



<b>Wizard</b>	
Player Name	Tobias
Class Concep	Wizard(5) / Incantatrix(10) / Archmage (5)
Race	Lesser Air Genasi, (Dark Template), Phrenic, Major Fey Bloodline
Alignment	Lawful Neutral
Deity	Mystra
Appearance	Hooded, Dark, Eversmoking mist surrounds
XP	88.525 xp / 91.000 xp [8.720xp reserve] [Wiz (5)/Incantatrix(8)] (LA buyoff done)

Ability	Total =	Base +	Misc	Modifier	Level(BL)	Buff
STR	13 (19) =	10 (-2)	-2 (redist)	(+4)	(+5tome)	+6
DEX	20(26) =	12	+2(race)	(+8)	(+5tome)+1BL	+6
CON	21(27) =	16 (+1)	+1 (redist)	(+8)	(+5tome)	+6
INT	30(36) =	20	+2(race) +2tem	(+12)	(+5tome)+3lvl	+6Item
WIS	26(53) =	15	-2(race) +2tem	(+7)	(+5tome)	+6
CHA	18(24) =	10	-2(race) +4tem	(-1)	(+5tome)+1BL	

Saving Throw	Total =	Base +	Ability +	Misc	Modifier	Unnamed
Fortitude:	32 =	1+2	+3(8)	+2	+9	+10
Reflex:	30 =	1+2	+2(8)	+0	+9	+10
Will:	52 =	4+6	+2(21)	+2	+9	+10

Speed	50 (40) ft + 130 fly	Initiative	8 + 14 + 2 = +24
Base Attack	6	Hit Points	13d4+65(104) = 117(156)hp
Attack	+2 = 3 - 1 (STR) // +11 = 3 + 8 (dex)	SR	23
AC	10 (base) + 9 (imp greater mage armor) + mage shield emp (6) + 2(8) dex + 0(1) size + 0(7) natural + 12 greater luminous armor= 53		

**Special Qualities:** Darkvision 60ft. Levitate, Immunities (Suffocation, Breath, Drowning), 10 cold resist, hide in Plain sight(ex), levitate 1/day  
 Power Points: 13 , 3/day—[defensive precognition](#); 1/day—[force screen](#), 3/day—[empty mind](#), [mind thrust](#), 1/day—[body adjustment](#), [brain lock](#) , 1/day—[aversion](#), [psionic blast](#) , 3/day—[intellect fortress](#); 1/day—[psychic crush](#) , 1/day—[psionic dominate](#), 1/day—[energy current](#), [tower of iron will](#)

<b>Feats</b>	Collegiate Wizard, Extend Spell, Persist Spell, Reach Spell, Split Ray, Sculpt Spell, Chained Spell, Iron Will, Spontaneous Divination, Leadership, Empower, Invisible Spell, Improved Initiative, Arcane Thesis (Elevation), Twin Spell, Quicken Spell, Craft Contingent Spell Dark Speech [Elder Evils], Elder Giant Magic [( Secrets of Xen'drik, p. 135) ], Metamagic Vigor, Primitive Caster
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<b>Class Features</b>	Domain Wizard, Wizard Class Variant, Summon Familiar, Cooperative Metamagic(9+2/day), Metamagic effect (9+2/day) Bonus metamagic featx2, Metamagic Spell Trigger (Su), Seize Concentration, Instant Metamagic, Snatch spell
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<b>Bloodline</b>	+2 on Hide checks / move silently, 2 extra feats, 1 charisma, Fey affinity +2, +1 dex, low light vision Speak with animals 1/day (Sp) , Fey affinity +4 , Invisibility 1/day (Sp) , +2 on Perform checks
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Skillpoints:  $(2+4) \times 4 = 24$  start +  $2 \times (2+4) + 3 \times (2+5) + 1 \times (2+6) = 41$  level: **TOTAL = 65**

Skills	TOTAL	Rank	Ability	Misc
Appraise (int)	5		5	
Balance (dex)	2		2	
Bluff (cha)	-1		-1	
Climb (str)	-1		-1	
Concentration (con)	11	16	2	
Decipher Script (int)	6	1	5	(+2 Syn)
Diplomacy (cha)	-1		-1	
Disable Device (int)	-			
Disguise (cha)	-1		-1	
Escape Artist (dex)	2		2	
Gather Information (cha)	-1		-1	
Heal (wis)	2		2	
Hide (dex)	21	16	2	(+2 Syn) (+2MW) (+8template)
Intimidate (cha)	-1	8	-1	(+2MW)
Jump (str)	-1		-1	
Knowledge (arcane) (int)	14	16	5	(+3 SF) (+2 feat)
Knowledge (dungeoneering) (int)	6	5	5	
Knowledge (geography) (int)	6	5	5	
Knowledge (history) (int)	6	5		
Knowledge (local) (int)	6	5	5	
Knowledge (nature) (int)	6	5	5	
Knowledge (planes) (int)	10	5	5	
Knowledge (religion) (int)	6	5	5	
Listen (wis)	2		0	(+2 Familiar)
Move Silently (dex)	13	5	2	(+2 Syn) (+6template)
Open Lock (dex)	-			
Search (int)	5		5	
Sense Motive (wis)	0		0	
Spellcraft (int)	17	16	5	(+2 MW) (+2 Syn) (+3 SF) (+10 magic)
Spot (wis)	2		0	(+2 Familiar)
Survival (wis)	-		-	
Tumble (dex)	8	8	2	(+2 MW) (+2 Syn)
Use Magic Device (cha)	1	2	-1	

Sprachen: Common, Orc, Giant, Goblin, Draconic, Undercommon, Abyssal, Gnoll, Elven, Dwarven, Sylvan

**Collector of Stories [Mental]**

You've heard so many tales of legendary monsters that you remember all sorts of gory details.

**Prerequisite:** Knowledge (any) 5 ranks.

**Benefit:** When you attempt a trained Knowledge check to identify a creature or to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

**SwiftConcentration [Mental]**

You can maintain your mental focus while attending to another task.

**Prerequisite:** Concentration 12 ranks.

**Benefit:** You can maintain concentration on a spell or similar effect as a swift action.

**Equipment:** (543) gp 19,5 lb. / 28 lb.

Name	Gold	Weight	Misc
Familiar (Rat)	100gp	-	
Spellbook x2	15gp	1 lb.	
Crossbow, light	35gp	4 lb.	
Bolt (20)	2gp	2 lb.	
Masterwork-Tools:			
→ Hide	50gp	-	
→ Spellcraft	50gp	-	
→ Tumble	50gp	-	
Paper	1gp	-	
Ink	1sp	-	
Chalk	1cp	-	
Candle x3	1cp	-	
Scroll porch	10gp	1 lb.	
Buckler	15gp	5 lb.	
Mirror, small steel	10gp	0,5 lb.	
Scholar's Outfit	5gp	4 lb.	
Bedroll	0,1gp	1lb.	
Candle x10	0,1gp	-	
Scroll Case x2	2gp	2lb	
Flask x10	3gp	-	
Flint and Steel	1gp	-	
Trail Rations (10x)	10gp	-	
Sealing Wax	1gp	-	
Sewing Needle	0.5gp	-	
Soap	0.5gp	-	
Waterskin x1	1gp	1lb	

**Charges/Consumables:** 20.300 gp 2 lb. / 28 lb.

Name	Gold	Weight / location	Charges
Wand of Lesser Vigor	75gp	1lb	(5 charges)
Wand of Benign Transposition	75gp	1lb	(4 charges)
Blessed Bandages	50gp	-	(2 charges)
Anklet of Translocation (MIC)	1.400gp	Feet (Teleport 10)	(2/day)
Belt of Healing	700 gp	Belt (2/3/4d8heal)	(3/day)
Scarab of Guidance of the Avatar	18.000gp	- (+20 skill)	(at will)

**Magical Equipment:** 40.000gp - / 28 lb.

Name	Gold	Slot	Misc
Otyuk Hole (CS)	3.000gp	-	Gain <b>Iron Will</b>
Gloves of Counterspelling x2	4.000gp	Glove	Instant counterspell of a lvl 1-6 spell.
Ring of Enduring Arcana	6.000 gp	Ring	+4 CL against dispel or counterspelling checks
Boccob's blessed book x3	12.000gp		1000 pages, no scribing costs, (optional)
Belt of Battle x2	12.000gp	Belt	+2 ini, 3 charges for additional actions
Banner of the Storm's Eye (MIC, 151)	15.000 gp	Shoulder	20 ft. immunity fear, confusion, stunned, paralyzed, dazed, dazzled
Ring of Spell Battle x2	12.000gp	Ring	Informs about all spells in 60ft (auto), dispel spell once a day and redirect within 60ft.
Talisman of Undying Fortitude (MIC, 188)	8.000gp.	-	activated: immunity poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability damage, ability drain, energy drain, fatigue, exhaustion, death from massive damage, all fortitude saves
Portable Hole	(20.000) -		(nearly) unlimited space
Amulet of 2 <sup>nd</sup> Chance (MIC 70)	40.000gp	Amulet	Allows the wearer to "rewind" to the beginning of a round and choose a different course of action once per day
Headband of Intellect +6	36.000gp	Head	+6 Int
Thought Bottlex2	(20.000)gp	-	500 xp for binding the current experience and restoring it afterwards
+1 mithral buckler death armor, resilient, armor crystal	16.000gp	arm	+4 ac, no ACF, Death ward, +5 all resists, +5 against ranged attacks
+1 spellstrike initiative daggers	16.000gp	hand	+2 initiative +5 all resistance
Tome +5 all stats			
Third Eye Conceal	120.000gp	Face	Immunity Mind/Divination Spells
Vibrant Purple Ion Stone	36.000gp	-	3 Spell level gratis
Orange Ion Stone	30.000gp	-	+1 CL
Rod of Absorption	50.000gp	-	50 spell-grade absorb
Mantle of Second Chances	40.000gp	Back	Reroll 1/day
Ring of Arcana Might	20.000gp	Ring	+1 CL
Boots of Umbral Metamorphosis	10.000gp	Boots	Persistent Shadow Template

**Wanted Equipment:** 0gp - / 28 lb.

Name	Gold	Slot	Misc
+1 Death Ward, Animated, Shadowy Tower Shield (arrow of deflection, lesser) (+1 defending shield spikes)	9.000gp + 3.750gp + 2.500gp + 4.000gp	-	+5 AC, animated, +5 ranged attack AC, +1(+X) unnamed AC bonus, full-cover, +5 hide, immunity death, death effects, energy drain, negative energy effects
Armor Spikes +1 defending	4.000gp	Armor	+5 (+7) armor additionally
Armor Spikes +1 defending	4.000gp	Gauntlets	+5 (+7) armor additionally
+9 AC normal, 0 ASF			+1 twilight feycraft mithral caster full-plate with thistledown padding (+9 AC, 17,250 gp)
(Ring of Spellcraft)	90.000gp	Ring	+30 Spellcraft

**Current Gold: 2.608 gp**

**Non-Magical Items**

- **Eggshell Grenade** (OA, 10gp) blind your target (no save) and area around him (DC < 15)

- **Torch Bug Paste** (CSc 120, 25gp) A no-save, splash attack, non-magical, non-dispel-able faerie fire that lasts for an hour.
- **Ioun Stone, Gray** (DMG 260, 25 gp) With continual flame, becomes a hands-free perpetual light source
- **Bolt Cutters (A&E; 6 GP):** Dealing 15 damage to any metal bars as thick as 1 inch these are a lot more subtle than your friendly barbarian smashing a jail window or city grate
- **Clearwater Tablet** (CSc; 1 GP): Purifies 1 gallon of water, removing poisons, diseases or any other toxins.
- **Metal Tongs** (A&E; 3 GP): When you don't want to touch something.
- **Universal Solvent** (DMG; 50 GP): Wash away any adhesive.
- **Tanglefoot Bag** (PH; 50 GP): When thrown up to 10ft. it sticks a creature to the floor for 2d4 rounds.
- **Thunderstone** (PH; 30 GP): When thrown up to 20ft. it creates a thunderous bang forcing all within a 10 ft. radius to possibly be deafened for an hour.
- **Insectbane Candle** (A&E; 1 SP): For 1 silver piece no vermin will approach you within 5ft.
- **Marbles** (A&E; 2 SP): The destroyer of Frenzied Berserkers everywhere. Forcing a balance check of 15, this can topple near every medium-sized foe you encounter (because seriously, who puts points in balance?).

**Conditions and immunities:**

Ability Damage:	sheltered vitality spell AND Taslisman of Undying Fortitude
Ability Drain:	sheltered vitality spell AND Taslisman of Undying Fortitude
Blinded:	Raptor Mask AND true sight spell
Charmed:	Favor of the Martyr spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Compulsion:	Favor of the Martyr spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Confused:	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Cowering (fear)	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Dazed:	Banner of the Storm's eye AND Favor of the Martyr spell AND Mind Blank spell
Dazzled:	Banner of the Storm's eye AND Favor of the Martyr spell AND Mind Blank spell
Deafened:	-
Death:	Death Ward Spell AND Shield of Death Ward and Talisman of Undying Fortitude
Disease:	Taslisman of Undying Fortitude
Dying:	Beastial ferocity spell AND Taslisman of Undying Fortitude
Energy Drain:	Death ward spell AND Death ward Shield AND Taslisman of Undying Fortitude
Entangled:	Freedom of Movement Spell AND Third Eye Freedom item AND Taslisman of Undying Fortitude
Exhausted: Undying Fortitude	Favor of the Martyr spell AND Freedom of Movement Spell AND Third Eye Freedom item AND Taslisman of Undying Fortitude
Fascinated:	True Seeing spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Frightened (Fear):	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Grappling:	Freedom of Movement Spell AND Third Eye Freedom item AND Ank of Translocation
Incorporal:	True Seeing spell AND Magic Weapon
Invisible:	True Seeing spell AND See Invisible Spell
Knocked down (prone):	Freedom of Movement Spell AND Third Eye Freedom item AND Ank of Translocation
Nauseated:	Favor of the Martyr spell AND Taslisman of Undying Fortitude
Panicked (fear):	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Paralyzed:	Banner of the Storm's eye AND Favor of the Martyr spell AND Freedom of Movement Spell AND Third Eye Freedom item AND Mind Blank spell AND Taslisman of Undying Fortitude
Petrified:	Blindfold of True Darkness AND Taslisman of Undying Fortitude
Poison:	Taslisman of Undying Fortitude
Sleep:	Favor of the Martyr spell AND Mind Blank spell AND Taslisman of Undying Fortitude
Shaken (fear):	Banner of the Storm's eye AND Mind Blank spell AND Taslisman of Undying Fortitude
Sickened:	Favor of the Martyr spell AND Taslisman of Undying Fortitude
Staggered (non-lethal):	Favor of the Martyr spell AND Taslisman of Undying Fortitude
Stunned: of Undying Fortitude	Banner of the Storm's eye AND Freedom of Movement Spell AND Favor of the Martyr spell AND Taslisman of Undying Fortitude
Turned:	Automatic
Unconscious:	Beastial ferocity spell AND Taslisman of Undying Fortitude

**Saving throw immunities:**

**Fortitude:** Talisman of undying fortitude

**Further options:**

Rewind completely: Amulet of Second Chances

Extra Actions: Belt of Battle

Reroll: Mantle of Second Chances

**Class Concept:** Wizard (5) / Incantatrix (10) / Archmage (5)

**Class/ Race Variants:**

**Domain Wizard at level 1 (UA, S.57):** A wizard who uses the arcane domain system (called a domain wizard) selects a specific arcane domain of spells, much like a cleric selects a pair of domains associated with his deity. A domain wizard cannot also be a specialist wizard; in exchange for the versatility given up by specializing in a domain instead of an entire school, the domain wizard casts her chosen spells with increased power.

At 1st level, a domain wizard selects an arcane domain from those listed below. (At the DM's discretion, the player might create an alternatively themed domain instead.) Once selected, the domain may never be changed. A domain wizard automatically adds each new domain spell to her list of known spells as soon as she becomes able to cast it. These spells do not count against her two new spells known per wizard level.

A domain wizard casts spells from her chosen domain (regardless of whether the spell was prepared as a domain spell or a normal spell) as a caster one level higher than her normal level. This bonus applies only to the spells listed for the domain, not all spells of the school or subtype whose name matches the domain name.

In some cases, an arcane domain includes spells not normally on the wizard's class spell list. These spells are treated as being on the character's class spell list (and thus she can use wands or arcane scrolls that hold those spells, or even prepare those spells in her normal wizard spell slots).

*Spellcasting:* A domain wizard prepares and casts spells like a normal wizard. However, a domain wizard gains one bonus spell per spell level, which must be filled with the spell from that level of the domain spell list (or with a lower-level domain spell that has been altered with a metamagic feat).

*No Prohibited Schools:* Unlike a specialist wizard, a domain wizard need not select any prohibited schools or domains. All wizard spells are available to her to learn.

*Conjuration domain:* 0—*acid splash*; 1st—*mage armor*; 2nd—*web*; 3rd—*stinking cloud*; 4th—*summon monster IV*; 5th—*wall of stone*; 6th—*acid fog*; 7th—*summon monster VII*; 8th—*maze*; 9th—*gate*.

**Spontaneous Divination at level 5 (CC, S.52):** You can use your connection to the divine to inquire about mysteries beyond mortal ken.

Level: 5th, 10th, 15th, or 20th.

*Replaces:* This benefit replaces the bonus feat gained by a wizard at 5th, 10th, 15th, or 20th level.

*Benefit:* You can spontaneously cast any spell of the divination school by sacrificing a prepared spell of equal or greater level. For example, if you suddenly have need of the 2nd-level spell *locate object*, you can sacrifice a prepared 2nd-level spell (such as *mirror image*) or any prepared spell of a higher level to cast it on the spot.

*Alternative Class feature (CC):* Gain spontaneous divination spells



**Wizard Class Variant (UA, S.59):** Some wizards trade their knowledge of magic and craft to improve their combat prowess.

*Gain:* Bonus feat list (as fighter; bonus feats gained at 1st level and every five levels as wizard).

*Lose:* Scribe Scroll, wizard bonus feat list.

**Feat Retraining (PHB II, S. 193):** Retrain a feat when leveling up.

#### FEAT RETRAINING

Sometimes a feat choice looks great on paper, but it just doesn't work for your character in practice. Maybe an early feat choice reflected the character's personality and style, but a little experience changed his outlook. For instance, you might have selected Improved Initiative for your 1st-level character because you pictured him as ambitious and a little reckless. But after falling victim to a wight's touch because he just couldn't wait until the cleric turned the undead, he decides it's better to use a little more care in combat, causing you to regret your early feat choice. New supplements, with their wealth of exciting feat options, also provide plenty of reasons to reconsider your earlier feat selections.

#### The Process

You can exchange one of the feats you previously selected for another feat. If the new feat has prerequisites, not only must your character meet them in his current state, but you must also be able to show that he met them at the time you chose the previous feat.

### Feats during the levels

1<sup>st</sup> = **Collegiate Wizard (CA, S. 181):** You have undergone extensive training in a formal school for wizards.

*Prerequisites:* Int 13, wizard level 1st.

*Benefit:* You begin play with knowledge of six 1st-level spells plus 1 per point of Intelligence modifier. Each time you gain a wizard level, you may add four spells to your spellbook without additional research. In addition, you gain a +2 bonus on all Knowledge (arcana) checks.

*(Retrained at level 15: Skill Focus (Spellcraft) (PHB, S.100))*

1<sup>st</sup> (**scribe scroll**) = Class variant: Improved Initiative

*(Retrained at level 1: Extend Spell [Meta] (PHB, S.94))*

You can cast spells that last longer than normal.

*Benefit:* An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

**1<sup>st</sup> (flaw) = Split Ray [Meta] (CA, S.83)**

Your ray spells can affect an additional target.

*Prerequisite:* Any metamagic feat.

*Benefit:* You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. A split ray spell uses a spell slot two levels higher than the spell's actual level.

**1<sup>st</sup> (flaw) = Sculpt Spell [Meta]**

You can alter the area of your spells.

*Prerequisite:* Any metamagic feat.

*Benefit:* You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

*(Retrained at level 13: **Heighten Spell [Meta]** (PHB, S.95)) or (Retrained at level 6: **Leadership** (PHB, S.97)) or (Retrained at level 6: **Assume Supernatural Ability** (SS, S.97))*

**1<sup>st</sup> (flaw) = Assume Supernatural Ability (SS, S.30):** You learn to use a supernatural ability of an assumed form.

*Prerequisite:* Wis 13, ability to assume a new form magically.

*Benefit:* You learn to use a single supernatural ability of another kind of creature while assuming its form through a polymorph self spell or a similar effect. The saving throw DC against this ability is based on your ability scores, not those of a standard creature of the kind whose form you've assumed. For a breath weapon, the saving throw DC is 10 + your Constitution modifier + 1/2 your Hit Dice (rounded down). For all other supernatural abilities, the saving throw (if any) DC is 10 + your Charisma modifier + 1/2 your Hit Dice (rounded down).

If a creature, such as an undead, has no Constitution score, use its Charisma modifier or its Constitution modifier (+0 for a nonability), whichever is higher, to determine the save DC. Using this alien ability is disorienting. You take a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Additionally, in a stressful or demanding situation (such as combat), you must succeed on a Will save (DC 19) or be unable to use the ability.

*Normal:* Without this feat, you cannot use the supernatural abilities of a creature whose form you assume.

### 3<sup>rd</sup> = **Chained Spell** [Meta] (CA, S.76)

You can cast spells that arc to other targets in addition to the primary target.

*Prerequisite:* Any metamagic feat.

*Benefit:* Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum. If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

### 3<sup>rd</sup> (3.000gp) = **Otyugh Hole** (CS, S.151) (Gains Iron Will)

*Prerequisite:* A character must be 3rd level or higher to gain the special ability conferred by an otyugh hole.

*Location Activation:* Gaining the benefits of an otyugh hole requires enduring a full week of existence within it. The difficulty of this achievement depends on the state of the pit, the level of guard activity surrounding it, and the attentiveness of any creatures that scour the pit for food. Gaining access to an otyugh hole—a place that officials deny even exists—might be a challenge as well. One difference between an otyugh hole and the other legendary sites described here is that a lawbreaking character might end up visiting (and thus gaining the benefit of) an otyugh hole without intentionally seeking it out.

*Recharge:* While any number of characters could receive its special ability, an otyugh hole can grant its benefit only once per week, and only to a single character (since it is a form of solitary confinement). The site gains its power from its exclusivity: Should a large number come to know the pit's details and claim (truly or not) to have weathered its foulness, the

exceptional accomplishment of enduring the otyugh hole is cheapened and the site's benefits fade.

*Special Ability:* A character who has endured a week in an otyugh hole gains a noticeable edge to his personality, which manifests as a bonus feat chosen from the following list: Extend Rage (see the sidebar), **Iron Will**, Menacing Demeanor (see the sidebar), or Skill Focus (Intimidate). The character must still meet the normal prerequisite for the feat chosen.

*Duration:* The emotional scars, and the resulting personality change, resulting from confinement in an otyugh hole are permanent.

*Ability Value:* 3,000 gp.

5<sup>th</sup> (Bonus Wizard) = **Spontaneous Divination** (CC, S.52) (Explanation see above)

6<sup>th</sup> = **Reach Spell** [Meta] (CD, S.84)

You can cast touch spells without touching the spell recipient.

*Benefit:* You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

*(Retrained at level 16: **Spell Focus (Necromancy)** (PHB, S.100))*

6<sup>th</sup> (Bonus Incantatrix) = **Persistent Spell** [Meta] (CA, S.81)

You can make a spell last all day.

*Prerequisite:* Extend Spell.

*Benefit:* Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on persistent *detect* spells (such as *detect magic* or *detect thoughts*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

9<sup>th</sup> = **Arcane Thesis (Enervation [or] Orb of X)** (PHB II, S. 74)

You have studied a single spell in-depth. Your expertise grants you formidable though narrowly focused arcane mastery.

*Prerequisites:* Knowledge (arcana) 9 ranks, ability to cast arcane spells.

*Benefit:* Choose one arcane spell that you can cast to be your thesis spell. When casting that spell, you do so at +2 caster level. When you apply a metamagic feat other than Heighten Spell to that spell, the enhanced spell uses up a spell slot one level lower than normal. For example, an empowered thesis spell uses up a spell slot one level higher than the spell's actual slot (rather than the normal two levels higher).

*Special:* You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

### 9<sup>th</sup> (Bonus Incantatrix) = **Empower Spell [Meta]** (PHB, S.93)

You can cast spells to greater effect.

*Benefit:* All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. For example, an empowered *magic missile* deals 1-1/2 times its normal damage (roll 1d4+1 and multiply the result by 1-1/2 for each missile). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

### 12<sup>th</sup> = **Twin Spell [Meta]** (CA, S.84)

You can simultaneously cast a single spell twice.

*Prerequisite:* Any metamagic feat.

*Benefit:* Casting a twinned spell causes the spell to take effect twice in the same area or on the same target simultaneously. Any variable characteristics (including attack rolls) or decisions you would make about the spell (including target and area), are applied to both spells, with affected creatures receiving all the effects of each spell individually (including getting two saving throws if applicable). A spell whose effects wouldn't stack if it was cast twice under normal circumstances will create redundant effects if successfully twinned (see Combining Magical Effects, page 171 of the *Player's Handbook*). For example, a twinned *charm person* doesn't create a more potent or long-lasting effect, but any ally of the target would have to succeed on two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling, so a single successful counterspell negates both instances of a twinned spell. A twinned spell uses up a spell slot four levels higher than the spell's actual level.

### 12<sup>th</sup> (Bonus Incantatrix) = **Quicken Spell [Meta]** (PHB, S.98)

You can cast a spell with a moment's thought.

*Benefit:* Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

*Special:* This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action

**15<sup>th</sup> = Spell Focus (Transmutation) (PHB, S.100)**

**15<sup>th</sup> (Bonus Incantatrix) = Craft Contingent Spell [Item creation] (CA, S.77)**

You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.

*Prerequisite:* Caster level 11th.

*Benefit:* You can make contingent any spell that you know. Crafting a contingent spell takes one day for each 1,000 gp in its base price (spell level × caster level × 100 gp). To craft a contingent spell, you must spend 1/25 of this base price in XP and use up raw materials costing one-half the base price. Some spells incur extra costs in material components or XP (as noted in their descriptions), which must be paid when the contingent spell is created.

**16<sup>th</sup> (Archmage) = Arcane Reach (Su):** The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

**17<sup>th</sup> (Archmage) = Spell-Like Ability:** An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot. The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, an archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or into a maximized *lightning bolt* by using a 6th-level spell slot.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day. For example, Hexark, a 15th-level wizard/2nd-level archmage, is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day. She forfeits a 5th-level spell slot to master the ability. If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

**18<sup>th</sup> = Maximize Spell [Meta] (PHB, S.97)**

You can cast spells to maximum effect.

*Benefit:* All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. For example, a maximized *fireball* deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

**18<sup>th</sup> (Archmage) = Spell Power:** This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

**19<sup>th</sup> (Archmage) = Mastery of Shaping:** The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, an archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6<sup>th</sup> level spell slot.

**20<sup>th</sup> (Archmage) = Mastery of Elements:** The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. For example, an archmage could cast a *fireball* that deals sonic damage instead of fire damage. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

**Flaws (UA, S.91)**

**Drawback:** You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather Information checks.

**Roleplaying Ideas:** Characters with this trait are likely to feel awkward in many social situations; that might be expressed as shyness and quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

**Effect:** You take a -4 penalty on Listen checks and Spot checks.

#### Meager Fortitude

You are sickly and weak of stomach.

**Effect:** You take a -3 penalty on Fortitude saves.

#### Murky-Eyed

Your vision is obscured.

**Effect:** In combat, every time you attack an opponent that has concealment, roll your miss chance twice. If either or both results indicate that you miss, your attack fails.

#### Noncombatant

You are relatively inept at melee combat.

**Effect:** You take a -2 penalty on all melee attack rolls.

#### Pathetic

You are weaker in an attribute than you should be.

**Effect:** Reduce one of your ability scores by 2.

**Special:** You cannot take this flaw if the total of your ability modifiers is 8 or higher.

#### Poor Reflexes

You often zig when you should have zagged.

**Effect:** You take a -3 penalty on Reflex saves.

#### Shaky

You are relatively poor at ranged combat.

**Effect:** You take a -2 penalty on all ranged attack rolls.

#### Slow

You move exceptionally slowly.

**Effect:** Your base land speed is halved (round down to the nearest 5-foot interval).

**Special:** You must have a base land speed of at least 20 feet to take this flaw.

#### Unreactive

You are slow to react to danger.

**Effect:** You take a -6 penalty on initiative checks.

#### Vulnerable

You are not good at defending yourself.

**Effect:** You take a -1 penalty to Armor Class.

## CHARACTER FLAWS

Flaws are like the flip side of feats. Whereas a feat enables a character to be better than normal at performing a task (or even to do something that normal characters can't), a flaw restricts a character's capabilities or imposes a penalty of some sort.

A player may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it (for examples of times when doing this might be appropriate, see Character Traits, above). Each flaw a player selects entitles his character to a bonus feat. In other words, when you create a character, if you select two flaws, you can also take two bonus feats beyond those your character would be normally entitled to.

Unlike traits (see above), flaws are entirely negative in their impact on a character's capabilities.

### FLAW DESCRIPTIONS

Each of the flaws described here has a specific game effect. Some flaws can only be taken by a character who meets a special requirement.

#### Feeble

You are unathletic and uncoordinated.

**Effect:** You take a -2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

#### Frail

You are thin and weak of frame.

**Effect:** Subtract 1 from the number of hit points you gain at each level. This flaw can reduce the number of hit points you gain to 0 (but not below).

**Special:** You must have a Constitution of 4 or higher to take this flaw.

#### Inattentive

You are particularly unaware of your surroundings.

1.) **NonCombatant:** -2 penalty on all melee attack rolls.

2.) **Murky-Eyed:** 2x concealment roll needed

3.) Inattentive

**Languages:** 2 Start + 4x from INT Modifier = 6 Languages

Common, Orcish, Giant, Goblin, Draconic, Undercommon



Buff spells

- **Sheltered Vitality** (Cle 3): immunity fatigue, exhaustion, ability damage, ability drain
- **Favor of the Martyr** (Anyspell 3): immunity nonlethal, charm, compulsion, daze, exhausted, fatigued, nauseated, sickened, staggered, stunned + Endurance Feat
- **Death Ward** (Cle 4): immunity death, death effects, energy drain, negative energy effects
- **Freedom of Movement** (Cle 4): immunity paralysis, movement impairing effects, grapple
- **True Seeing** (Cle 5): immune darkness, illusions, displacements, invisibility, visual changes, eternal hiding
- **Mind Blank** (Wizard 8): full protection against mind influence, detect, emotion read/influence, immune to scrying

Wizard spells:

- Greater Luminous Armor (Wiz 4): +8AC (+12 with empower)

### **Buff spells (Cleric, Caster Level 7+4+1 = 12)**

- Freedom of Movement (Persist + Extended) --> DMM
- Bears Endurance (Cle2) (DC 50): +6CON
- Bulls Strength (Cle 2) (DC 50): +6STR
- Shield of Faith (Cle 2) (DC 47): +4 AC shield
- Divine Power (Cle 1) (DC 44): +3 att/dmg (luck)
- Lesser Vigor (DC 44) = +1 fast regen everyone
- Spell Shield (Cle2) (DC 47) = +3 Resist all against spells and SLAs
- Sheltered Vitality (Cle 3): immunity fatigue, exhaustion, ability damage, ability drain (Chain, Persist, Extend -->  $14*3+18 = DC 50$ )
- Favor of the Martyr (Anyspell 3): immunity nonlethal, charm, compulsion, daze, exhausted, fatigued, nauseated, sickened, staggered, stunned + Endurance Feat (Chain, Persist, Extend -->  $14*3+18 = DC 50$ )
- Delay Death (Cleric 4): immunity HP damage overflow (Chain, Persist, Extend → -->  $15*3+18 = DC 53$ )
- Bestial Ferocity (Wand - Bard1): immune disable at negative HP (DC 50)
- Death Ward (Cleric 4): immunity death, death effects, energy drain, negative energy effects (DC 53)
- Detect Magic (Cleric 0): constant detect magic

### **Buff Spell (Wizard, Caster Level 8+1 = 9):**

- Fly, Swift (Anyspell3) (DC 50): Fly 60' perfect
- Prot against Evil (DC 44): immunity mind control
- Haste (DC 50): +1ac, +1att, extra attack, +10ft movement
- Polymorph (DC 53): Alina → Hydra, Jenotus → Gauth, Familiar → Roper
- Shield (DC 44): +4AC, immune Magic missiles
- Greater Luminous Armor (DC 57): Empower, chain, persist, extend +12 armor
- Improved Invisibility (DC 53): constant invisibility, doesn't break when attacking

- Nondetection (DC 47): cannot be detected by divination spells
- Heroics (DC 47): Gain fighter bonus feat Jenotus-> imp initiative, Taric → Power attack
- Wraithstrike (DC 55): Hit against touch ac (ranged, chain, persist, extend)
- Bloodwind (SC): Natural Attacks 20ft range increment
- Fox Cunning (DC 44): +6 INT
- See Invis (DC 47): Constant see invisibility
- Blades of Fire: +1d8 fire dmg per weapon

**Final Effect:**

**immunity:** paralysis, movement impairing effects, grapple, fatigue, exhaustion, ability damage, ability drain, non-lethal, charm, compulsion, daze, nauseated, sickened, staggered, stun, HP damage overflow, disable at negative HP, death, death effects, energy drain, negative energy effects, mind control, compulsion and mind-effects, magic missiles

**stats:** +6CON, +6STR +6INT

**hit points:** +3xlevel

**attack:** +3str +3luck +1insight

**damage:** +3str +3luck

**armor:** +4 armor enh., +1dodge +4shield. +12 unnamed holy

**special qualities:** fast regen 1, +3 all resistance, Fly 60' perfect, extra attack, +10'movemen, cannot be detected by divination spells, fighter bonus feat, Hit against touch ac 20ft' ranged increment natural attack

**Form change:** Alina → Hydra, Jenotus → Gauth, Familiar → Roper

**View modifications:** See Invis, Detect Magic

## CASTER LEVEL

### Feats:

Dark Speech [Elder Evils]	+1	
Elder Giant Magic [( Secrets of Xen'drik, p. 135) ]	+3	
Metamagic Vigor		+1
Primitive Caster		+1-3

### Spells:

Channel the Mishtai, Greater (Mol)	+1	
Create Magic Tattoo		+1
Consumption Field		+6
Harmonic Chorus		+2
Mystic Surge		+1
Suffer the Flesh		+5

### Items

Talisman of Boccob +1	+1
Ion Stone	+1
Ring of Arcane Might	+1
Ring of Enduring Arcana	+4

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Feats:	+5-7
Spells:	+16
Items:	+7

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TOTAL 28-30

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