. Soft fabric hangs on the walls, and an enormous bed, more than 10 feet long, dominates one quarter of the room. Divans and elegant tables are artfully arranged in other parts of the room, and thick carpets coat the floor. Four glyphs shimmer in different areas of the room. A creature with the body of a lion, the face of a female human, and large, feathery wings folded against its sides lies on one divan. Her posture is relaxed, but her eyes are fixed on you with the gleam of intelligence.

This room contains a succubus named Keriold (see the **Creature**). Keriold has a *wand of permanent image* which she has used on herself, disguising herself as a gynosphinx. She has also used it to cast images of the glyph in different parts of the room.

Creature (EL 9): Keriold has been paying close attention to the progress of the PCs. As soon as she learns of their presence in the heptagram (because of a nearby combat or loud noises) she begins following their movements using her *clairvoyance/clairaudience* spell-like ability. She tries to gather as much information as possible on the PCs to use against them when they reach her room.

Succubus: hp 32; 2 black pearls worth 500 gp, *wand of persistent image* (30 charges); see *MM* for complete statistics.

Tactics: Rather than directly attacking, she has decided to

lure treasure-seekers into a game of riddles in the guise of a sphinx. Through the 'game' she plans to weaken and then destroy the PCs.

When the PCs enter the room, she addresses them:

The creature pads off the divan and slinks toward you. "Look, I don't want to fight you. We don't need to fight. I just need you to answer my riddles. Will you answer them? Answer my riddles, and you can do whatever it is you want to do here."

"Here are the rules. As you can see, there are four glyphs around the room. One is that which you seek. The others are deadly symbols I have crafted, and they'll kill whoever touches them. For each riddle you answer correctly, I will dispel one symbol. For each riddle you answer incorrectly, I get to bite one of you. Not too hard, but I will mark you as having failed my riddle. What do you say?"

If the PCs seem reluctant or divided, Keriold uses her *charm monster* spell-like ability on whomever she thinks is least resistant. She then uses her pigeon as a wedge to get the party to agree.

Keriold plays the sphinx role very well. Unlike a sphinx, however, Keriold's riddles have no answer. They're nonsense, so the PCs always get them "wrong" and Keriold will always get to bite them if the PCs play along. When she does 'bite' a PC, she actually uses her kiss to drain a level. Keriold doesn't answer her own riddles, claiming that she owes the PCs no answers for their puny intellects.

If the PCs get fed-up or suspicious and attack, Keriold uses her abilities to defeat them as best as possible. She uses her wand to 'summon' illusory creatures to distract PCs. Once that game is up, she attempts to summon a balor (see the *MM* for details), who is not bound to remain in the room.

Riddle You This

Here are some sample riddles Keriold uses against the PCs. Feel free to make up your own if these are not to your liking or the PCs don't catch on after three.

**"From the blossom of health to the paleness of death,
we color the hidden intransigent breath. What are
we?"**

**"Three little church mice dancing in a row
One plays a bagpipe, and one holds a bow
One kisses fireflies, and one waits below
Three little church mice standing toe to toe.
What are they?"**

"It's at the beginning of knowledge and the end of

everything
Centered in servitude and locked out of grace
Always on top, but never on the surface.
What is it?"

8. AIR ROOM (EL 5 or 7)

This room is filled with plants in a beautiful hanging garden. Masterfully woven rugs lie on the floor, and a muscular humanoid wearing a turban and puffy trousers sits on a large cushion next to an exquisitely carved chessboard. The glyph is nowhere to be seen.

The guardian in this room is a djinni named Mahfuz (see the **Creatures**). Mahfuz spends his time tending a beautiful hanging garden in his room, grown from cuttings and pots he brought with him when he first arrived. Among the cuttings that the djinni brought with him were bits of a tendriculos (see the **Creatures**). The plant grew to full size within weeks, and has been like a pet to Mahfuz since. The djinni calls it Ikrimah. Ikrimah returns the affection to the extent that a carnivorous plant can.

Creatures (EL 5 to overcome the djinni (at the planar chess game), 6 to overcome the tendriculos in combat, 7 to overcome both the djinni and tendriculos in combat): Because of Mahfuz's nature and temperament, he has concluded that fighting would be a futile, ineffective way to protect the glyph. Instead, the djinni decided long ago to challenge any comers to a binding game of chess for the glyph, believing that this is the best protection he can offer.

This game of chess is significantly different from the chess PCs might be used to. The game is played on two different boards simultaneously, and some of the pieces are invisible. A PC who succeeds at a Knowledge (the planes) skill check (DC 20) knows the rules and basic strategy of this genie game. Mahfuz takes the time to explain the rules if anyone asks, and is patient with helping an opponent get up to speed on the game. The game is quite difficult, however, and requires a successful Intelligence check (DC 15) to even comprehend the rules.

You may wish to draw the game out with a series of opposed rolls, or simply finish the challenge quickly with a single opposed skill roll. Mahfuz's Knowledge skill is in amusements, giving him a total of +11 to its roll. The djinni has no problem allowing the PCs to work together (using the 'aid another' rules found in Chapter 8 of the *PHB*) if they wish. If the PCs win, Mahfuz congratulates them, and turns to gaseous form, telling them that the glyph is hidden among the plants (in this case the PCs still have to fight or otherwise overcome the tendriculos, as it is not intelligent enough to understand any arrangement). If they lose, Mahfuz congratulates them for a game well played, and

wishes them well in their life endeavors, but he expects them to adhere to their commitment and leave.

Mahfuz, djinni: hp 40; 4,400 sp, embroidered silk vest worth 1,050 gp, 30 gems worth 100 gp each, 5 doses of antitoxin, *ring of the ram*; see *MM* for complete statistics.

Ikrimah, tendriculos: hp 94; no treasure.

Tactics: If the PCs decide to fight, with or without winning the game, Mahfuz defends himself, but calls Ikrimah out of the foliage to help. If one or more of the PCs attempts to sneak around in the garden to find the glyph while Mahfuz is occupied with the other characters, Ikrimah waits until the proper moment and then strikes.

If the PCs prove pugnacious or duplicitous, Mahfuz calls Ikrimah, attacks with his *ring of the ram*, and turns into a whirlwind. The djinni uses his *persistent image* spell-like ability to create a second tendriculos emerging from the foliage one round after Ikrimah appears.

Development: The glyph is hidden in the garden. PCs must make a successful Search check (DC 28) to find it.

9. LAW ROOM (EL 8)

This room is dominated by a large throne made of skeletons. The filigree of bones decorating the throne is enormous: 30 feet high, nearly scraping the ceiling, and 20 feet wide, backed against the wall farthest from the entrances. Tapestries on the walls depict scenes of armies clashing and mass graves being filled with bodies. A tall humanoid figure covered with barbs sits on the throne, and looks delighted to see you. A glowing glyph is on the wall opposite the throne, 20 feet up.

The figure is a hamatula (a Baatezu devil), furious after its long years of imprisonment (see the **Creature**). It has sworn to take out its anger on a native of the Prime Material plane by killing one before it leaves. It attempts to use a PC for this purpose, although it's not picky. Any creature native to the Prime Material plane will do.

Creature (EL 8): Assuming the PCs try to talk instead of attacking, the hamatula speaks to them cordially in a smooth voice:

"I regret that I have no hospitality to offer you in this futile little cell. Let me be frank. I am deeply tired of my long imprisonment in this dreary room, with only the salamanders and whatever I manage to summon up for company. I want to leave and take revenge on the descendants of my captor. But I cannot as long as the filthy glyph remains on the wall.

So I propose a deal. One of you challenges me to a duel.

Naturally I must accept, and while fighting a duel, I could not possibly stop fighting in order to prevent one of you from deactivating the glyph. Therefore, as long as I fight one of you, the others have a relatively painless opportunity to get what we all want.

If I win too early, of course, I will be obliged to stop you. For this to work, your champion must be a credible threat. I cannot play-act. Choose your combatant wisely."

Hamatula: hp 52.

Tactics: The hamatula won't advise the PCs on the best course of action, but is willing to chat pleasantly while they make up their minds. If the PCs choose the truly wise action—attack with full force—then the hamatula fights with all of its abilities, aiming for spellcasters first.

If the PCs have not encountered the salamanders yet, and ask what the hamatula means, it offers further information as an incentive to duel. It cannot reveal information it has learned about the heptagram as long as it is imprisoned, but once the glyph is lifted, it claims to be able to help the PCs in many ways. In fact, the hamatula has charmed the noble salamanders from the fire room (area 10) on several occasions and had them scout the entire complex on its behalf. The hamatula knows nearly everything about the threats here, and gladly makes any number of deals with the PCs in exchange for information.

The hamatula keeps the room under the effects of a *desecrate* spell at all times. This doesn't affect much, but it likes the feel of it.

10. FIRE ROOM (EL 10)

An open pit, 30 feet in diameter, dominates the center of the room. The pit is all but filled to the edge with hot coals. In the center of the room, three feet above the coals, a red glyph hangs in mid-air, rotating silently.

The pit is only 5 feet deep, but a noble salamander and two average salamanders sleep within the coals, giving them nine-tenths cover (see the **Creatures**). The salamanders awaken if anyone touches the coals, casts a spell on the glyph, or if the PCs make sufficient noise in the hallways or the room. The noble salamander sleeps in the center of the pit, directly beneath the glyph. The average salamanders lay curled up along the edges of the pits near the entrances.

Creatures (EL 10): The noble salamander has spawned a few times since its imprisonment and two of its larvae have come of age. The average salamanders stay hidden until the noble engages the PCs in combat. Then they pop up and flank, or attack spellcasters trying to stay out of the fight. They don't have longspears, but they can attack with their tails. In combat, the noble attempts to grapple and

constrict foes in range of its tail, dragging them into the fire pit. See Chapter 8 of the *DMG* for rules concerning catching on fire.

Average Salamanders (2): 37, 40; no treasure; see *MM* for complete statistics.

Noble Salamander: hp 112; 3,200 gp, 1 red garnet worth 100 gp, *potion of enlarge person* (5th level), *potion of reduce* (5th level), +4 *percept of wisdom*; see *MM* for complete statistics.

Development: The noble salamander cannot leave the room, but its offspring are not bound by the original agreement and can freely leave to chase fleeing PCs. The huge fire elemental that the noble can summon is also capable of giving chase.



11. AILENDOREN'S STUDY (EL 2 or 0)

When the PCs deactivate the last glyph, wherever they are in the heptagram, they hear loud sounds of grating stone coming from the antechamber. When they return there, a stone façade has receded into the wall, revealing a large, 2-inch-thick, strong wooden door. The door is locked (Open Locks DC 29), but it isn't trapped.

The mephits in the ceiling of area 2 are free to leave, but they don't know it yet. If they are on good terms with the PCs, they notice that they feel no compulsion to attack them when they appear. The magma mephits can get out by changing to lava, but the fire mephits would appreciate help getting out through the grate.

Down a short hallway beyond the newly appeared door, is Ailendoren's true study. The ceiling is 12 feet high. A large four-poster bed, a dresser, an enormous desk, a long workbench and shelves full of arcane tomes overstuff an already large room. When the PCs enter the room, an animated coat rack totters enthusiastically over to them (see the **Creature**).

Creature (EL 2): If the PCs attack when it approaches, the animated coat rack feebly fights back. Otherwise, it attempts to take robes, capes, hats, or any other loose-hanging clothes PCs might be wearing. If PCs resist but don't attack, it gives up and creeps back to its place beside the entryway.

Animated Coat Rack: hp 11; see the animated object entry in the *MM* for complete statistics.

Treasure: Apart from the coat rack, the room contains no traps or opposition. A successful Search check (DC 20) turns up the following treasure around the room (a successful Appraise check (DC 15) reveals the items' worth):

12,000 gp, set of four bookends with elemental themes (worth 500 gp), ornamental gold and platinum desk set, including quill, quill holder, ink bottle, blotter, and paperweights (worth 1,200 gp total). The following alchemical tools (worth approximately 80 gp; see Chapter 7 for details on these items): apron, bookstand, brazier, butterfly net, 5 ceramic balm jars, 4 ceramic bottles, 1 ceramic vial, 2 clasped pouches, file set, hourglass, measuring line, and tongs, *potion of heroism*, a *potion of protection from energy (fire)*, a *staff of fire*

A successful Search check (DC 25) turns up a note beneath a pillow on the bed. It reads:

Emmaxand,

I know you're tired, but don't sleep here, my sweet. I've trapped the monstrosity they sent to kill you in the central summoning chamber. However, the wretch is likely to have friends, so I've taken the extra precaution of binding it with more guardians in the auxiliary summoning points. You always accuse me of paranoia, but the extra precaution will only buy me peace of mind for your safety if you're not here. I can't protect you at all hours, and I think you are not yet studied enough to protect yourself from it. This is best, I think.

I'll join you soon.

Yours,

A

Development: A successful Search check (DC 30) or a *detect magic* spell reveals a magical lock hidden behind a row of thick books. This lock is surrounded by a small, shimmering magical sphere. A successful Spellcraft check (DC 24) reveals the effect to be a *lesser globe of invulnerability*. The lock isn't trapped, but does require a successful Open Lock skill check (DC 30) or a *dispel magic* (DC 27) on the *globe* for a *knock* spell to work. A kelnar (dwarf)

using *stonecunning* has an automatic chance to detect the sliding stonework of the wall, as in the antechamber. Opening this lock grants access to area 12.

12. THE CENTRAL SUMMONING CHAMBER (EL 13)

If the PCs open the lock to the center of the heptagram, the wall shudders and the PCs hear the same grating sound they heard when the entrance to Ailendoren's study opened. The entire wall slides away to reveal a space lit dimly by an orb of light 5 feet in diameter.

The orb is a ghaele trapped here in its globe form (see the **Creature**). When the PCs enter the room, it lights up the entire space and shouts:

"Finally, you've come to face me, servants of the concubine! Lay down your weapons and I will spare you. Resist and perish by my sword."

Creature (EL 13): The celestial assumes that the PCs are servants of Ailendoren, come to finish it off. As his first available action, Rephazal uses his *detect evil* ability to choose his targets and *wall of force* ability to block the PCs' exit from the room. If he detects evil, he shifts to humanoid form and attacks evil characters or items immediately. If none of the PCs are evil, Rephazal does not attack, and remains in globe form. He knows of magic that obscures alignments, so he waits for the PCs to tip their hand before attacking non-evil opponents who might be misguided or mentally dominated.

Rephazal: hp 93; 18 moonstones worth 50 gp each, +2 *bracers of health*; see *MM* for complete statistics.

Tactics: If none of the PCs are evil and do not attack, but seem willing to talk, Rephazal is not immune to reason. He expects a trick, however, so a Charisma or Diplomacy check might help to alter his attitude. With a successful check (DC 25) Rephazal can be induced to listen. With a successful check (DC 30+), the ghaele even begins to warm to the PCs, realizing that they are not servants of, or directly related to, Ailendoren.

Once the misunderstanding is cleared up, Rephazal tells the PCs his story, of how the foul Emmaxand defiled the bodies of warriors for good, and killed more clerics in her wild escape. Then, Rephazal spent months hunting her, though she was protected by strong magic.

Concluding the Adventure

Returning with the true secret of Ailendoren's Cave makes the PCs celebrities in the Universitas de Magus and in the larger arcanist community. Lingering attitudes that the PCs are foolish or showy begin to dissipate as they tell the story of what they faced within Ailendoren's heptagram and as Ailendoren's personal effects are brought back to the uni-

versity for further study. The Magi Council will want to formally annex the full extent of Ailendoren's complex in the name of the Universitae de Magus.

If the PCs bring magic items back to the university from Ailendoren's Cave, the Magi Council offer the Universitae's services to craft magic items of the PCs' requests (of equivalent cost to the items) in exchange for turning them over.

If the PCs freed Rephazal, neutral and good characters have made a powerful ally, with connections in the celestial hierarchies beyond the Material Plane.

Further Adventures

Ailendoren's lover, Emmaxand, is long dead. For a necromancer though, that's only a mild setback. She might still live as a lich, and Rephazal might still have a job to do. Emmaxand would be much more powerful as a lich, and the ghaele might not be up to the task alone. He would probably be willing to use his celestial connections to give the PCs even more powerful magic in return for their help in defeating her.

Emmaxand might even have kept her lover 'alive' in some form of unlife. Whether Ailendoren still loves her after that remains to be seen.

Glossary

Common Terms of the Magi

Among the magi there are a number of common terms used in everyday life or practices. In addition, several terms pertaining to the continent of Myrra are also used throughout these pages. The following is a list of the most common such terms, set down here to better assist visitors or the newly initiated:

Accepted: Alumni who have earned their Accepted degrees, and who may, or may not, be pursuing a Raised-level education.

Accolade: The individual knights sent by the Inner Guard to arrest or detain those who disobey the laws of the Magi Council.

alchemy: The science of studying the components, elements, substances and materials that make up the world and how they can be reshaped to behave in different ways practiced by magi of the Path of Alchemy.

apothecology: The science practiced by magi of the Path of Apothecology of studying the living body and understanding its abilities, functions, and behaviors with an eye bent towards using such knowledge to treat illness or otherwise heal.

apprentice: Students who have passed their Candidate tests and are working toward earning their Accepted degrees.

Ar: A large kingdom of humans surrounding the Arani Desert of central Myrra. The people of Ar are both warriors and traders and are paradoxically both the sworn enemy of Northlandre as well as their primary trading partner.

Areopagus: The highest 'Pagus' of the Inner Guard who presides over a Grand Conclave.

astrologer: A magi that has chosen to follow the Path of Astrology. A member of the prestige class (see Chapter 4).

astrology: The science of studying the stars, constellations and heavenly bodies practiced by magi of the Path of Astrology.

Candidate: A general term referring to children working toward passing their Candidate tests. Usually called 'Initiates.' See also 'Sentinel' and 'Tyler,' below.

Conclave: The official gathering of the 'Inner Guard,' much like a court proceeding, during which the accused is presented with the charges against him.

dark arts: An accepted term for the practice and school of necromancy.

dark wizard: A derogatory term for a necromancer.

Draconis: An ancient society of necromancers who banded together to use their foul magic to enslave dragons, which they then used as weapons with which to subjugate other peoples. Both the Draconis and their dragon servants were banished by the jawnee shaman Xeros 1,000 years ago.

Engan Empire: A despotic human empire that rules the great continent (of the same name) to the west of Myrra.

First Magus: Each of the five Paths has one Master of its membership that serves as the official leader and spokesman for that Path.

Grand Conclave: When the validity of the 'Inner Guard's' ruling is challenged by a Master or university political official, a Grand Conclave is convened, during which time the Areopagus reviews all of the evidence and makes a ruling.

Grand Lodge: The regional office that rules all of the lodges in a particular county.

Grand Magus: The magus who rules the Magi Council. See Chapter 1.

histomorpher: A magi that has chosen to follow the Path of Histomorphy. A member of the prestige class (see Chapter 4).

histomorphy: The science practiced by Histomorphers of combining, mutating, and fabricating new creatures, the idea being to create new and improved living tools to serve a specific purpose in order to improve or enhance the lives of their creators.

Initiate: Another, more common name for Candidates.

Inner Guard: A separate branch of officials charged with enforcing the laws set forth by the Magi Council.

Janar: The vast temperate forest at the southern end of the Myrra continent that was once the homeland of the jawnee civilization. The term 'Janar' is sometimes used to refer to the southern part of the Myrra continent (south of Ar and the Dragonspine Mountains) in general.

jawnee: A race of long-lived humanoids with frail, fey-like features. Jawnee are known to have been one of the first civilized races upon Myrra. A jawnee is equivalent to an elf as presented in the *PHB*.

kelnar: A race of short, stout humanoids known best for their large beards, mining and stone-working skills and dour mentalities. A kelnar is equivalent to a dwarf as presented in the *PHB*.

lodge: An office of magi in a local community of Northlandre, usually a separate building, whose purpose is to find and identify potential individuals with an aptitude for wizardry.

Magus/Magi: What lay people call 'masters.' Also, the most formal way of addressing a wizard of the Master-level, usually reserved for ceremonial purposes or when socially necessary. 'Magus' is the singular, 'Magi' the plural.

Magi Council: The six-member body of Masters that rules the Universitae de Magus, overseeing the school's affairs and dictating its policies.

Magus Arcanum: The formal, more ancient term for the Grand Magus.

master: A wizard who has passed the Raised-level of education and who is continuing his in-depth study of his particular Path.

mudan: A race of giants with primitive Neanderthal-like features known for their strength and savageness. A mudan is the equivalent of an ogre as presented in the *MM*.

mutator: A derogatory slang term for a Histomorpher.

Northlandre: The North Kingdom or the Grand Duchy of Northlandre. A confederation of seven counties that composes the northern third of the island-continent of Myrra. The kingdom is governed by the Council of Seven, the members of which are composed of the seven Counts and Countess's that rule each of the seven counties. The head of the Council is the only ruler in Northlandre to hold the rank of Duke. The kingdom is composed as follows:

County	Capitol	Current Ruler
Carlisle	Dunmere	Geoffrey Carlisle, Count
Dathe	Spool	Bandarr Crane, Grand Duke
Graff	Greenrock	Pikk Wardred, Count
Hartome	Bixby	Marie Bealwood, Countess
Kerst	Hobb Hill	Okam Hobb III, Count
Southbane	Silverglade	Kreston Silverglade, Count
Tyr	Sheyrr	Holden Redstone, Count

Pagus: Judge, always a member of the 'Inner Guard.'

Path: The five specific schools of arcane training at the Universitae de Magus intended to be taught hand-in-hand with magic in order to encourage discipline, specialization, aptitude and creative thinking.

Petition: A person, usually a young child, who wishes (or whose parents wish) to attend the Universitae de Magus and submits to the tests of a regional lodge for possible candidacy.

planarism: A slang term for planology. Wise apprentices avoid using the term in the presence of a master of the Path.

planatitian: A magi that has chosen to follow the Path of Planology. A member of the prestige class (see Chapter 4).

planology: The science of studying the properties, history, etc. or the outer planes of existence practiced by Planaticians.

professor: Unless an individual wizard states otherwise, even the Grand Magus should refer to all instructors at the UdM as 'Professor.'

Raised: A student pursuing the Raised-level of education.

Sentinel: Older Candidates are known as Sentinels. This usually applies to such students in their teens.

sh'reen: A short race of humanoids with child-like features and hairy feet known for their great appetites and industriousness. A sh'reen is the equivalent of a halfling as presented in the *PHB*.

tsai'n: A humanoid of mixed heritage, having some proportion of human and jawnee ancestry. The word 'tsai'n' is a term in the old jawnee tongue that roughly translates to 'half-breed.' A tsai'n is equivalent to a half-elf as presented in the *PHB*.

Tsoli: A race of humans who once occupied the easternmost province (Tsol) of the Enge Empire. The Tsoli and those jawnee who had fled Myrra to seek a new life after the banishment of the Draconis allied with one another to found the kingdom of Northlandre in 875 A.T.

Tyler: Pre-teen Candidates. This refers to both boys and girls.

universitae: Ancient, ritualized word meaning 'university.' Other than in the official title of the Magi's school, the term is seldom used outside formalized rituals performed behind the closed doors of the Universitae de Magus.

UdM: The abbreviation for Universitae de Magus, often used as a slang term by Candidate- or Raised-level students to refer to the university in casual conversation among themselves.

wizard: Anyone who has an Accepted degree is officially known as a wizard, though some pompous magi only refer to Raised-level or better as such. Lay people typically call anyone who can wield arcane magic a wizard or sorcerer, though both groups are quick to correct any inaccuracies.

wizard duel (or mage duel): A ritualized battle or contest between two wizards used to settle disputes or arguments.

Zamistadt: An organization of smugglers, thieves, pirates, and assassins that serves as the ruling class of the kingdom of Ar.

Zodiac: The astrological positions of the stars as they wheel through the sky. These change depending upon the month and even year, corresponding to a sign associated with the alignment (see Chapter 6 for more details).

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