

Old Empires Prestige Classes and Spells

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The Enkidion Prestige Class

(wrestling-monks of Unther)

(Note: What follows isn't canon, nor should it be considered canon. I'm not sure if any source material has dealt in detail about the barbarian horde that struck Mulhorand and Unther in 203 DR, so it's possible contradictory material exists. If so, I'd appreciate knowing about it, and I'll revise accordingly).

Background

Not many know of the order of Enkidion, but those who do sometimes call them "noble fools who make paladins seem wise". This is an ancient order of "wrestling-monks", skilled in the art of unarmed combat, but who employ a more "western" style than their eastern counterparts, namely boxing and wrestling.

The order was founded by Enkidon, an old Untheric demi-god and childhood rival and companion of Gilgeam. When the Untheric pantheon crossed into Faerun along with the Mulhorandi, Enkidon came with them, where he and Gilgeam competed in fighting monsters and taming the frontier of Unther and the Eastern Shaar. During the Orcgate Wars, he and Gilgeam to see who could slay the most deities of the Orc pantheon, and both became feared. They were both rivals and closest of friends.

When Enlil, chief deity of the Untheric pantheon, departed the Realms, Gilgeam took up a position as the new head. Enkidon became his closest advisor and friend; it is said that the reason that neither god took a wife was the fear that it would damage their friendship. But Enkidon was bored in his role of Gilgeam's advisor, and when he left Unthalass to wander the world and adventure, Gilgeam's heart sank into loneliness and bitterness.

Gilgeam's nature was always at its best when he was questing, and slowly, the duties of rulership cooled his heart. Enkidon continued a life of adventure, slaying monsters and demons. The glory he won gnawed at his friend's heart.

In 200 DR, a race of half-demon barbarians, the Tanray, moved through the South and gathered an unstoppable horde of half-demons, men, and gnolls. Their leader was Suavnon Avatarslayer, a half-demon/half-human sOrcerer/barbarian of Imaskari descent. Suavnon received magical strength from hunting, killing, and eating the avatars of Mystra (how he gained strength from this improbable act, rather than being cut off from the Weave, is a mystery that has been mercifully lost to the ages). At his peak, Suavnon was as powerful as the avatars and Manifestations of the gods themselves.

In 203 DR, the Tanray Horde invaded the Old Empires, and Mulhorand and Unther united against the threat. It took the combined might of the manifestations of Gilgeam, Enkidon, and Anhur to best the demon-man-king. The dying Suavnon cursed the gods and the two nations that had bested him, and prophecized that their empires would soon crumble.

Gilgeam and Anhur divided the body; Anhur locked the head as a relic in his stronghold in Skuld, where it remains to this day. Gilgeam took the body, and did horrible things to it before displaying it over the gates of Unthalass. But the pieces broke and were scattered, and the relics of the Anti-Saint Suavnon have caused many problems over the centuries (more on this another time).

Of all the gods of Unther, only Enkidon worried about Suavnon's prophecy, seeing seeds of truth in it. In addition, Enkidon had spent much of his time during Gilgeam's reign in the company of mortals. He was dismayed by the cruelty Gilgeam had shown toward Unther's soldiers, for he believed that only mortals would be able to break this curse.

In 225 DR, Enkidon founded a brotherhood of mortal men and women to nurture and love. These people were called the Enkidion: they would be scholars, athletes, artists, and the enlightened. Enkidon envisioned that they would win Gilgeam's heart, rekindle his lost spirit, and stand at his side while his friend led Unther to a new golden age.

Alas, this was not to be. In 470 DR., a great dragon (Me-guz, the so-called "son of Tiamat") ravaged Western Unther and the northern coast. To prove the worth of his Enkidion to Gilgeam, he took a dozen of the finest members of the Order and went into battle against Me-Guz. It was a disaster. Enkidon was slain, and so were all but one of the Enkidion. Enkidon's last command to his followers were to remain loyal to Gilgeam above all else.

Gilgeam, who had girded himself for battle and had looked forward to another fight against a great monster, was caught off-guard by the death of Enkidon. He slew Me-Guz, who had been greatly weakened by his earlier fight, but he blamed the Enkidion mortals for his friends' death, and executed as many of them as he could find. Many of the executed Enkidion were the best and bravest of Unther, and the kingdom suffered mightily for their ruler's grief. In the northwest, which was not well represented in the court of Unthalass, the murders of their greatest sons and daughters only hastened their withdrawal from the empire of Unther.

Despite this, the Order of the Enkidion maintained their belief in the ideal of the god-king and refused to renounce Gilgeam (the steadfastness of Untheric loyalty to their pantheon is something that frequently bewilders those in the West). To survive, the Order eventually retreated into small fortresses in the mountains of Unther. However, although they refused to obey Gilgeam's commands, they continued to worship and honor their persecutor as their god, because "it is the right thing to do".

Over the course of the centuries, the Order maintained its numbers by recruiting many of the best men and women in Unther and taking them to mountain sanctuaries for training and protection. Gilgeam persecuted them, slaying them whenever he could find them. Nonetheless, on occasion, an Enkidi would leave his or her refuge and wander the wide world, righting wrongs, crafting wonders of art and magic, and striving to win glory for Gilgeam. Gilgeam cared nothing for such loyalty, and traveling Enkidi hid their true nature from him. More than one was exposed and died a horrible death in the arena, for Gilgeam came to enjoy slaying them with his bare, bloody hands. When Gilgeam fell, the Order refused to acknowledge that he was dead; instead, the Enkidion insisted that this was a transition, and that soon the true, just, and wise Gilgeam would be reborn and lead Unther into that long promised era of prosperity. "Delusional thinking, even by religious standards," according to Isimud of the Enclave.

Since the death of Gilgeam, several hundred Enkidi have left their temple sanctuaries to roam the nation of Unther. Some protect old Untheric tombs and ruins, opposing treasure hunters, brigands, and dark priesthoods such as Tiamat's. Others disguise themselves as serfs, and help people in need. Sometimes they'll even allow themselves to be captured and taken into slavery, so they can comfort slaves and take their burdens onto their broad shoulders. There, they pass the legends of Enkidon and early Unther, (and the eventual redemption and rebirth of Gilgeam) to the common people.

The Enkidi oppose any effort to displace worship of the old gods in Unther, and have fought against both Mulhorandi and Western efforts to impose their religious beliefs in Unther. They're one of the fiercest forces of resistance to the Mulhorandi invasion.

[Note: Here's the reality check - the Enkidi are really an excuse to allow the GM to come up with half-naked oil-drenched buttkickers (men and women) to confront the PCs. If this concept doesn't appeal to you, ignore this class or tone it down.]

Requirements

To become an Enkidi, a character must fulfill the following criteria:

Alignments:

LG, NG

Base Attack Bonus:

+6

Class:

Any fighter or priest except monk. Priests must be priests of Gilgeam.

Skills:

Craft (painting/sculpture): 2 ranks, Escape Artist: 2 ranks, Jump: 2 ranks, Knowledge (history): 2 ranks, Perform (ballad, poem or epic): 2 ranks

Feats:

Dodge

Improved Unarmed Strike

Toughness (one rank).

Special:

The Enkidi must find a stronghold of the Engidon, and pass tests to demonstrate physical strength, toughness, historical knowledge, and artistic ability. Once accepted, the Enkidi is expected to wear nothing heavier than light armor, and may not refuse a challenge to one-on-one unarmed combat.

All Enkidi are worshippers of Gilgeam, regardless of how foolish it may seem.

Hit Dice: d10

Skill Points/level:

(4 + Int Modifier)

Class Skills:

Class skills for the Enkidi include: Alchemy (Int), Balance (Dex), Climb (Str), Craft Painting or Sculpture (Int), Escape Artist (Dex), Heal (Wis), Jump (Str), Perform (Cha), Tumble (Dex).

Weapon and Armor Proficiency:

An Enkidi is proficient with all simple and martial weapons, and light armor.

ENKIDION SPECIAL ABILITIES TABLE

Class Level	Base Attack	Grapple Check	Damage Bonus	Fort Save	Ref Save	Will Save	Dmg Red.	Special
1st	+1	+3	+0	+2	+1	+0	0	
2nd	+2	+4	+0	+3	+1	+1	0	AC Bonus +2
3rd	+3	+5	+1	+3	+2	+1	0	Distill Oil
4th	+4	+5	+1	+4	+2	+1	0	Critical Grapple
5th	+5	+6	+2	+4	+3	+2	1	KO/Choke Check

6th	+6	+6	+2	+5	+3	+2	1	AC Bonus +4
7th	+7	+7	+3	+5	+4	+2	2	Bonebreaker
8th	+8	+7	+3	+6	+4	+3	2	
9th	+9	+7	+3	+6	+5	+3	2	AC Bonus +6
10th	+10	+8	+4	+7	+5	+3	3	Quick Grapple

Class Abilities

Grapple Checks

Enkidion are skill grapplers, and get significant bonuses to their Grapple Checks (see PHB, p. 137).

Damage Bonus

This applies to unarmed damage when punching or wrestling, not to attacks with weapons.

Unlike monks, damage done by an Enkidi's unarmed attacks is considered Subdual damage, but this can be changed to normal damage if he or she takes a -4 penalty on their attack rolls.

Damage Reduction

When unarmored, the Enkidi get a one point of damage reduction against all successful attacks, which increases at higher levels. This should be treated identical to the barbarian's damage reduction with regards to magic. A barbarian/enkidi do add together their damage reduction values.

AC Bonus

When wearing light or no armor, the Enkidi get bonuses to their armor class. This bonus starts at +2 at second level, increases to +4 at 6th level, and finally to +6 at 9th level. These bonuses aren't cumulative (ie. the Enkidi doesn't have a +12 bonus at 9th level).

Distill Oil

At third level, members of the Enkidion are taught how to brew any one of the Oils of Unther (see below).

Knockout/Choke Hold

At fifth level, when an Enkidi scores a critical with a punch or a grapple, the target must make a Constitution Check against a roll of 10+Damage; if this check fails, the target is Stunned for 1d4 rounds.

Critical Grapple

This improves the critical hit on an unarmed attack from a 20 to a 19-20. (Improved criticals can bring this down to 18-20).

Bonebreaker

If an Enkidi has grappled an opponent, he can perform a crippling strike, as per the thief ability, except they may designate the strike to reduce a point of Strength or Dexterity.

Quick Grapple

The Enkidi can initiate a grapple in a round without making an attack; likewise, they can attempt one escape per round as a free action.

Ex-Enkidion

"Fallen" Enkidi maintain their powers and skills, but can never reenter the class. Damage bonuses on Enkidion attacks are incompatible to monk strike damage; fallen Enkidi who become

monks may not combine chokes/knockouts with monk powers, and likewise, Enkidi ex-monks cannot combine monk special abilities (and damage values) while using special Enkidion attacks.

UNTHER HOLY OILS

Holy Oils of Unther are brewed by the priesthoods of Isis (in her guise as the Untheric deity Ishtar), the priesthood of Gilgeam, and the Enkidion. They are primarily composed of olive oil, but with holy water, flower extracts and spices added to the elixir. The Holy Oils of Unther have very strong odors; either musky (for oils such as Wrestler's Oil), or an overwhelming perfume (for oils such as Oil of Beauty).

Holy Oils require:

- a Brew Potion feat
- a successful Alchemy roll
- three days worth of work.
- The presence of a priest to cast a Bless Water spell on the oil at the conclusion of the brewing.
- Expenditure of appropriate xp (see individual Oil)
- Expenditure of appropriate gp (see individual Oil)

The level of the Enkidi must equal the level of the Caster Level listed in the prerequisite, so the most potent Oils can only be brewed by Enkidion masters.

All Holy Oils may only be applied and worn while the majority of the character's body is exposed (full nudity is not required, but any armor will negate their effect). They are poured on the top of the character's head, and work instantaneously. Only one oil may be active at a time.

Note: The secret of Oil of Agelessness (Old Empires, p. 81) is not known to the Enkidion.

Oil of Armor

When creatures anoint itself with this oil, they are bestowed with a magical toughness that gives them a base armor class of 16. This armor class is cumulative with shields, dexterity and magical bonuses, but is spoiled when the target equips himself with any other form of armor (including bracers). The effects last 6+1d6 hours.

Oil of Armor cannot be used to reduce the toughness of a creature whose natural toughness armor exceeds 16. The higher value prevails. Caster/Enkidion Level: 3rd. Prerequisite: Brew Potion/Distill Oil, caster level 3rd+, Market Value: 500 gp. Cost to Create: 100 gp + 75 xp

Oil of Beauty

This oil, concocted from olive oil, a crushed pearl, and ash from the Purple Plains. When distilled and placed on a target's body, it increases the target's charisma by 1d4+1 points for three hours. Furthermore, anyone targeted by the wearer receives an additional -2 penalty to DCs on all Willpower saves, provided they are of appropriate race, gender, etc. to find the wearer attractive (DM call). Caster/Enkidion Level: 5th. Prerequisite: Brew Potion/Distill Oil, caster level 5th+, Market Value: 5000 gp. Cost to Create: 1000 gp + 25 xp

Oil of Flame-Touch

This brew causes anything that makes contact with the wearer to burst into flames. If grappling or punching, the wearer receives a bonus of 1d4 magical fire damage, and if the wielder is struck by a melee weapon, the weapon erupts into flames, doing 1d3 points of damage each time it makes contact. This effects of this oil lasts ten rounds. Caster/Enkidion Level: 5th. Prerequisite: Brew Potion/Distill Oil, caster level 5th+, Market Value: 5000 gp. Cost to Create: 1000 gp + 75 xp

Oil of the God-Kings

This brew is the ultimate creation of the Enkidion. It imbues the wearer with divine energy, increasing each of the wearer's stat scores by +4, and granting 5 points per round Fast Healing. The effects of this oil last for ten rounds; after which the wearer loses 4 points of Strength and Dexterity for three hours. Caster/Enkidion Level: 8th. Perquisite: Brew Potion/Distill Oil, caster level 8th+, Market Value: 25000 gp. Cost to Create: 5000 gp + 250 xp

Oil of Songs.

This brew enhances the wearer's voice so they have a +1 bonus to Charisma and a +2 bonus to all song Perform skill rolls. The effects of this roll lasts 10 +1d6 minutes. Caster/Enkidion Level: 3rd. Perquisite: Brew Potion/Distill Oil, caster level 3rd+, Market Value: 1000 gp. Cost to Create: 200 gp + 25 xp

Runner's Oil

This oil makes an Enkidi very fleet of foot. It increases an Enkidi's base movement by 10, and doubles any armor class bonuses due to Dexterity, as long as the Enkidi has moved that round (if they haven't moved, they only get normal Dexterity bonuses). The effects of this oil lasts 10 + 1d6 rounds. Caster/Enkidion Level: 4th. Perquisite: Brew Potion/Distill Oil, caster level 4th+, Market Value: 2500 gp. Cost to Create: 500 gp + 50 xp

Wrestler's Oil

This oil transforms the Enkidi into an even more formidable fighting machine. It adds +2 to all Wrestling checks, and adds +4 to the damage from a Wrestling attack, adds +2 to the opponent's DC necessary to save vs. a chokehold, and adds +1 stat damage to any stat damage done by a bonebreaking attack. The effects of this oil lasts 10 + 1d6 rounds. Caster/Enkidion Level: 6th. Perquisite: Brew Potion/Distill Oil, caster level 6th+, Market Value: 5000 gp. Cost to Create: 1000 gp + 75 xp

LIGHTBEARER PRESTIGE CLASS

Also called Holy Champions and Holy Questors, the Lightbearer is a Prestige Class of various gods of light and weal. Questing is the heart of the Lightbearer class; by achieving great quests, the Lightbearer can gain access to powers and equipment that rival anything granted to other classes - they just have to work a little harder to get them.

The Lightbearer is a holy person, finely attuned to the forces of life and death. A Lightbearer gains insight when near the point of death, and obtains power over those they care about are dead or near the point of death (this is a very good class for followers of good-aligned death gods). The Lightbearer often develops close bonds with a few living people, forging friendships that literally last beyond the grave.

In the Realms, Lightbearers are most commonly a Prestige Class associated with the paladins of the Mulhorandi god Osiris, and with Kelemvor.

REQUIREMENTS

Alignment: any Good (CGs are exceptionally rare)

Base Attack Bonus: +8

Skills: Knowledge (religion): 4 ranks

Concentration: 4 ranks

Feats: Weapon Focus

Special: The Lightbearer must successfully complete a Quest for their patron religion. The Lightbearer candidate also needs to have experienced a near death experience (have fallen between -5 and -9 hit points at least once in their career.)

Class Skills

Featured in Player's Handbook.

Skill Points at Each Level: 2 + INT modifier

Class Features

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Abilities
1st	+1	+0	+0	+1	Sacrificial Healing, Orisons
2nd	+2	+1	+0	+1	Vengeful Strike, Deathblow
3rd	+3	+1	+0	+2	Meditation
4th	+4	+2	+1	+2	Consecrate Minor Holy Quest
5th	+5	+2	+1	+2	Death Walks With Me
6th	+6	+3	+2	+3	Call From The Brink
7th	+7	+3	+2	+3	Quest Walk Minor Holy Quest
8th	+8	+4	+2	+3	Spiritcall
9th	+9	+4	+3	+4	Cheat Death
10th	+10	+4	+3	+4	Major Holy Quest Holy Guise.

SPECIAL ABILITIES

Orisons

Lightbearers are not technically priests, but they are considered holy men. All Lightbearers know three Orisons per day, which they prepare as priests. They are also considered priests for the purposes of performing ceremonies.

Sacrificial Healing

At 1st level, the Lightbearer can heal 3 hp/level, once per day. For every 3 hp healed, the Lightbearer must sacrifice one of his or her own hit points, thus a 10th level Lightbearer can heal 30 hit points of damage (while sacrificing ten of his own hit points). The Lightbearer does not have to use this power at full strength,

Vengeful Strike

At 2nd level, the Lightbearer may declare that a comrade is beloved (one comrade per 2 levels of Lightbearer). If that comrade is slain, then the Lightbearer gains a +2 bonus to all attack and damage rolls against that individual's killer until the comrade is raised from the dead, or the individual is slain.

The comrade must be known to the Lightbearer and be either beloved by him or her, or have fought at his/her side on frequent occasions. A comrade is free to rebuke this status. Once a comrade is avenged (by the death of his killer), the Lightbearer may declare a new comrade in their place by completing a quest. If a killer is slain, but later raised from the dead, they are no longer subject to the Vengeful Strike. A steed or a familiar may be granted beloved status.

Deathblow

At 2nd level, the Lightbearer may act at the moment of death when they are killed by an attack, with a single melee attack or a single ranged attack (at the highest bonus). At 5th level, if a Lightbearer's deathblow successfully lands, it is an automatic critical hit. A Lightbearer with a Cheat Death power can use this ability.

Meditation

A Lightbearer has lower saving throws than other classes, but at 3rd level, if a Lightbearer spends one hour in meditation, all Saving Throws are boosted by 1 for the next twenty-four hours. They cannot meditate on evil Outside planes.

Consecrate

At 4th level, the Lightbearer can sanctify as per the 2nd level divine spell, once per day.

Minor Holy Quest

See Quests

Call From The Brink

At 5th level, a Lightbearer can call to any dying person (between zero and -9 hit points), and bring them back from the brink of death. The person is restored to full life, with an additional 2d8+1 hit points (or maximum hit points, whichever is lower).

At 7th level, the Lightbearer can call even the recent dead back to life. If the person is above -20 hit points, and has been dead for a number of rounds less than or equal to 2+ the Lightbearer's Wisdom modifier, then the person is called from the grave, also with 2d8 +1 hit points (or maximum hit points, whichever is lower).

Calling someone from the brink is very taxing; the Lightbearer takes 2d6 hit points damage whenever they use this power and is incapacitated for a round. They may only Call From the Brink once each day. Lightbearers cannot call someone from the brink unless they know their name.

Death Walks With Me

At 6th level, when a Lightbearer is reduced to 20% of their original hit point total or less (round fractions up) they gain tremendous powers as their closeness to death provides them with temporary insight into the nature of life and the universe.

- All attack and damage rolls are improved by +2.
- They obtain SR of 10+Level.
- All saving throws are improved by +1
- They receive damage reduction of 5/+1

The Lightbearer loses these abilities when healed above 20% of their total, or when they drop to 0 or lower hit points.

Quest Walk

At 7th level, while on a quest for their church, if the Lightbearer knows the general location of their quest, they may wind walk to that location, as per the 6th level priest spell, once per day.

Spirit Call

At 8th level, the Lightbearer can call the spirit of any beloved comrade who's dead. If the comrade died with more levels than the Lightbearer's current total, he or she cannot be Called. The called spirit will have full hit points, full spell knowledge (if any), and possess all magic items they had at the moment they died. The spirit will also have Damage Resistance of 20/+1, and Spell Resistance of 25. The called spirit will do the Lightbearer's bidding for 10 rounds, then vanish forever - not even a Quest will allow the Lightbearer to call the same spirit twice.

Cheat Death

One of a Lightbearer's greatest abilities is the power to ignore death itself. At 9th level, a Lightbearer who is capable of Cheating Death will be reborn, once. At the moment of death, the Lightbearer must choose any time from one round up to one hour as the time of their rebirth, and they will be reborn at that time. They will be reborn at full hit points, all spells known, and with full gear restored, on the exact spot where he or she died. Once the Lightbearer has cheated death, they may not do so again unless they perform a Quest with the specific objective of regaining this power.

Holy Guise

At 10th level, the Lightbearer can affect a Holy Guise. When this pure form of goodness is worn, the Lightbearer takes 1 hit point of damage per round, but radiates a holy light in a 30' radius. Any non-good creature who looks upon the Lightbearer must make a Willpower Save vs. DC 10+ Lightbearer's total level to attack him. Any evil creature within the veil of holy light will take 1 hp damage/total level of the Lightbearer; any undead creature or evil Outsider will take 2 hp/level damage. This guise can be worn as a free action, and lasts for up to ten rounds. The Holy Guise may only be worn once per day. It may not be worn on an evil Outside plane.

Major Quests

See Quests.

QUEST

Lightbearers also advance through quests. Quests are either assigned to the Lightbearer as they travel through visions, or they must make a pilgrimage to a holy place and meditate until they receive them. The Lightbearer does not choose the quest, and quests usually have time limits.

Failing a quest has serious penalties; if a Questor exceeds a time limit, but the quest can still be achieved, then the Lightbearer loses -25 xp/level per level (thus a 10th level character on a 30 day

quest loses 250 xp per day on Day 31 and after) until the quest is achieved. If a quest is formally abandoned or becomes impossible to complete, it costs the Lightbearer 500*the Lightbearer's total level as an xp penalty (thus that 10th level character loses 5000 xp for failing a quest). A Lightbearer cannot lose a level from time limit or failure penalties.

The character is considered the guardian, not the owner, of any item attained as a reward by a Quest; if the item is lost or destroyed, the character loses 500*the Lightbearer's total level as an xp penalty.

Minor Holy Quest

Minor Quests, which may be attempted at 4th level (a second Quest may be attempted at 7th level) involve such tasks as: slaying an evil individual with a CR appropriate to the Lightbearer's party, rescuing a prisoner from a stronghold, or retrieving a stolen item from an enemy stronghold. When they achieve the Quest, the fighter may accept either Holy Armor, a Holy Weapon, or a Boon.

Armor

The Lightbearer may strive to win Holy Armor. This armor may be of any Armor type usable by the Lightbearer. This armor has: a +2 Bonus, Protection from Evil, and one of the following powers: Acid Resistance, Cold Resistance, Feather Fall (as per the 1st level wizard spell), Fire Resistance, Glamered, or Ghost Touch.

Weapon

The Lightbearer may strive to win a Holy Weapon. The Lightbearer must have Weapon Focus (for non-fighters) or Weapon specialization (for fighters) feat with that weapon. The weapon received has a base enchantment of +2, with the Special Ability: Holy, and one additional of the following Special Abilities: Cure Serious Wounds (which can be invoked once per day, as a free action, by touch), Defender, Disruption, Ghost Touch, or Protector (+1 to all Saving Throws).

Boon

The Lightbearer can receive one of the following minor powers (of their choice):

- Bestow sanctuary. The Lightbearer may bestow a sanctuary on a target, once per day, as per the 1st level cleric spell. While within the sanctuary, the target also Fast Heals 1 hit points per round.
- Consecrated Healing: The Lightbringer Fast Heals 2 hp/round on ground that's consecrated to the character's deity, or on Good aligned Outside planes.
- Restoration, as per the 4th level cleric spell, 1x day.
- Traveler: +10 ft. to base movement speed.

In exchange for a Boon, the Lightbearer gains guardianship of a small area of holy land (usually a chapel or shrine). If this land is ever desecrated, the Lightbearer loses the boon and 500 xp/total character level.

Major Quests

Major Quests are far more nebulously defined than a minor quest; they usually involve exploring a major mystery of the nature of the universe, with a name or a phrase as the only clue. They should be exceedingly difficult. When the Lightbearer discovers the secret of the quest, they will obtain a holy weapon or armor (as above, but with a +3 bonus), or a Greater Power (player choice), which include:

Greater Power

- Armor of Life. The Lightbearer acquires 2 points of natural armor, improving their Armor Class by 2.
- Healing: Heal, as the 6th level cleric spell, 1x day.

- Holy Aura: Any evil aligned creature who touches him or her takes 1d3 damage.
- Immunity to level and energy drain.
- Insight. True seeing, as per the priest spell, once per day.

MASTER OF MYSTERIES

The Master of Mysteries is a specialty wizard class available to those favored by the gods of Mulhorand. These hale men are the seekers of lost lore, and keepers of known lore. They guard the places of the dead. They are teachers and healers. In Mulhorand, they are feared as wise men, miracle workers, and enforcers of the will of the gods (especially Thoth, who does not suffer those who steal the secrets of the Book of the Dead).

Unlike conventional mages, the Master of Mysteries straddles the line between priest and wizard, mixing spells divine and arcane. Masters must reach at least 5th level in the cleric class, and although they study spells as wizards, they must maintain their service to their deity in order to gain spells. More potently, they can use divine power to empower their arcane magicks, making them more powerful and difficult to resist.

The Master of Mysteries is primarily meant for campaigns where they want a more Egyptian feel to the campaign. To accomplish this, we're raising a few red flags, particularly in the mix of the divine and the arcane, which is normally a no-no, but really reinforces the influence of the divine on the arcane, and reinforces the flavor of the setting.

Most Masters of Mysteries belong to the orthodox members of the Mulhorandi pantheon, but the renegade deities of the Mulhorandi pantheon (ie. Set, Sebek) have their own Masters too.

Southern Magic

All spells known by the Master of Mysteries is written in ss-Thoth, the so-called language of Southern magic. Ss-Thoth is a hieroglyphic script that combines divine and arcane symbology, making it nearly impossible for non-Mulhorandi to translate without special knowledge. Although several foreign sorcerers (all but one of them Halruaan) have "broken the code", it has been the policy of the priesthood of Thoth to track down and either kill or feeblemind anyone who breaches this sacred secret, and the church of Thoth have sent spies and assassins abroad to carry out their wishes. A *Read Southern Magic* spell is identical to a *read magic* spell, except it reads ss-Thoth script.

(Designer's Note: Since one of the more intriguing aspects of Egypt is its exotic and mysterious script, Read Southern Magic is meant as a magical echo; it provides opportunities for PC's to look for a Realms equivalent of a Rosetta Stone).

REQUIREMENTS

Alignment: any.

Skills: Knowledge (astrology): 3 ranks

Knowledge (religion): 5 ranks

Profession (scribe): 3 ranks

Spellcraft: 4 ranks

Other: Able to cast 3rd level priest spells

Worshipper of a god of the Mulhorandi pantheon

Class Skills

Concentration (Con), Decipher Script (Int), Diplomacy (Wis), Knowledge (Arcana) (Int), Knowledge (Astrology) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Profession (Wis), Speak Language, and Spellcraft (Int).

Hit Dice: d4

Skill Points at Each Level: 2 + INT modifier

Class Features

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells Known Per Day							Special Abilities	
					0	1	2	3	4	5	6		
1st	+1	+1	+0	+1	3	1	--	-	-	-	-	-	Divine Enhancement
2nd	+2	+2	+0	+2	4	2	-	-	-	-	-	-	Prayer of Recall
3rd	+3	+2	+1	+2	4	2	1	-	-	-	-	-	
4th	+3	+3	+1	+3	4	3	2	-	-	-	-	-	Horoscope
5th	+4	+3	+1	+4	4	3	2	1	-	-	-	-	Amulet (mekhet)
6th	+5	+4	+2	+4	4	3	3	2	-	-	-	-	
7th	+6	+4	+2	+5	4	4	3	2	1	-	-	-	Figurine (<i>Shabti</i>)
8th	+6	+5	+2	+5	4	4	3	3	2	-	-	-	
9th	+7	+5	+3	+6	4	4	3	3	2	1	-	-	Animal Form
10th	+8	+6	+3	+6	4	4	3	3	3	2	-	-	Holy Seal
11th	+9	+6	+4	+7	4	4	4	3	3	2	1	-	
12th	+9	+7	+4	+7	4	4	4	4	3	3	2	-	

CLASS ABILITIES

Divine Enhancement

The Master of Mysteries may use a divine spell slot to enhance an arcane spell. Enhancing spell gives variable effects, depending on what spell level is used to enhance it. Only one effect may be chosen at a time. For any of the metamagic effects, the spell effect need not be specified beforehand (hence it's pretty damn expensive!). No spell can be divinely enhanced that would take it beyond 9th level (thus you can't use a 9th level divine spell to enhance a 6th or higher level spell, as adding four levels would take it to at least 10th level.

The slot must be designated as "enhancement" when he prepares the spell.

The caster may choose the desired enhancement when the spell is cast.

1st -9th Level spell:	-1/2 /level (round fractions down) penalty to target's saving throw +1/level to spell penetration level. +1/level to Attack roll with spell +2/level to Concentrate roll -2/level to opponent's Spellcraft roll (for purposes of penalizing counterspells)
6th level spell	Any +1 level spell metamagic feat on the spell cast
7th level spell	Any +2 level spell metamagic feat on the spell cast
8th level spell	Any +3 level spell metamagic feat on the spell cast
9 th + level spell	Any +4 level spell metamagic feat on the Spell cast

Prayer of Recall

At second level, the Master of Mysteries may leave open Divine spell slots to remember cast arcane spells. If a Master casts an arcane spell and has an available divine magic slot, a Spellcraft roll made at a DC of 15+spell level will allow the Master to successfully remember the spell, placing it in the divine spell slot. The open divine spell slot must be the same level as the one that was cast.

Horoscope

The Master can chart someone's horoscope, once per day. The Master must know the date and place of the subject's birth, and the subject's true name. If the roll is successful, then the Master will produce a scroll that will cast an Augury spell (once) when it is consulted. The success of the Augury is 70% +1%/level, with an additional bonus of +1 per point made by a Knowledge: Astrology roll over a DC of 20 (ie. if the Master rolls a 24 on his astrology roll, he gets +4% success chance to the Augury). The horoscope is not particularly accurate over the long term: every day after the chart is drawn penalizes the Augury by -10%. It requires an hour to craft a person's horoscope.

Mekhet

At the holy time of the day that the Master receives his Priest's spells, he may also pray for a *mekhet*, or amulet. This amulet will contain a single use Abjuration spell; breaking the amulet (a full round action) will release the spell. The Master will not receive a *mekhet* that contains a spell he cannot cast. The Master may not have more than one *mekhet* at a time, nor wear the *mekhet* with any other type of amulet.

The Master may surrender his *mekhet* so it may be buried with a sanctified dead body of a Mulhorandi faithful; when he does so, he receives a gift of *maat* from his deity: +2 to all saving throws and ten bonus hit points, which last until the next sunset. The gift of *maat* can only be received once per week.

If a person is buried with a *mekhet*, the abjuration on the *mekhet* is automatically triggered when the body's container (the sarcophagus or the mummy wrappings) is disturbed.

Figurine (Shabti)

At seventh level, the Master can craft a *shabti*, a warrior figurine, a rough wooden figure about eight inches in length. It requires one hour's work and a Craft roll with a DC 20 to successfully carve the *shabti*. If successful, the Master has a figurine which he can throw down to Transform itself into a fighter of equal level to one-half the creator's Master level, (they're armored in bronze half-plate [+6 AC, otherwise identical to normal half-plate] and shield, and equipped with a longsword or scimitar, and possess the following stats: S14 I14 W14 D14 C14 Ch14). The *shabti* will fight for its master until it's killed, or until ten rounds +1 round per Master's wisdom bonus, after which it crumbles into dust. Each Master may only have one Empowered *shabti* at a time.

The Master may surrender his *shabti* so it may be buried with a sanctified dead body of a Mulhorandi faithful; when he does so, he receives a gift of *maat* from his deity: +2 to all saving throws and ten bonus hit points, which last until the next sunset. The gift of *maat* can only be received once per week.

If a person is buried with a *shabti*, the *shabti* will come to life when disturbed or when the container of the body he's meant to protect (the sarcophagus or the mummy wrappings) is disturbed.

Animal Form

At 9th level, the Master of Mysteries will be able to assume a hybrid animal/human form, depending on the deity he serves. This form has the body of a human, but a head belonging to an animal sacred to the Master's deity. While assuming the animal form, the Master receives SR 15+1/Master Level, Damage Reduction 1 pt per Master Level/+3, +1 to all saving throws, and the following powers.

Crocodile (Sebek): +4 to Strength.

Crow (Nephtys): The Master may fly at a base Movement rate of 90 (average). When the animal form expires and if the Master's still airborne, she will feather fall safely to the ground.

Cow (Hathor): All healing spells cast by Master have maximum possible effect.

Falcon (Horus-Re): The Master will gain +3 damage and +1 improved critical rolls with all staves and maces.

Goose (Geb): +4 to all Spot, Search, Listen rolls, +2 to Initiative rolls.

Ibis (Thoth): If the Master makes a Spellcraft roll with a DC of 20+Spell level when he casts a spell, the victim gets a -4 penalty to saving throws, and any Counterspell rolls to recognize the Master's rolls

Lion (Anhur): Fast Heal 3 points per round.

Phoenix (Osiris): Immune to energy drain effects, undead take 2d12 hit points if they strike him.

Snake (Set): Any weapon held by the Master is coated with Serpent of Set venom (Injury DC 24, Initial: 1d6 STR, Secondary:1d6)

Woman (with Horns) (Isis): May recall Master level worth of spells cast while in Animal form.

The Master can assume the Animal form once per day, for one round per Master Level, plus one round per wisdom stat bonus.

Holy Seal

At tenth level, the Master can inscribe an object with a holy seal of his deity. If anyone other than a Master or Priest of the deity touches the object on which the holy seal has been placed, they will receive three blights: a deadly poison (Contact DC 22, Initial: 1d6 STR, Secondary:1d6), a disease (Mummy Rot, see DMG p. 75), and a major curse (see Powers and Pantheons, p. 120).

If a holy seal that's been placed on a tomb door of a Mulhorandi worshipper is broken by one who does not serve the Master's deity, on the rising of the new moon, a mummy will be summoned that will pursue the person who broke the seal. This spirit of vengeance has an additional hit die per level of Master's seal, and +1/Master level to all attack and damage rolls. Anyone slain by this mummy cannot be raised or resurrected. Only the death of the mummy or the one who broke the seal will end its pursuit.

Except for tombs, the Master can place the Holy Seal on only one object at a time.

Mysteries Spell List

Masters of Mystery know Wizard/Sorcerer spells from the following spheres:

- Abjuration
- Conjuration
- Transmutation

In addition, they also know all Divination spells, at one level lower than Sorcerer/Wizardly counterparts (1st and 2nd level Wizard Divinations are 1st level Mystery spells, 3rd level Wizard Divinations are 2nd level Mystery spells, etc. 7th level Wizard Divinations are 6th level Mystery spells).

Masters of Mystery also know Evocation and Necromantic spells, but at one level higher than Wizards (a 1st level Wizard Evocation spell is a 2nd level Mystery spell, a 2nd level Wizard Necromantic spell is a 3rd level Mystery spell, etc).

[Option: As an alternative for Set worshippers, Set Masters know Necromantic spells as one level lower, and divinations at one level higher].

Masters of Mystery are barred from spells from the Enchantment and Illusion schools.

Powers and Pantheons Spells

Some spells from Powers and Pantheons are also universally known to Masters of Mystery:

0th level

Read Southern Magic

1st level

Beckon (P&P 123)

Speak with Birds (P&P 132)

Test of *Maat* (P&P 113)

2nd level

Inscribe Speech (P&P 132)

Storm Voice (P&P 113)

3rd level

Bird of Prey (P&P 99)

Detect Ambush (P&P 99)

Detect Curse (P&P 132)

Eye of Fire (P&P 113)

4th level

Animal Vision (P&P 123)

Mirage (P&P 114; this is lone exception to the "no illusions" rule of this class).

5th level

Dying Curse (P&P 114)

Major Curse (P&P 120)

6th level

Bane (P&P 114; this shouldn't be confused with the 3e spell of the same name)

Enduring Ward (P&P 120)

Resist Magic (P&P 133)

Sanctify Spirit Host (P&P 123)

Summon Divine Minion (P&P 96)

SPEAKER of THOTH PRESTIGE CLASS

The land of Mulhorand is known as a land of mystery, even to its own people. The most mysterious of the works of Mulhorand is the sacred tome called the Book of the Dead, the text of all Mulhorandi religions. The scholars and clergy of Mulhorand spend a lifetime pondering the secrets of this book, but a handful of Thoth's worshippers obtain a special understanding of its mysteries. These understandings give them power over the written word, and access to a number of sacred words only known to Thoth, words of great divine power.

The Speaker of Thoth is primarily a teacher, wandering Mulhorand and Unther to spread wisdom and knowledge to the common man. He is known as a fierce scourge of evil (although these days, "evil" has a rather expansive definition that includes all enemies of Mulhorand) and a protector of the innocent, and a guardian of holy lore. Speakers are also scribes and archivists, and preserve the lore of the holy places and ancient times.

REQUIREMENTS

Alignment: any Good (CGs are exceptionally rare)

Feat: Scribe Scrolls

Skills: Knowledge (astrology): 4 ranks

Knowledge (religion): 8 ranks

Profession (scribe): 8 ranks

Special: The Speaker must have read the Book of the Dead, and must have written a treatise on one of Thoth's inner mysteries and presented the treatise to the avatar of Thoth in Gheldeneth. If the treatise is accepted (a Profession: scribe roll vs. a DC 18 is needed), the person is accepted into the class. Non-Mulhorandi or Untheric Speakers are extremely rare.

Class Skills

Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Wis), Gather Information (Cha), Knowledge (Arcana) (Int), Knowledge (Astrology) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Perform (ballad or historical epic poem) (Cha), Profession (Wis), Speak Language, and Spellcraft

Hit Dice: d8

Skill Points at Each Level: 3 + INT modifier

Class Features

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	<i>Hekau</i> (Sacred Word) Known
1st	+1	+1	+0	+2	<i>Ren</i>
2nd	+2	+1	+1	+3	
3rd	+3	+2	+1	+3	<i>Khat</i>
4th	+3	+2	+1	+4	<i>Ab</i>
5th	+4	+2	+1	+5	<i>Khu</i>
6th	+5	+3	+2	+5	
7th	+6	+3	+2	+6	<i>Khabit</i>
8th	+6	+4	+2	+6	<i>Sekem</i>
9th	+7	+4	+2	+7	<i>Sahu</i>
10th	+8	+5	+3	+8	<i>Ka</i>

CLASS ABILITIES

The Speaker of Thoth is a master of word magic, which allows him or her access to the following special abilities:

- He learns *hekau* (sacred words) as he progresses in the class.
- He can read magic (or read southern magic) at will, as per the Orison.
- Any scroll inscribed by a Speaker of Thoth is inscribed at +2 levels higher than the level at which it was written, at no additional cost. Thus a Speaker who's inscribing a spell as a 2nd level wizard does so as a 4th level wizard.
- The Speaker has SR 10+Divine Speaker level against all glyphs, holy and unholy words, and Power Words.
- Speakers of Thoth may also teach a single known *hekau*, cantrip, orison, bard song, or spell to any faithful worshipper of the Mulhorandi pantheon (Set excluded), who is also a close friend of the Speaker. Teaching the word causes the Speaker to lose the word as if he had cast a spell, but he may regain it normally (and the student will still know the word until he uses it).

It requires two hours of teaching to learn a *hekau* or a spell, the student may only know one word at a time, and the Speaker can teach a maximum of one person per Speaker level at a time (eg. a seventh level Speaker can teach up to seven people, each of whom can know *one* word or spell). All non-Speakers are treated as 1st level Speakers for the purpose of determining spell/*hekau* effects.

- Speakers of 1st to 3rd level may teach cantrips, orisons and *hekau*; speakers of 4th-6th level may teach orisons, *hekau*, and 1st level spells; speakers of 7th-9th level may teach up to 2nd level spells, and speakers of 10th level may teach up to 3rd level spells. Divine spells taught may *not* be swapped for healing. The person who's been taught a spell must have the necessary components and make the appropriate gestures to successfully cast the spell.
- Speakers of Thoth must honor the Mysteries of Thoth, and gather at the New Moon, on the birthday of Osiris, and during the night of the Ceremony of Introspection (see Powers and Pantheons) with other Speakers to share the Mysteries of Thoth. Only close friends who are also worshippers of the Mulhorandi pantheon may attend. Failure to perform this ritual (or having this ritual spoiled by outsiders) will result in the loss of the ability to speak *hekau* until the next ceremony. Traveling Speakers may perform the ceremony alone.

SACRED WORDS (*Hekau*)

Speakers of Thoth can speak one *hekau*, one of the sacred words from the Book of the Dead, per Speaker level, with an additional words for a high Wisdom (treat them as a 1st level spell for purposes of additional words known). To regain lost words, the Speaker must spend two hours in uninterrupted meditation, and have a holy symbol or be on sanctified ground. Speaking a sacred word is a full attack action. A sacred word does not require a Concentration roll, even if the Speaker has been hurt that round.

Sacred Words known to the Speakers of Thoth include:

Ren ("Soul Name"): Whenever the Speaker pronounces the known name of an enemy within 60', he or she gains power over them. Pronouncing the name brings a moment of recognition of the Speaker's authority over the enemy, and forces them to treat the Speaker with respect. Any attack by that individual that's targeted directly against the Speaker automatically fails unless he or she makes a Will Save vs. DC 10+the character's Speaker Level. The effect lasts for three rounds + one round per Speaker level.

Khat ("Body"): Speaking this word allows the Speaker's to contest a target's control of their physical form. When the Speaker speaks this word to another person within 30', he drains 1d6+1/point per Speaker level from the target, and may then speak the word again (in the same round) to give those hit points to any other target within 30', including the caster (or the person he drained them from). A successful Will Save reduces the effect by half.

Ab ("Blood"): This word gives control over the blood of the enemy - and the mind into which their blood flows. It sets up a zone of truth (as per the second level cleric spell), with the additional provision that anyone who makes a Saving Throw and successfully lies within this zone will start to bleed, taking 1 hit point per Speaker level, each time they speak a lie.

Khu ("Spirit"): Speaking this word will produce a wafer of spirit-food, divine food of the Mulhorandi pantheon. This food fortifies the spirits of anyone who consumes it, giving them power over the undead's ability to inflict grievous harm. Once consumed, this will negate the energy drain ability of any creature touching the one who consumed it, as long as the character's Speaker levels are greater than the hit dice of the undead. The wafer loses its potency one hour after it has been produced, and its effects only last for three rounds + one round per Speaker level.

Khabit ("Shadow"): When this word is spoken, all ethereal beings within 120' of the speaker will be shaken, taking 1d6 damage per level of Divine Speaker, and they must make a Will save vs. DC 20 + the Speaker level or be thrust out of the ethereal plane. Furthermore, travel between the Ethereal and the Prime will be impossible, either by spell, power, or magical device, for 10 rounds after the word is pronounced, within that 120' radius.

Sekem ("Power"): When this word is spoken, the Speaker gains power over magic. The Speaker can bestow the following powers on any target within 30': spell resistance of 10+ Speaker Level, +2 to all saving throws vs. spells or supernatural effects, and damage reduction of 5/-- vs. any magic weapon. If this power is bestowed on someone other than the Speaker, the Speaker must make a Concentration Check vs. DC 15 to keep the effect active. The effect lasts for two rounds + one round per Speaker level. Multiple uses of this word are not cumulative.

Sahu ("Protection"): One's spiritual shadow is the *sahu*, which protects the soul. The *sahu* can travel anywhere on earth, unfettered by physical restraints. Speaking aloud this sacred word allows the Speaker's *khat* (physical body) to follow the *sahu* wherever it goes, teleporting him without error (self only), as per the seventh level wizard spell.

The act of following one's *sahu* is taxing, and speaking it will incapacitate the Speaker once they've arrived at the destination, for five rounds, unless they make a Fort Save vs. DC 20.

Ka ("Double"): When the Speaker pronounces this word, he separates part of his soul, creating a bird that contains part of his essence. The bird cannot attack, either magically or physically, but the Speaker and the bird share their senses. The bird has the Speaker's Armor Class, a base Flight movement of 50, and as many hit points as he cares to remove from himself and place into the bird (eg. a Speaker with 120 Hit points could divide his hit points so that he has 80 points and the bird has 40). If the Speaker dies and the bird is still alive, the speaker is automatically reborn at the spot where the bird is located, with full hit points, spells, and gear (this can be a bit of a problem if the bird is airborne). If the bird is slain, the Speaker must make a Fortitude Save vs. DC 23 or die instantly; if the save is made, the *ka* immediately rejoins the *khat* (see below).

The speaker may only separate his *ka* from his *khat* once in a month. The *ka* will remain separate from the body for one hour, and then instantly rejoin its *khat*. The *ka* and the *khat* will not otherwise rejoin, except if death occurs, or the time limit expires. When the *ka* rejoins the *khat*, all

hit points taken from the *khlat* will be returned; furthermore all enchantment, stat losses, energy drains, or curse effects on the Speaker sustained during the separation.

SPELLSWORD PRESTIGE CLASS

The Spellsword technique was originally developed by the Red Wizards of Thay as a counter to the prowess of the elven bladesingers of Aglarond, after bladesingers helped defeat Thay in battle during the Year of the Bloody Wave. Its initial practitioners were gnoll sorcerer bodyguards of the most militaristic Tharchions, and many modern Spellswords are descendants of those original gnoll masters, the most infamous of which are the *gnobehka*, a clan of half demon gnolls currently in the service of the Red Wizard Aznar Thrul. However, the Spellsword discipline has spread well beyond Thay, and is now mastered by humans as well as gnolls, most notably in Cimbar, Soorenar, and Arrabar.

The spellsword is a rare discipline that combines swordplay and spellcasting, incorporating sword gestures into spellcasting, and combining sword strikes with touch spells. A spellsword in action is a sight to behold, given their tendency to wildly and unpredictably shift their stance in the middle of a fight to accommodate the somatic gestures of the spell.

Although the word "sword" is used in the class name and ability names, any melee weapon can be used to deliver the abilities of a spellsword. A spellsword may only have one weapon at a time that's enchanted with their class abilities; if this weapon is stolen or destroyed, their abilities may be passed into another weapon by a spell ritual (it requires 100 xp/spellsword level and one hour time to perform the ritual).

REQUIREMENTS

Alignment: any

Base Attack Bonus: +6

Skills: Concentration: 4 ranks

Feats: Weapon Focus
Scribe Scroll

Others: Able to cast 1st level or higher arcane spells
Must be taught by spellsword masters

Class Skills: Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), Tumble (Dex), Concentration (Wis). Skill Points at Each Level: 2 + INT modifier

Class Features

Hit Dice: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Abilities
1st	+1	+1	+1	+0	Spellstrike
2nd	+2	+2	+1	+1	Steady Blade
3rd	+3	+2	+2	+1	Weapon Familiar, +1 Spell Level
4th	+4	+3	+2	+2	Swordscroll
5th	+5	+3	+3	+2	Spellecho
6th	+6	+4	+3	+2	Spelldance, +1 Spell Level
7th	+7	+4	+3	+3	Spellguard
8th	+8	+5	+4	+3	Swordstaff
9th	+9	+5	+5	+4	+1 Spell Level

10th +10 +6 +5 +4 Swordbomb,

SPECIAL ABILITIES

Spellstrike

This ability is the base ability of the spellsword; the spellstrike allows the spellsword to combine a wizard spell with a melee attack, so they are delivered together as a single attack action. The spell must be a spell that's deliverable to a single target (have a touch range, or have the option of targeting a single individual only, such as a magic missile, and have no area effect) and it must have a casting time of one action.

The spellstrike causes the Spellsword to forfeit one of his attacks in order to deliver the combined strike (thus a spellsword with two melee attacks in a round may do a spellstrike attack that combines an attack and a spell, but only gets one attack that round). The spellstrike attack uses the highest base attack bonus of the two attacks.

If a spellstrike attack misses, you're considered to have used the spell. Spellstrikes do not provoke attacks of opportunity.

If the Spellsword performs an action that results in having only one attack (such as moving more than 5' in a round), they may not perform a spellstrike.

A spellstrike may not be used as an attack of opportunity.

Steady Blade

This ability allows the Spellsword to take a penalty to his "to hit" roll, but add the penalty to his Concentration roll when he's performing a spellstrike attack; for every -1 he sacrifices on his "to hit" roll, he gains +1 to his Concentration roll. The amount added to the Concentration roll by the Spellsword may not exceed his Attack bonus.

Weapon Familiar

This ability allows the Spellsword to merge his familiar with his weapon, (he can summon the familiar from the blade at will). The Spellsword maintains all familiar bonuses so long as the weapon is held in hand. The familiar is unharmed when the weapon is damaged, but the familiar will die if it's trapped in a weapon when it's destroyed.

Swordscroll

This ability allows the Spellsword to enchant his blade with a spell as if it were a scroll. The spell must fit the guidelines of a spellstrike (no range or single target, etc.). This spell may be triggered as part of an attack action, as if it were a spell. It requires the same amount of time to store a spell in a sword as it does in a scroll, but unlike scrolls, there are no gold or xp penalties involved in making a swordscroll, and must be delivered as a spellstrike.

Spellecho

Once per day, if the Spellsword has an open "slot" with his swordscroll or swordstaff, the Spellsword can declare that he's storing an "echo" of a spell that he cast through his sword, thus becoming able to cast the spell one additional time.

Spelldance

This ability allows the Spellsword to take a penalty to his "to hit" roll, but turn it into a penalty to his opponent's saving throw against the spell that was delivered by a spellstrike. For every -2 attack penalty taken on a Spellstrike, the opponent receives a -1 to their Saving Throw against the spell. The Saving Throw penalty may never exceed half the individual's Spellsword levels, rounding fractions down (ie. it can never drop below -5).

Spellguard

At 7th level, the Spellsword gains the ability to use his familiar to make his weapon into a guardian. If the Spellsword is ever surprised, attacked at melee range, and the weapon is in hand, the weapon will attack on its own, getting an attack of opportunity against whoever surprised him. A spellstrike may not be delivered as a spellguard.

Swordstaff

This ability allows the spellsword to store more than one spell in his sword; they may store up to one spell per level of Swordspell; thus a 10th level spellsword may have up to ten spells stored in their weapon. Each spell requires the same amount of time to store in their weapon as it takes to scribe a scroll. A weapon cannot be used as a wordscroll and a swordstaff at the same time.

Swordbomb

This ability allows the spellsword to store a spell in their weapon that will be triggered under particular circumstances. Unlike spellstrikes, a swordbomb may be any spell (including area effect spells, such as a fireball) which is activated at point blank range. (If the spell has an area effect, the weapon is at the center. If the spell effect is not distributed in an even area, such as a lightning bolt, the DM should randomly determine the direction.) Only one spell may be placed in a swordbomb at a time.

A spellsword may specify one of three triggers to activate a swordbomb.

First, a swordbomb can be triggered when someone other than the spellsword attempts to pick up the weapon.

Second, a swordbomb can be triggered at one of the following times of day (sunset, sunrise, noon, or midnight).

Third, a swordbomb can be triggered by the sound of a particular word (even one not spoken by the spellsword).

A swordbomb does not use a swordscroll or a swordstaff spell slot. A weapon is immune to the effects of its own swordbomb. For purposes of detection and disarming, the swordbomb is considered a magical trap of DC 10 + the Spellsword's total levels.

NEW SPELLS

Endure Heat (Evocation)

Level: 1
Range: 0
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 action
Area of Effect: 1 person
Saving Throw: None

This spell allows a person to cope with the effects of desert heat as if they were in a comfortable climate. In addition, this spell bestows a +1 bonus to a saving throw against heat related spells. This has no effect against fire. The material component of this spell is a wet cloth.

Identify Stone (Divination)

Level: 1
Range: 0
Components: V,S,M
Duration: 3 rounds
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None

This spell allows the caster to determine the type and value of mineral or gem material. The caster will instantly know the type of stone, and has a 50% + 1% per level of the caster of knowing its value (in Mulhorandi currency, precepts and gold pharaohs). The material component for this spell is a drop of mercury.

Dispel Flight (Abjuration)

Level: 2
Range: 30 yards/level
Components: V,S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Negates

This spell effects any flying creature, forcing them to save against spells or fall from the sky. If a creature fails their saving throw, but fails to crash, they may make a new saving throw each round to stay aloft. Once a saving throw is successfully made, the *dispel flight* is broken. Dispel flight has no effect against flying objects (such as magic carpets or the skyships of the Halruaans), only living creatures. The material component is a piece of lead.

Sandtrap (Alteration)

Level: 2
Range: 20 yards/level

Components: V,S,M
Duration: 3 rounds/level
Casting Time: 1 action
Area of Effect: 900 square feet, plus 300 square feet/level
Saving Throw: Special

The sandtrap spell will convert a section of sand to a quagmire, severely restricting the movement of anyone caught in the area. Anyone moving in the area of the sandtrap must make a saving throw against spell; if the saving throw is made, they move at half of their normal rate, but if the saving throw is failed, they may only move through the sandtrap at 1/4 of their base movement. A person wearing a ring of free action is unaffected by this spell. The material component for this spell is a drop of syrup.

Wall of Glass (Evocation)

Level: 2
Range: 10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None

This spell causes a wall of glass, to a maximum dimension of 400 square feet by 1/4" thick, to come into existence. This wall will block anyone who attempts to pass through it. The wall can be shattered by any attack, but the shards of the wall will inflict 2d6 damage to all within 20 feet of the wall when it is destroyed. The material component of this spell is a sliver of glass.

Wall of Dust (Evocation)

Level: 2
Range: 10 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area of Effect: Special
Saving Throw: Special

This spell causes a wall of dust, to a maximum dimension of 400 square feet by 1' thick, to come into existence. This wall will block anyone who tries to pass through; a bend bars/lift weights roll is required to go through this barrier. A magical spell that does damage (such as a magic missile or fireball) will cause the wall of dust to instantly collapse, but the wall is impervious to physical attacks. Anyone caught in the area of effect when the spell is cast must make a saving throw against paralyzation or take 1 hit point of suffocation damage. The material component for this spell is a handful of dust.

Pleasant Dreams (Enchantment/Charm)

Level: 3
Range: 0
Components: V,S
Duration: 8 hours

Casting Time: 1 action
Area of Effect: 1 person
Saving Throw: None

This spell ensures that the recipient receives a pleasant sleep, uninterrupted by nightmares and other troubles. It adds one hit point to damage healed during normal sleeping periods, and renders the target immune to possession from nightmares and other spirits that attempt to infiltrate the target's mind through unpleasant dreams. The subject must already be asleep when the spell is cast, and this spell will not prolong the duration of natural sleep.

Quickness (Evocation)

Level: 4
Range: 0
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None

This spell enhances the quickness of the recipient, improving their Dexterity by 2 (with appropriate bonuses), adding +2 to their initiative roll, and improving their base movement by +5. This spell is an extremely debilitating one, and will drain one point of Constitution from the caster for 24 hours as soon as the spell is cast. The material component for this spell is a hare's foot.

True Face (Divination)

Level: 4
Range: 0
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None

This divination spell works on a reflective surface, such as a mirror, polished shield, or pool of water. When this spell is cast, and someone who is disguised (through magic or other means) looks upon the reflective surface, their true face will appear in the reflection. Obviously, this spell will not affect those with no reflection (such as vampires). The material component is the reflective surface that is used in the spell.

Weapon Flame (Alteration)

Level: 4
Range: 0
Components: V,S,M
Duration: 1 round/level
Casting Time: 4
Area of Effect: 1 object
Saving Throw: None

This spell can be placed on any non-burning weapon, causing it to burn with magical fire. These red-hot flames add 2d6 hit points to any successful melee attack made by the target. Alternatively, whoever wields the flaming weapon can throw a small ball of fire at any target within 20 yards, which inflicts 2d6 hit points damage, as one of their attacks. The material component for this spell is a stick of flame.

Burning Sands (Alteration)

Level: 5
Range: 50 yards + 20 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 400 square feet + 100 square feet/level
Saving Throw: 1/2

This spell is only usable on desert sands; when cast, it will cause the sands to burn with magical fire for 5d6 (5-30) hit points damage. The sands will continue to burn for the duration of the spell; each round, anyone in the area effect of the spell will take damage. A save vs. magic will reduce the damage by half. The material component is a torch, which is thrown into the area to ignite the sands.

Magic Well (Abjuration)

Level: 5
Range: 20 yards
Components: V,S,M
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: 10 feet
Saving Throw: None

This spell creates a link into the Elemental Plane of Water, creating a well that contains an unlimited supply of pure water. This well can soothe the thirst of an unlimited number of people and animals, but will disappear at the end of the spell's duration. The material component for this spell is a divining rod.

Materialize (Evocation)

Level: 6
Range: 0
Components: V,S
Duration: 1 round/level
Casting Time: 1 action
Area of Effect: The Caster
Saving Throw: None

This powerful spell allows the caster to automatically create any material component that he needs to cast a spell (ie. any material component that he has will automatically appear as he is casting the spell; the caster need not have the material component with him). The spell requires access to the ethereal plane (and other Prime Material worlds from which the material component is taken), and will not function if that link is not present. The object of the materialize

spell must fit within the spellcaster's hand, and will vanish as soon as the spell's duration is over (or immediately, if the spell consumes the material component).

Scorpion Touch (Alteration)

Level: 6
Range: 0
Components: V,S,M
Duration: 5 rounds/level
Casting Time: 1 action
Area of Effect: One creature
Saving Throw: Special

This spell coats the caster, and whatever he is carrying, with a lethal poison. This poison adds 1-4 hit points of poison damage to any weapon that is being wielded; in addition, anyone who tries to touch the recipient will take 3d4 damage, lose 1 point of Constitution and make a Fort Save vs. DC 22 or be paralyzed for 2-12 rounds; those who fail their saving throw must make a second Fort Save, and if this is failed, they will die. The poison remains on the recipient and all of their items for the duration of the spell even if they are knocked unconscious or killed. The material component for this spell is a drop of scorpion venom, which must be ingested.

Pyramid of Force (Conjuration)

Level: 7
Range: 100 miles
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 action
Area of Effect: 10' * 10' by 10' pyramid
Saving Throw: None

This spell creates a pyramid of force with Toughness 20 and 100 hit points, which remains in place. Spells cast within the pyramid do not function, but spells cast at the pyramid bounce back at their caster. The material component for this spell is a tiny pyramid.

Thoth's Babble (Alteration)

Level: 7
Range: 0
Components: V,S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 1 object
Saving Throw: Negates

This variation of the *feblemind* spell is cast on a scroll or a spellbook. If anyone except the spellcaster attempts to use the papers on which this spell is placed, they must make a saving throw against spell or be *febleminded*. Consult the Player's Handbook, p. 168, for the appropriate penalties for this spell.