

- SPELLMASTER -

Magic permeates the universe, ebbing and flowing in great currents most mortals never see. So say the spellmasters, who cast spells with little or no preparation by tapping into universal magical energies, most commonly wielding arcane spells but able to manipulate divine magic as well.

ADVENTURES

Detecting and channeling ambient magic takes considerable practice, and for some spellmasters, testing and improving their command of magic is a lifetime obsession providing all the adventuring incentive they need. Other spellmasters see their magical talents as a means to other ends—either noble or tawdry depending on the spellmaster's own morals and temperament. Like sorcerers, some spellmasters also feel the need to prove themselves and their methods to others, especially to the wizards and eldritch weavers who scoff at the spellmaster's art.

CHARACTERISTICS

A spellmaster's ability to cast spells by locating and channeling magical power requires a great deal of dedication, but not nearly so much study as a wizard or eldritch weaver undertakes. As a result, spellmasters have a wider range of practical skills than do wizards or eldritch weavers. Their combat abilities are also a little better; and though spellmasters are proficient with most weapons, they disdain armor as most arcane spellcasters do. Spellmasters cast their spells on the fly, giving them even more arcane flexibility than sorcerers have, but the magic they wield tends to be weaker in order that they can handle it reliably. As well, a spellmaster usually needs quite a bit of time to produce a spell effect, and though spellmasters can sometimes wield amazing magic, they must take risks to do so.

ALIGNMENT

Spellmasters have no strong tendency toward good or evil, but those spellmasters who consider spellcasting an art based on intuition and improvisation embrace chaos. At the same time, just as many spellmasters rely on self-discipline and a polished magical technique as they follow the ways of law.

RELIGION

The majority of spellmasters revere deities of magic, though some choose deities of knowledge or perception, or follow other gods according to culture and personal preference. Very few spellmasters follow no deity at all.

BACKGROUND

Spellmasters usually begin as apprentices or assistants to more experienced arcane spellcasters, or as students enrolled in a formal course of magical study. Somewhere along the line, though, they discover a talent for sensing and controlling magic and decide to pursue that path rather than follow a more traditional course. Experienced spellmasters also sometimes take on apprentices of their own to be trained in the art. Not all such students succeed, though, with many eventually becoming spellcasters of another kind (usually wizards).

RACES

Humans are known for their display of unusual gifts, and many quickly grasp the basic approach to the spellmaster's art. As well, the natural magical talents of the gnomes allow many to quickly acquire the spellmaster techniques, and halflings often find the spellmaster's seat-of-the-pants approach to magic especially appealing.

OTHER CLASSES

Spellmasters respect magical talent wherever they find it, and usually get along with most other spellcasters. Some spellmasters, however, see wizards and eldritch weavers as rivals or foes (or at least as adherents of inferior magical philosophies). Friction sometimes arises between spellmasters and clerics, especially when spellmasters begin making free use of divine spells.

ROLE

A spellmaster can cast an almost unlimited number of spells each day, but usually not very quickly. In general, the spellmaster excels at supporting her allies with beneficial magic (often including divination spells, provided the spellmaster has time to cast them). Spellmasters can launch effective magical attacks against foes, but usually only for a very short time.

GAME RULE INFORMATION

Spellmasters have the following game statistics.

Abilities: Spellmasters rely on Wisdom to help them detect and channel magical energy, and Wisdom makes a spellmaster's spells harder to resist. As it is with most arcane casters, the Armor Class bonus from a high Dexterity score is helpful to a spellmaster, and a good Constitution helps increase a spell master's fairly low hit points.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The spellmaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellmaster class.

WEAPON AND ARMOR PROFICIENCY

A spellmaster is proficient with all simple weapons, but is not proficient with any type of armor or shield. Armor of any type interferes with a spellmaster's arcane gestures, which can cause spells with somatic components to fail.

TABLE 3-4: THE SPELLMASTER

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day						
	Bonus	Save	Save	Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Hold spell (1), sense magic	2	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Counterspell	3	1	—	—	—	—	—
3rd	+2	+1	+1	+3	—	3	2	—	—	—	—	—
4th	+3	+1	+1	+4	Magic savant	3	2	1	—	—	—	—
5th	+3	+1	+1	+4	Hold spell (2)	3	3	1	—	—	—	—
6th	+4	+2	+2	+5	—	3	3	2	—	—	—	—
7th	+5	+2	+2	+5	Spell resistance	3	3	2	1	—	—	—
8th	+6/+1	+2	+2	+6	Improved magic savant	3	3	3	1	—	—	—
9th	+6/+1	+3	+3	+6	Hold spell (3)	3	3	3	2	—	—	—
10th	+7/+2	+3	+3	+7	—	3	3	3	2	1	—	—
11th	+8/+3	+3	+3	+7	Improved spell resistance	3	3	3	3	1	—	—
12th	+9/+4	+4	+4	+8	Greater magic savant	3	3	3	3	2	1	—
13th	+9/+4	+4	+4	+8	Hold spell (4)	3	3	3	3	2	1	—
14th	+10/+5	+4	+4	+9	<i>Dispel magic</i>	4	3	3	3	3	2	1
15th	+11/+6/+1	+5	+5	+9	Turn spell	4	4	3	3	3	2	1
16th	+12/+7/+2	+5	+5	+10	—	4	4	4	3	3	3	2
17th	+12/+7/+2	+5	+5	+10	Hold spell (5)	4	4	4	4	3	3	2
18th	+13/+8/+3	+6	+6	+11	—	4	4	4	4	4	3	3
19th	+14/+9/+4	+6	+6	+11	Master magic savant	4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+6	+12	Absorb spell	4	4	4	4	4	4	4

SPELLS

A spellmaster casts spells by sensing and manipulating the magical energies around her, and though she has spell slots, she doesn't prepare spells in advance in the manner of a wizard, nor does she have a fixed number of spells from which she can draw as does a sorcerer or bard. Instead, she chooses a spell and casts it when she has accumulated sufficient power. This direct manipulation of arcane power can prove taxing and dangerous, though, so that the spellmaster is limited in the number of spells she can keep active at once, and can cast only a small number of spells each day with relative ease and safety. If she exceeds her limit, she risks injury or death.

SPELL AWARENESS

A spellmaster does not learn new spells through study, prayer, or experimentation. Instead, a spellmaster builds a catalogue of spells by watching other spellcasters cast their spells, sensing how the spell is assembled through her magical sensor (see **Sense Magic**). Furthermore, a spellmaster does not recognize a distinction between arcane and divine magic, and can draw power from both sources to cast her spells.

A 1st-level spellmaster begins play aware of a number of 0-level spells (cantrips or orisons) equal to 3 + her Wisdom modifier, and a number of 1st-level spells equal to 1 + her Wisdom modifier. Each level attained in this class, the spellmaster becomes aware of 1d4 + her Wisdom modifier additional spells. These spells are limited to the highest level spell slot she can cast without danger as indicated on **Table 3-4: The Spellmaster**. Thus a spellmaster who advances to 4th-level could become aware of any 0-, 1st-, or 2nd-level spell. The types of spells available for the spellmaster to become aware of should be restricted to the *PHB* and this book, unless your particular campaign makes regular use of spells from other supporting sources.

Spellmasters can also build their catalogue of spells by simply observing spells as they are cast by others, deducing the spell's structure from its verbal, somatic, and material components. Whenever a spellmaster observes another spell cast by a spellcaster (but not cast from a magic item), she can attempt to acquire the spell as a full round action. To do so, she must succeed on a special Spellcraft check against a (DC 15 + special modifier as follows). Note that spells cast with certain metamagic feats are more difficult to acquire as indicated under **Cumulative Modifiers**.

ACQUIRING SPELLS

Spell Level	Spellcraft DC Modifier
0	+0
1st	+1
2nd	+2
3rd	+4
4th	+8
5th	+12
6th	+16
7th	+20
8th	+24
9th	+28

Cumulative Modifiers

The spell was...	DC
Stilled	+5
Silent	+5
Eschewed	+5
Quickened	+20
Spontaneously Cast*	+10

*Through a cleric or druid's spontaneous casting class feature.

For example, if a spellmaster observes a cleric cast *cure moderate wounds* (a 2nd-level spell) she could acquire the spell by succeeding on a DC 17 Spellcraft check. However, if the cleric had spontaneously cast this spell, the DC would be 27 instead (17 base + 10 for spontaneous casting).

A spellmaster may only acquire an additional number of spells in this way equal to twice her Wisdom modifier per level. For example, a spellmaster with a 13 Wisdom could only acquire two additional spells per level beyond those normally acquired by advancing in this class.

For spells appearing at different levels on other class's spell lists, use the spell's cleric level for determining its level for casting by a spellmaster, or use the highest level listed for non-clerical spells. For example, the *heal* spell (cleric 6, druid 7, healing 6) would be treated by a spellmaster treats heal as a 6th-level spell. Note, though, that any spell that has a sorcerer/wizard level is used by the spellmaster at that level, even if a cleric or any other class casts it as a lower-level spell.

CASTING THE SPELL

To safely cast a spell, a spellmaster must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spellmaster's spell is 10 + the spell level + the spellmaster's Wisdom modifier. Unlike other spellcasters, the spellmaster does not gain additional spell slots from having a high Wisdom score.

To gather power for a spell, the spellmaster chooses any spell of which she is aware, then makes a sense magic check (see **Sense Magic**) in order to cast the spell. The DC for the check, the time required to gather power for the spell, and the consequences for failing the check all depend on the spell chosen and the manner in which the spellmaster chooses to cast it.

To power a spell from one of her available spell slots, a spellmaster chooses an appropriate-level spell of which she is aware (though the spellmaster can use a higher-level spell slot to cast a lower-level spell if she wishes) and makes a sense magic check (DC 10 + spell level), which is a standard action that does not provoke an attack of opportunity. A spellmaster can take 10 on a sense magic check to power a spell if she is not distracted or in danger (see **Checks Without Rolls** in **Chapter Four** of the *PHB*), but cannot take 20 on a sense magic check to power a spell. If the check fails, the spellmaster knows immediately and can try to gather power for another spell on her next turn, but the spell slot is used up by the failed check.

Once the spellmaster succeeds on the required sense magic check, she may begin gathering power. The amount of time it takes to gather the power depends on the spell level, as shown on **Table 3-5: Gathering Power**.

The number of rounds rolled reflects the number of rounds during which the spellmaster must spend a standard action gathering spell energy (or a spellmaster may spend a full round action to gather two rounds worth of power). A spellmaster is not required to spend consecutive actions gathering power, so that she could spend one round gathering power, another round running, another round attacking, all before gathering power again. Regardless, a spellmaster may only gather for one spell at a time.

If the spellmaster loses consciousness before she finishes gathering power, the attempt to cast that spell fails (but she does not expend a spell slot if one is being used). Once the spellmaster gathers power for a spell, she casts the spell normally, providing any material components and focus (but not divine focus) the spell requires, and paying any experience point cost the spell normally incurs.

TABLE 3-5: GATHERING POWER

SLOTTED SPELLS

Spell Level	Number of Rounds to Gather Power (Slotted)
0	1
1st	1d4 – Wisdom modifier (minimum 1 round)
2nd	1d6 – Wisdom modifier (minimum 1 round)
3rd	1d8 – Wisdom modifier (minimum 1 round)
4th	1d10 – Wisdom modifier (minimum 1 round)
5th	1d12 – Wisdom modifier (minimum 1 round)
6th	1d20 – Wisdom modifier (minimum 1 round)

NON-SLOTTED SPELLS

Spell Level	Number of Minutes to Gather Power
0	1 – Wisdom modifier (minimum 1 minute)
1st	1d2 – Wisdom modifier (minimum 1 minute)
2nd	1d3 – Wisdom modifier (minimum 1 minute)
3rd	1d4 – Wisdom modifier (minimum 1 minute)
4th	1d6 – Wisdom modifier (minimum 1 minute)
5th	1d8 – Wisdom modifier (minimum 1 minute)
6th	1d10 – Wisdom modifier (minimum 1 minute)
7th	1d12 – Wisdom modifier (minimum 1 minute)
8th	1d20 – Wisdom modifier (minimum 1 minute)
9th	2d20 – Wisdom modifier (minimum 1 minute)

CASTING SPELLS WITHOUT SLOTS

Alternatively, the spellmaster can power a spell without using a spell slot, choosing any spell of any level she is aware of (even one she couldn't normally cast from a spell slot) and making a sense magic check (DC 15 + twice the spell's level). Casting spells without an available spell slot allows the spellmaster to cast spells whose level is higher than normally allowed, or to cast spells even after her daily allotment of spells for any given level has been used up.

Gathering power for the spell takes significantly longer than normal, as shown on **Table 3-5: Gathering Power**.

Furthermore, powering spells without using a spell slot is dangerous. On a failed sense magic check, the spellmaster takes 1d6 points of damage + 2 points per spell level. If the check fails by 5 or more, the spell master takes an additional 1d6 points of Constitution damage (spellmasters who lack Constitution scores, such as undead, take Charisma damage instead). If she is still conscious after the failure, the spellmaster can try to gather power for another spell on her next turn.

SPELL EFFECTS

Once cast, a spellmaster's spells function as if cast by the appropriate class, but each spell a spellmaster casts puts a strain on her being, such that the number of duration-based spells she can have in effect at one time is limited to her Wisdom modifier (minimum one spell). Instantaneous or permanent spells do not count against this limit, and if the spellmaster is killed, rendered unconscious, or suffers any change or damage to her Wisdom score, any spells currently in effect remain unaffected for one day.

A spellmaster cannot benefit from spells or devices that affect the preparation or retention of other spells, such as the *mnemonic enhancer* spell, a *pearl of power*, or a *ring of wizardry*.

If a spellmaster wishes to apply one or more metamagic feats she knows to a spell, she powers the spell normally but uses the higher metamagic level to calculate the sense magic DC and to determine how long it takes to power the spell.

HOLD SPELL (EX)

Once a spell has been powered, a spellmaster (unlike other spellcasters) need not cast it immediately, but can hold it for up to 10 minutes per class level. While gathering spell power, a spellmaster can hold one spell plus one additional spell per four class levels (so one spell at 1st level, two spells at 5th level, three spells at 9th level, and so on). If the spellmaster holds her maximum number of spells and finishes gathering power for an additional spell, she must immediately cast one of her held spells, or can choose to simply lose a spell with no effect.

SENSE MAGIC (EX)

A spellmaster can sense magical auras and even manipulate ambient arcane energy to create magical effects (see **Spells**). Starting at 1st level, a spellmaster can sense magical auras by making a sense magic check as a full-round action. This check works similarly to a *detect magic* spell, except the spellmaster can examine one 10-foot cube of space or a single object or creature that she can touch or see.

To make a sense magic check, the spellmaster rolls 1d20 and adds her spellmaster level (maximum +20) plus her Wisdom modifier. The DC depends on the power of the most potent magical aura present and the distance to the subject.

SENSE MAGIC

DC	Task
0	Detect overwhelming aura
5	Detect strong aura
10	Detect moderate aura
15	Detect faint aura
20	Detect dim aura
+5	Per 5 feet of distance
+5	Noting multiple auras (second round only)

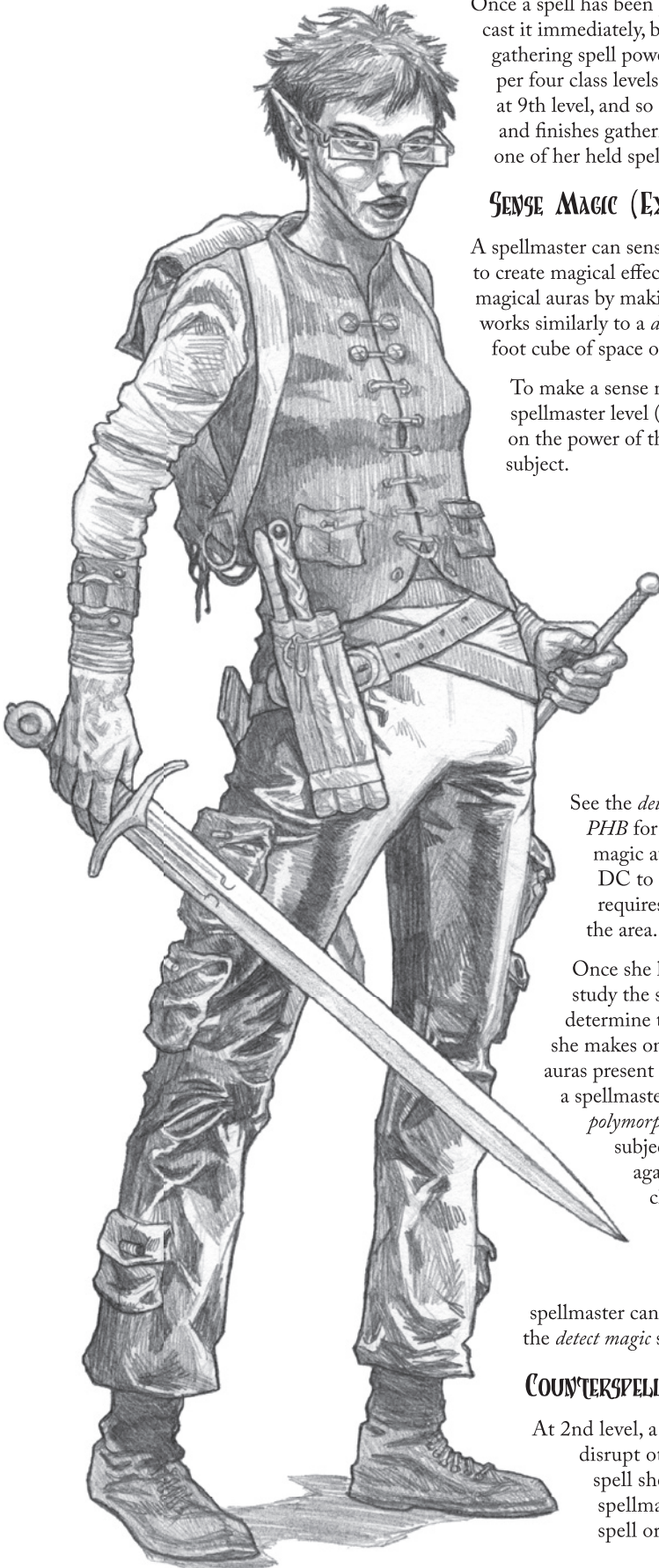
See the *detect magic* spell description in **Chapter Eleven: Spells** of the *PHB* for definitions of aura power. When the subject has multiple magical auras, use the power of the strongest aura to determine the DC to sense any aura, but note that like *detect magic*, sense magic requires 2 rounds of study to reveal the presence of other auras in the area.

Once she has detected the presence of an aura, the spellmaster can study the subject or area again on her next turn and attempt to determine the number of auras present and their locations. To do so, she makes one check which the GM compares to the DCs of all the auras present (including the +5 for detecting multiple auras). For example, a spellmaster studies a prisoner under the effect of *bull's strength* and *polymorph* spells, and who also wears a *belt of dwarvenkind*. The subject has three auras with faint, moderate, and strong power, against which the spellmaster makes a single Sense Magic check. With a result of 16, she notes the strong aura (DC 10) and the moderate aura (DC 15), but not the faint aura (DC 20).

Once she knows the power and location of an aura, a spellmaster can make Spellcraft checks to determine its schools, as noted in the *detect magic* spell description.

COUNTERSPELL (SU)

At 2nd level, a spellmaster's ability to manipulate arcane energy can disrupt other spellcasters, allowing her to counterspell using *any* spell she holds (see **Hold Spell**). Unlike a regular counterspell, the spellmaster must succeed on a roll of 1d20 + the level of the held spell or her spellmaster level (whichever is greater) against the



opponent's caster level check in order for the attempt to succeed. Whether the attempt succeeds or fails, the held spell is lost as if cast.

MAGIC SAVANT (EX)

At 4th level, a spellmaster's understanding of the building blocks of magic gives her an advantage when activating magic items. A spellmaster may use her Wisdom modifier in place of her Charisma modifier on Use Magic Device checks.

SPELL RESISTANCE (SU)

A 7th-level spellmaster learns to protect herself from hostile spells. She gains spell resistance equal to 10 + 1/2 her spellmaster level + her Wisdom modifier.

IMPROVED MAGIC SAVANT (EX)

At 8th level, a spellmaster may add her Wisdom modifier to her Charisma modifier on Use Magic Device checks. This ability replaces Magic Savant.

IMPROVED SPELL RESISTANCE (SU)

At 11th level, the spellmaster's spell resistance equals 15 + 1/2 her spellmaster level + her Wisdom modifier.

GREATER MAGIC SAVANT (EX)

A 12th-level spellmaster gains a +2 bonus to all Knowledge (arcana), Spellcraft, and Use Magic Device checks.

DISPEL MAGIC (SU)

At 14th level, a spellmaster's ability to disrupt other spellcasters becomes good enough she can use any spell she holds as a *greater*

dispel magic. Before making the dispel check, the spellmaster must succeed on a roll of 1d20 + the level of the held spell or her spellmaster level (whichever is greater) against the opponent's caster level check. Whether the attempt succeeds or fails, the held spell is lost as if it had been cast.

TURN SPELL (SU)

At 15th level, a spellmaster has a chance to deflect hostile spells back toward an enemy. Whenever a spell has the spellmaster as a target and fails to penetrate her spell resistance, she can immediately make an opposed caster level check against the opposing spellcaster. If the spellmaster fails, she is affected normally. If she succeeds, she rebounds the spell back on the caster as if she herself had cast it. This ability only works on spells targeting the spellmaster, and does not work against area effect or touch spells.

MASTER MAGIC SAVANT

At 19th level, any time the spellmaster makes a Knowledge (arcana), Spellcraft, or Use Magic Device check, she may roll twice and take the better of the two results.

ABSORB SPELL (SU)

At 20th level, a spellmaster can absorb and store the energy of hostile spells. Whenever a spell has the spellmaster as a target and fails to penetrate her spell resistance, she can immediately make an opposed caster level check against the opposing spellcaster. If the spellmaster fails, she is affected normally. If she succeeds, however, she absorbs the spell and gathers enough power to cast the spell herself (the absorbed spell need not be on the list of spells of which she is aware). This ability does not work against area effect or touch spells, and the absorbed spell counts against the spellmaster's limit on spells held (so if the spellmaster is already at her limit, she cannot absorb any additional spells).

- THANEMAGE -

It has been said time and time agains that knowledge is power, but few but the thanemage know the real truth of that old adage. Thanemages are warriors who also study arcane secrets, combining armed might with magical skill to sometimes devastating effect (especially against supernatural foes). There is no morality attached to the profession of thenmage. Ranks of the thanemages can run the range of stalwart do-gooders, ravagers, conquerors, and soldiers of fortune.

ADVENTURES

Thanemages make it their business to confront danger, some doing so merely for danger's sake, pitting their knowledge and courage against the toughest foes simply to see who'll survive. Most thanemages aren't quite so reckless, though, with some facing danger for pay or for the promise of treasure, others seeking to protect the weak, the innocent, or the ignorant from unseen threats, and still others driven by the quiet craving for power, magical or temporal.

CHARACTERISTICS

The thanemage is proficient with all simple and martial weapons and is very capable in offensive combat. As an arcane spellcaster, he must limit himself to lightweight armor to avoid interference with his spells, and he uses his esoteric and magical knowledge to supplement his fighting skills.

ALIGNMENT

No single alignment prevails among thanemages, with good thanemages often dedicating themselves to seeking out and defeating evil creatures, particularly creatures wielding magical or supernatural abilities. Lawful thanemages are most often interested in meting out justice to criminals, or in protecting people or institutions they cherish. Chaotic thanemages most often function as knights errant, taking on whatever task comes to hand. Evil thanemages are usually little more than thugs with a veneer of sophistication and magical aptitude.

RELIGION

Thanemages may revere either martial or magical deities, most with a slight preference for the former. They tend to shun warlike deities emphasizing strength or ferocity in favor of those that show gifts for strategy and clever tricks.

BACKGROUND

Some thanemages start out as guards or servants to spellcasters, before discovering they themselves have some command of magic. Others begin as students of magic, but find while magic is potent, their sword arm often proves more reliable. Some begin under the tutelage of a seasoned thanemage who sees