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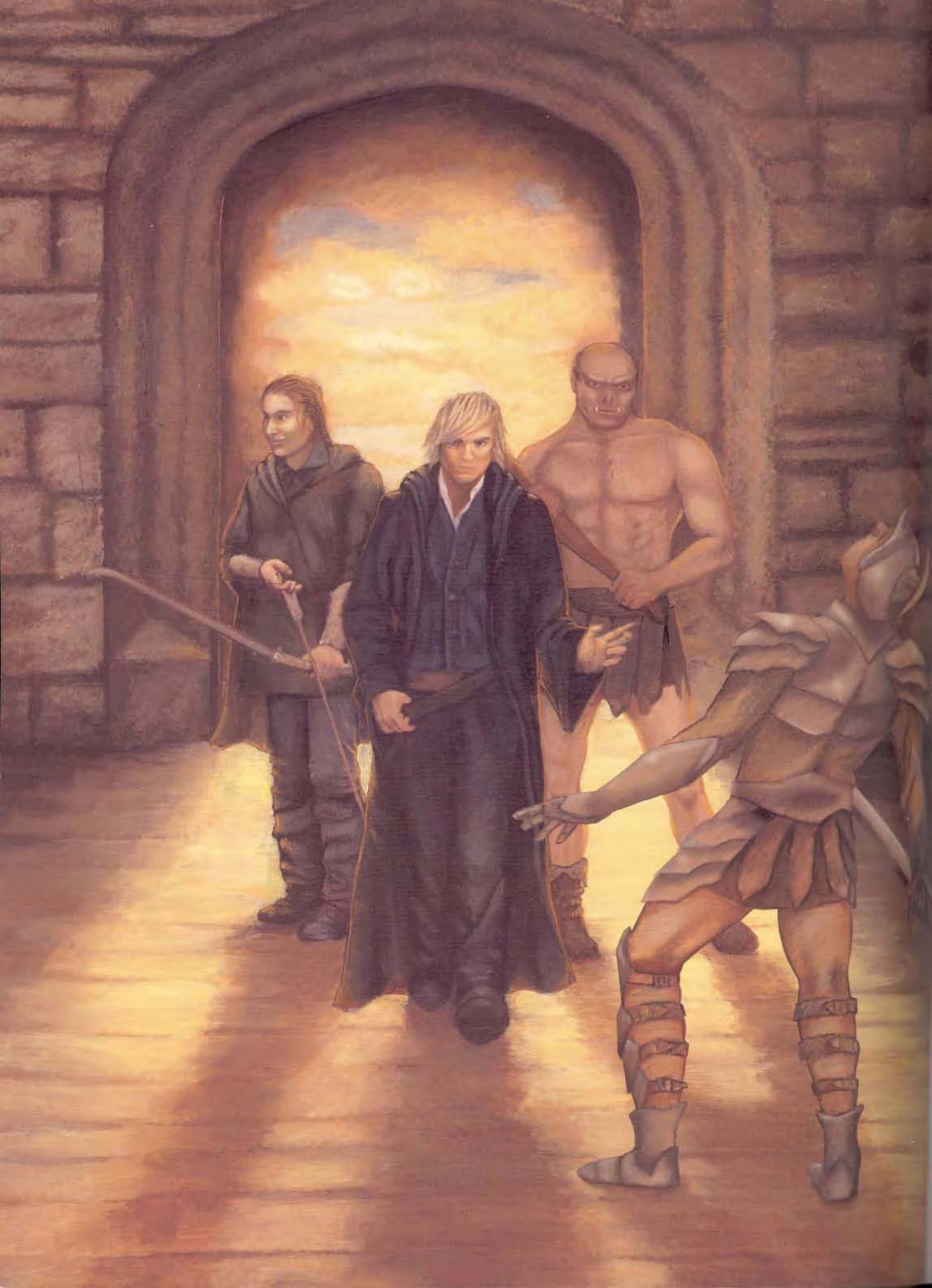
ENCYCLOPEDIA
ARCANA

ENCHANTMENT

FIRE IN THE MIND



August Hahn



Encyclopaedia Arcane Enchantment

August Hahn

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INTRODUCTION

Enchantment. The word itself invokes images of wonder and delight. The phrases 'land of enchantment', 'enchanted evening', and 'enchanted, my dear' all reveal how overwhelming the concept can be. 'Charming' is a compliment and, when someone tells you they are 'charmed' to meet you, a special connection has been made.

Images such as a nation's flag, stirring speeches that touch the hearts of those who hear them and a gentle touch when someone needs it most can foster deep emotion in others. Those who can gain the trust and ardour of others have a great gift, something special and precious indeed.

This can be seen in a negative light as well. Trust can be betrayed and ardour quickly turns to hatred if taken advantage of. Con artists can be very charming but their allure fades when those they take in realise the truth behind the mask. Enchantment, it would seem, is very much a double-edged sword.

In any case, the power to manipulate the emotions of others can be used to great effect. Armies can be raised, great love affairs begun and friendships can be forged forever with nothing more than the right words and the right mood at the right time.

While enchanters may not wield the most powerful spells for combat and dungeon-crawling, adventures have to come out into the sunlit world of civilization eventually. Far better to *charm person* an angry city guardsman than to *lightning bolt* him and have to flee town. The right *suggestion* at the right time can make convincing city bureaucrats to sell the group a plot of land much easier too.

On a larger scale, enchantment magic can have incredible effects. If an enchanter wishes, local elections are easy to rig. Through a subtle charmed chain of key individuals, even the highest seats of power in the land can be attained by a determined spellcaster with a grasp of enchantment.

The practice of enchantment does not have to be a criminal affair. Peaceful enchanters might use their magic to deal with threats in a nonlethal manner, applying *sleep* and *hold* spells to bypass opponents. Legal-minded mages can use compulsion magic to force the truth from those who might otherwise evade divinations. A killer need not be executed if he can

be subjected to a *geas* that prevents him from harming anyone ever again. For all the harm and duplicity enchantment can cause, there are just as many constructive things it can achieve.

ENCYCLOPAEDIA ARCANE

Designed to be seamlessly slotted into any fantasy-based d20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. The books of the *Encyclopaedia Arcane* are not intended just for Games Masters to use in conjunction with their Non-Player Characters, however. The players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with by the core rulebooks.

ENCHANTMENT: FIRE IN THE MIND

The essential premise of this sourcebook is to provide players and Games Masters all the information they require to greatly expand the use of enchantment within their campaign. Within are chapters dedicated to enchanters themselves, new feats for them to use, many new spells and magic items, and a new template for those poor souls who have had their will utterly broken by powerful enchantment spells. With this new material, spellcasters specializing in enchantment can be as detailed and empowered as they deserve to be.

Enchantment, by its nature, is an elitist art. One cannot be set apart from others by magic like an enchanter is over those ensnared through charms and compulsions without becoming a little distant. Good enchanters try to use this magic responsibly. Evil enchanters revel in their ability to enslave others and force their will upon the world.

Enchantment truly is a fire in the mind. Harness its power or prepare to get burned...

Great and learned Master of Enchantment,

Please forgive the audacity of both my request and my method of delivering it to you. My name is Geldon and I am recently of the Silver Arts school of magic in Hanlinshire. My interests have caused me to distance myself from those folk and now I find myself in need of a teacher to further my skills. I am no beggar and I can pay you handsomely for your time, though I doubt a man of your means and skills requires much in the way of gold.

That is why I have decided to contact you, Master Elodyr. The path of a wizard is truly my life's calling, but the stodgy bookworms in the College of the Silver Arts are too slow and too reserved in their teachings. By the time I learn enough from them to make my way in life, I will be as grey-bearded as they are! I cannot bear the thought of spending so much of my life in dusty libraries and mirthless classrooms when the world is such a colourful place full of sights, sounds and so many people.

That is ultimately what this is about, good Master: people. Of all the schools of magic, it is enchantment that draws me most. I could study hard and learn the evoking arts but that would leave me suited only to the unsubtle task of blowing up heretics at the command of the Crown and Church. If I wanted to be a mindless soldier, I would have joined the High Guard as my father demanded. I do not want to be a drone and, while I can accept any order that means something, I will not fight someone else's battles and claim no reward but a hero's funeral for it!

Forgive the rant, sir, please. I just wish to impress upon you that I am no quitter. I left the College because I want to learn, not because I cannot learn. Magic is in my blood and the need to use it burns in my heart. I have talent enough to have grasped cantrips and simple spells by my third year in Hanlinshire. Who knows what mastery I would already have if someone like you had taught me?

That is a question I simply must answer. I will make my way alone if I must, scrounging texts and components where I can get them if it will further my understanding of magic. The streets really are not so bad once you get used to the rules down here. The strong rule, the weak serve the strong and the dead serve no one but the rats. It is not a glorious life but it is life on my terms. Right now, that is enough.

It will not be enough forever. I want all the things a wizard is entitled to. I want gold, prestige, a home, servants, and the respect magic can force people to give me. I deserve more, Master Elodyr, and I am not afraid to take it. As those here have learned about me, I do not take denial lightly. A great wizard like yourself has no fear of the minor magic I can call upon but the rats have fed well around me. No one here bothers me any longer.

I will work hard in your service, if you decide to honour me with your wisdom. I have learned much about you, sir, in my time here on the street. I have learned that some of the derelicts that wander here in an endless daze are fools who stood between you and your goals. That is exactly the kind of power I crave. I have nothing now and there are so many in this city with more than they can ever need. All I ask is the chance to even things up a little in my favour. Is that so much to wish for? Is that dream too great for someone with my talents?

I am not asking for charity. I mentioned I could pay you for your time. As I have also alluded to, I am not exactly a man of means right now. My coin of repayment would be in trade, my lord. I have been able to ingratiate my way into the circles that run down here beneath everyone's notice. We may be young, but we see more than you might think. I ask you for information but I am offering to pay you in the same coin. You are an intelligent man, Master Elodyr. Surely you can see the value of such an offer.

As proof of my abilities, I offer you the skin it was written on. His name is Tollin and he will serve you well as a messenger should you choose to keep him. I used my magic (and a bottle of very cheap rum) to convince him to let me write this letter on his back. He'll heal, if you let him. He is part of my pack and, if you like, he can return your answer to me. I thank you for your time and I eagerly await your reply.

Geldon, eager apprentice



ENCHANTMENT: AN OVERVIEW

Young Mister Geldon,

You wish to study enchantment with me? Are you certain you understand what it is you ask? The school of enchantment specialises in a very powerful but very personal form of magic, making people, places and things affect the minds of others in ways that can be very intimate indeed. With this magic you can make someone fall in love, pledge devotion to a task, or defend a place with his very life. All this and more is possible through the power of enchantment.

Those who specialise in enchantment spells tend to be charming in their own right. Social influence is common among enchanters, since those most often drawn to the school are the ones who understand how emotions and desires can exert great influence. With a word in the right ear or a favour done at just the right time, they can get people to do almost anything.



Many enchanters are convincing in their own right, hardly needing magic to inspire and manipulate their companions.

Personal graces are not required of all those who walk the path of enchantment, however. There are some who take to the art to overcome their awkwardness and limitations. If one can not get his peers to adore him through his own merits, magical respect is better than none at all...

Enchanters are like illusionists in one important aspect — they are more effective if no one ever knows what they are. The concept of having one's will bent or broken to another is almost universally despised. An enchanter can expect a cold welcome at best if those around him know how he tends to make friends.

Of course, this does not have to be the case. The art of enchantment can be of great value to a community. A few charmed wolves or other large predators and the village farms are a lot safer. Similarly, local humanoid trouble quiets down when the town enchanter sends a dominated hill giant or two to the orcish camps for a little 'diplomacy'.

Still, the fact remains that enchantment spells, by their nature, do something that usually ensures immediate, often unreasoning, resentment in those aware of their use; they take away the target's free will. Ultimately, enchantment comes down to the caster imposing his wishes on another. This is essentially slavery and as such directly conflicts with the concepts of freedom and personal rights.

Of course, I do not concern myself with such semantics and, if you wish to become an apprentice of mine, you would do well to put moral concerns by the wayside. It is far better to depend on others to be shackled by their emotions. In fact, as an enchanter, you can ensure that occurs.

THE WORLD OF THE ENCHANTER

Enchanters will not likely be abided in nations that espouse these values. While there might be a place for them in some limited capacity, the best enchanters can hope for in such societies is to be tolerated while they work for the same goals. When the aims of those in charge conflict with those of the casters, it is often wise to find somewhere else to be.

Even in lands without such a dedication to free will, an enchanter is not likely to be welcome if his talents are known. Trust is difficult to foster when those around must always question one's motivations. When the miller wonders whether he gave the enchanter a good price on a bag of flour because of friendship or some magic spell, distrust quickly develops.

This can lead to the ironic situation of an enchantment specialist often being a very socially popular and charming individual, yet having to lead a solitary lifestyle because everyone he tries to approach becomes suspicious of their own feelings.

Unfortunately, there is little an enchanter can do about these emotions. The mind is both an enchanter's curse and his most valuable tool. It is the mind and the value people place on its freedom that can ostracise an enchanter from everyone around him. At the same time, however, enchantment magic can end conflicts, solve disputes and give the enchanter incredible power and influence.

The mind is a tool, one that can be used to great effect by those with the will to manipulate it. Keep in mind that other people are simply resources to be used and disposed of when they become inconvenient, young Geldon.

THE ART OF MANIPULATION

To truly explore your potential for enchantment magic, it is important to bear in mind what the school can and cannot do. A careful examination reveals the extent of enchantment's capabilities and, more importantly, its weaknesses.

We'll get the unpleasant part out of the way first. To begin with, enchantment is the only school of magic with all of its spells divided into only two categories. All enchantment spells affect the mind, which means every spell in the school requires a cognizant mind as a target to be effective.

This is a weakness because there are numerous forms of immunity or resistance that apply to a single type of effect. *Resist elements* defends against a given form of energy such as fire. Fortunately, for evocation, there are several spells that use energies other than fire.

Unfortunately, enchantment does not enjoy this advantage. Any spell or magic item that offers a defence against mind-affecting spells defends against every enchantment spell equally. Of these, *mind blank* is the most effective. It lasts a full day and, in addition to its other effects, provides complete immunity to spells that affect the mind. With one spell, an arcane caster can completely ward against this school and all the spells in it.

A second weakness of enchantment is its focus on a single type of personal defence – willpower. Other schools have spells that can be dodged or simply endured but enchantment affects the mind and is thus tied to the willpower of its targets. While this means agility is meaningless against a charm, an opponent need simply bolster his mind to resist our entire school equally.

Unfortunately, the weaknesses of the school of enchantment do not end there. Fully half of the common enchantment spells known affect only humanoid targets of approximately your own size and sentience. No other school suffers this limitation. *Finger of death* can kill any living thing it strikes and a *chain lightning* does not discriminate either. Only the enchantment school has such stringent limits.

Have we had enough bad news? Good, because what enchantment does have going for it makes up nicely for its weaknesses. The limitations placed on enchantment exist mainly because they have to. Used properly, it is an incredibly powerful school of magic. The power to bind the will of others is not to be taken lightly.

Enchantment does not work on undead? No problem. It works on living clerics and warriors just fine, and they can fight the undead for you.

Enchantment cannot get past a target's strong willpower? No problem. As I will discuss with you if I decide you worthy of the attention, there are ways around even the strongest mind.

Enchantment does not work well on a creature bigger and stronger than you? No problem. It can easily work on large groups of weaker monsters and 20 to 1 odds will sound pretty good.

Taking advantage of the power of the enchantment school requires understanding what it can do. The abilities of enchantment can be found by taking a close look at its two acknowledged types of spells.





Charm: These spells change the way the subject views you. Usually, this effect is to make the target see you as a trusted friend. Through careful application of this type of magic, an enchanter can ensnare the friendship of anyone he makes contact with. Of course, the benefits of being able to befriend local guards, the sentries of a guarded vault, or the hulking brute about to take your head off with an axe go without saying.

What does this mean? Charm spells directly affect the relationship between you and the target. Friendship is only the beginning. You can make a target love you, fear you, hate you, or consider you the only reason for its very existence.

A charm spell can be very powerful but you must remember it does not force the target to do anything outside its nature. Instead, these spells rely on the behaviour that comes with an emotional bond. Love and loyalty can usually drive a creature to do virtually anything for the object of its attentions, but finesse is required to take advantage of this commitment.

Used properly, charm spells have another advantage. Victims of a charm truly feel what the spell directs them to feel. Once the spell ends, the individual's own emotions return. If treated well while the charm

spell lasts, the target does not necessarily have to react violently towards the caster.

Compulsion: The other type of enchantment spell forces the target to act in some way or changes the way his mind works. The sheer potential of that last part, 'changes the way his mind works', is incredible. With enchantment spells you can literally turn enemies into allies, make a vicious predator docile, or make long-lasting changes to a subject's perceptions.

What does this mean? A compulsion spell is the iron fist to the charm spell's velvet glove. A compulsion spell forces the target to do as the caster desires. There is no subtlety, nor is there any doubt in the subject's mind that it is being forced to do as the caster desires.

Still, what it lacks in style, compulsion makes up for in substance. These spells can force a target to do what it would never willingly do. The powerful compulsions can even force the target to kill or die as the caster bids.

The power of compulsions do not end there. Changing how the mind of a target works allows the caster to do virtually anything. This is well illustrated, if heavy-handedly, by the spell *insanity*. Overcome your opponent's Willpower and the poor unfortunate's mind is disrupted permanently.

THE POWER OF ENCHANTMENT

Of course, both of these spell types share the school's overlying weaknesses but there are ways to turn these weaknesses into strengths.

First, know your potential targets. Since enchantment spells always go against a victim's Willpower, choose opponents with perceptibly low mental faculties. Half-orc barbarians are often terrifying killing machines but they are rarely wise. To an enchanter, a half-orc barbarian is a bodyguard and workhorse just waiting to happen. The same holds true for any monster or character class with weak wills and/or a reliance on physical strength over mental acuity.

Second, a single spell or magic item can shut down our entire school. This means targets with these defences do not generally bother 'layering' themselves with any other form of protection. Here the key to being

effective is in removing said protection. A *dispel magic* or *greater dispelling* is ideal. Once your skills improve, this advice will be more useful.

That brings up my third suggestion for using enchantment magic successfully. Keep in mind that focusing on one school does not make all of the others go away. Even specialist enchanters have access to at least five other schools. Using them to set up targets for enchantment spells is often the difference between watching a potential victim shrug off your *dominate* and having the spell work after you *true strike* him with a hand full of shuriken coated in Willpower-weakening poison.

Using everything at your disposal is the best way to be effective at any endeavour. Enchantment is no

exception. In fact, enchanters, because of their limitations, often have to turn to resources outside their preferred school. Still, a tool-using enchanter armed with the right spells from other schools is a force to be reckoned with.

I am considering your petition, but I wanted you to have a good idea what you were asking while I decide whether I have the time to dedicate to educating another apprentice.

Await my next letter,

Lord Elodyr, Master of Enchantment

Elodyr found a quiet booth near the back of the tavern. It was certainly a noisy place, but he liked people. Even with a crowd as rowdy and uncouth as this, he felt more at ease than he had on the road by himself. His horse hadn't been much company.

A young woman came up to him and smiled politely. 'What'll it be for you, stranger?' Her words were polite enough but he could hear the distance in her tone. He *was* a stranger here and he hated feeling like one.

With a moment's thought, he released one of the spells he had prepared that morning. No words escaped his lips and he did not have to make any gestures for the magic to occur. Normally he would have, but he always made sure to keep at least one spell prepared like this for when he was in public.

The spell passed from his eyes to hers. She blinked for a second, then her smile widened. All her reservations left her and she chuckled warmly.

'Are you going to make me stand here all day, love, or can I get your order? You know Tahlie will tan me good if I dawdle.'

He kissed the serving girl's hand and smiled up at her as she giggled. 'Alas, my sweet, I paid the last of my coin to that errant stablehand out back. I would love to sup with you, but I—'

She cut him off with a friendly laugh. 'Isn't that always the way with you? All right, I'll spot you this one, but you've got to let me sit with you on my break. Deal?'

He pretended to think about the offer, then nodded happily. 'I think I can bear the weight of your company while I eat, my dear.' He brought her hand to his chest and sighed deeply, looking playfully put upon.

She giggled again and pulled her hand away from him with a smile. 'You ham! I've got to get back to work!' Then, as she walked away to go fetch his food, she added, 'you old charmer!'

Elodyr watched her go, amusement creeping across his face. If she only knew...



USURPING THE WILL

While enchantment spells can be very powerful, an enchanter can not rely on them alone. The enchanter who casts spells only from his school and eschews other options has a short and brutal life ahead of him when the first zombie rises up to discuss career opportunities as a corpse.

Foremost among an enchanter's many possible tools is one usually right at hand: a quarterstaff. There is no Will save against a big stick and, when trouble comes, the only way to deal with it may be to hit it until it stops moving. Melee combat may not have a great deal of finesse but, when you can not charm and you can not run, it sure beats curling up in the corner and closing your eyes until the bad things go away.

Of course, melee combat is not generally a mage's strong suit. While it is an option, it is without a doubt one of last resort. Luckily, there are many tools of more use to an enchanter and most of them have to do with what he is strong at: magic and spellcasting.



MASTERING THE MAGIC

A spellcaster interested in using enchantment spells should keep in mind that while charms and compulsions are not flashy, that is not always a bad thing. Enchantment spells are all mind-affecting, but that means they do not have a physical effect. Thus, they are essentially invisible. Only a *detect magic* or similar effect can tell when someone has been charmed or is under a compulsion.

This invisible magic becomes even more useful if feats are used to good effect. By casting a *charm person* with Silent Spell and Still Spell, not only is there no visible effect but you do not appear to have cast a spell. By keeping your opposition from knowing you are an enchanter, you protect your ability to use your magic.

Willpower is essential to resisting the spells of the enchantment school. Thus, your primary goal to being an effective enchanter should be to reduce or negate your subject's Will. This can be accomplished magically or mundanely.

Magical means of lowering the Will include spells such as *bestow curse*, which can be used either to cripple an opponent with a -4 to all its saves or drop its Wisdom score by 6 points.

The enchantment spell *mind fog* is ideal as a precursor to heavy use of enchantment magic if opportunity allows. It covers an area, affects numerous targets, is not limited by type or size as *charm person* is, and lasts for 30 minutes as a 20 ft. cube. Those affected suffer a -10 to their Wisdom checks and Will saves.

A helpless person is also an excellent target for enchantment magic. A spellcaster compensates for the obstacle of an opponent's strong Will by casting charms or compulsions when it can not retaliate. A *sleep* spell or paralysis effect is a valuable addition to an enchanter's arsenal.

A FALSE SEEMING

Mundane tools can be very useful to enchanters. Wearing costumes or fake armour keeps a mage from looking like a spellcaster. This can ward off attacks before they begin. Carrying a weapon, even if you cannot use it effectively, can make you seem less of a threat than a wand-waving mage.

More importantly, not looking like a mage can be potentially useful in an offensive capacity also.

Catching a target unawares can keep it from using defences that require activation or forewarning.

Of course, carrying weapons and wearing armour do not need to be an empty ruse. Light armour does not inflict a significant Arcane Spell Failure penalty, especially if it is crafted from materials that reduce the penalty further (i.e., mithril). With even a slight enchantment, this armour can have the same or better effect as *mage armour* without needing to expend a spell.

Weapons are also not useless. While few wizards or sorcerers could hope to best a fighter of equal level in a contest of arms, they can still benefit from carrying one. A shortspear does not have a limited number of thrusts per day and you do not need eight hours of rest to reload a crossbow.

Besides, battering a victim unconscious through subdual damage allows you to remove his equipment. This not only increases your wealth, it takes defensive items away from your target and allows you to get spells through.

Honoured Master Elodyr,

I cannot express enough my appreciation for the time and effort you went to on my behalf. Sending your response to me by charmed celestial eagle was both a wonder to behold and an excellent example of why I seek your teachings.

If you are still considering taking me on as a student, let me express my gratitude. Even if you decide not to accept a student, I am glad just to have corresponded with a master enchanter of your calibre.

Could you perhaps recommend where else I might look for training? While any other mentor would be your inferior, I will settle if I must. Anyone you consider a peer would be more than acceptable as a teacher.

Awaiting your reply,
Geldon, hopeful apprentice

POISONED THOUGHTS

Of course, the main goal of an enchanter is to eliminate his subject's ability to resist his spells. In purely technical terms, this means lowering the Wisdom score and/or the Will saving throw of a target.

Perhaps the most effective way to do this is through the use of poison. While this has its risks, an enchanter does not suffer any direct effect from having his Wisdom reduced. Poison use is no more evil or good than binding someone's Will with a spell, after all.

One of the best Will-crushing poisons in existence is extremely inexpensive and is often easy to administer: alcohol. With its reputation as a traditional mind melter, a Games Master can rule that alcohol has a seriously detrimental effect on Wisdom scores. How much is open to interpretation, but one should be careful when using it. An unconscious pawn is of no use to anyone.

However, if you are not in some dark dungeon and you have the opportunity, do not take your enemies outside and challenge them to a duel. Take them drinking instead. To an enchanter, a tavern makes a much better arena than a back alley any day.

In combat, getting your opponents drunk is not usually an option. There are a number of other toxins that achieve the same effect, and the method of delivery varies. Poison has a distinct advantage for an enchanter; it works best when enchantment works the worst.

Because poison usually requires a Fortitude save, it takes advantage of a basic truth in saving throws. Most creatures with a good Will save have a poor or average Fortitude save. High Wisdom usually suggests a cerebral creature, which usually suggests a low Constitution.

MAKING FRIENDS THE EASY WAY

Of course, you can not poison everything. A round spent throwing a dart at a ghost is a round you could have spent running like hell. Undead, like constructs and oozes, are immune to poisons and mind-affecting spells. These are definitely not your friends and it is unlikely they ever will be.

That is why your most effective mundane tools are not toxins or restraints or even a staff upside the head. Your most effective mundane tools are other people, preferably charmed people. Here is an example of why.

When the bold knight goes to face a wicked enchantress in her lair, the greatest obstacles in his





USURPING THE WILL

way are not her magics. They are not the traps or wards he will face once he gets there either.

The greatest obstacles are probably going to be the dozen other *dominated* knights who showed up before he did and now guard her with their lives. Each one is a warrior just as motivated and well-armed as he is, offering his abilities of combat to his new mistress as if they were her own.

The one lone orc she *virus charmed* and sent back to his tribe makes a formidable obstacle too, especially now the tribe has come to live outside her tower, complete with orders to cast *polymorph knight to porcupine* with their long bows.

Thus, the wicked sorceress has a wide array of skills at her disposal through the use of her enchantment magic. The orc tribe might have shamans and craftsmen as well, increasing her base of power more. Any enchanter can do this with the right spells and the right opportunities.

The old adage seems more correct than ever. It's not what you know, it's who.

THE POWER OF ENCHANTMENT

Mordred was a villainous foe to be sure, but Morgana Le Fay is vastly more memorable and more feared because of her magic. She did not blast armies apart with meteors, she did not need to. She did something much darker; she bent the wills of men and made them her slaves. She used charms to secure their loyalties and compulsions to set them at each other's throats.

In the popular tales of King Arthur, it is not Mordred who ultimately destroys Camelot. It is Morgana. The power of an enchanter brings it all crashing down. There is a good reason *fireball* and *suggestion* are of the same spell level.

Of course, with great power comes great responsibility. An enchanter has a responsibility to always keep in mind where the loyalties of charmed minions really lie. Ultimately, an enchanted being is loyal to the magic, not the magician. If a charm or compulsion is broken, the victim regains his free will. At that point, the fact that enchantment magic has no visible effect might not be such an advantage after all.

That is why an enchanter has an even greater responsibility: always have a Plan B. Having a pair of

boots of speed or an *expeditious retreat* memorised at all times does not make you paranoid. It makes good sense.

Geldon,

Your patience has been appreciated and will not go unrewarded. Unfortunately, I have far too much occurring in my life to accept you as a direct apprentice. But, as you so astutely point out, there is no one better. I would hate to see talent like yours go to waste in the hands of some inferior charlatan.

Thus, I will instruct you from afar until things calm down and I can bring you here for formal tutelage. My first lesson for you is this: take care of yourself without magic first.

Hone your skills of persuasion. Learn to charm with word and deed before you try to do so through spells. Bending others to your will is a valuable ability, but it does you little good if you do not know what to do with pawns after you have them. Ply people with drink if you can. A bottle of rum can be more effective than a *suggestion* spell sometimes.

Contact me in six months. If you have survived that long, I will consider you worthy for your next lesson, my new pupil.

Good fortune to you,
Master Elodyr

BREAKING THE MOULD

No two wizards are identical and sorcerers vary even more. The selection of spells alone can account for a huge difference in spellcasters. The path of progression for each Player Character depends on his experiences during play and the opportunities (and obstacles) that occur for him.

While many mages simply advance through their base spellcasting class their entire careers, some find more specialised routes to take. These few adopt the framework of a prestige class to better define their specialties and to gain abilities their contemporaries can not.

This specialization does not come without a cost. Many prestige classes available to spellcasters offer specific advantages in exchange for a loss of other abilities the basic wizard and sorcerer classes provide. Still, with focus and careful planning, this drawback is

more than made up for by the capabilities provided by the new prestige class.

This chapter provides four possible prestige classes for those mages with a flair for the magic of enchantment. Each requires a special set of feats and/or skills for membership and one (the dark temptress) is not even available without special approval from your campaign's Games Master due to its extraplanar nature. Still, if your Player Character qualifies for them, these classes can advance your 'charming personality' considerably.

The empath prestige class offers a host of emotional detection and control powers, eventually granting the ability to use its abilities on large groups. At the highest levels an empath can transfer damage, quell all emotion around him, or even permanently change a target's alignment.

The puppeteer is a prestige class dedicated to a very focused aspect of enchantment: mind control. No mere specialised enchanter, as a puppeteer rises in prestige levels, his ability to bend the will of others becomes so great, it can be exerted through defences or across vast distances.

The dark temptress is an example of what can happen to an enchanter who draws the attention of lower planar powers while working her magic. Just as applicable to men (as a dark tempter), the ultimate level of this class culminates with the spellcaster transforming into a succubus.

The final prestige class, the mindmender, is to most enchanters what a locksmith is to a thief. Trained in all the same skills, a mindmender undoes the damage charms and compulsions can do to others. Nearly immune to mind-affecting spells himself, a spellcaster who rises to the highest levels of this class can break permanent and instantaneous charm effects.

THE EMPATH

The power of emotion is not lost on a spellcaster who works enchantment spells. Simple friendship magic such as *charm person* can be a lifesaver and, for a time, can provide companionship and protection.

An empath knows this better than anyone else. Focusing on the emotional aspect of enchantment, an empath can achieve more from charm-type magics than normal spellcasters. Empath spells last longer and

have greater effects due to their enhanced abilities with manipulating emotions.

A rare few among empaths discover an ultimate truth to their style of spellcasting. At a certain point, the line between the mind and the body begins to blur. The bond they can establish with others allows them to work physical effects, though at great cost to themselves.

There is no true society among those who would walk the path of an empath. Those with a flair for being in command through the enforcement of magic do not often tolerate the company of others like them. Personality conflicts almost inevitably tear apart what few groups do try to form.

Hit Die: d4

Requirements:

To qualify to become an empath, a character must fulfil all the following criteria:

Statistic: Charisma 14+

Feats: Spell Focus (enchantment)

Spellcasting: Ability to cast 3rd level spells. Must be able to cast at least three compulsion-designator spells and two necromantic spells, including *vampiric touch*.

Bluff: 5 ranks

Diplomacy: 5 ranks

Gather Information: 5 ranks

Sense Motive: 5 ranks

Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int Modifier.

Class Features:

All of the following are class features of the empath prestige class.

Weapons and Armour: Empaths gain no proficiency in any form of weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.



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Spells per Day: An empath continues training in magic while he practices the art of sensing and shaping emotions. Thus, when an empath gains a new level in the prestige class, except for levels three, six and nine, he gains new spells per day as if a level in a spellcasting class he belonged to before had also been gained.

If the character belongs to more than one spellcasting class, he must choose which one is improved by this ability.

Striking Appearance (Su): The first ability developed by an empath is Striking Appearance; a subtle enchantment magic that surrounds him at all times.



Whenever the empath rolls a skill check based on Charisma, the bonus listed with the Striking Appearance ability is added to it. This ability applies only if the 'audience' the skill is directed towards is primarily (more than half) comprised of beings who are on neutral or better terms with the empath's race, and it does not affect any roll except skill checks.

Shapechanging and illusion magic interferes with this ability, reducing the bonus by half, rounded down. Thus, a human empath with 7 levels in this prestige class would get a +3 bonus to Bluff checks when dealing with human or (likely) elven guards but only a +1 when trying to intimidate some orcs.

This is a magical, mind-affecting, charm effect and requires that the empath be conscious to use it. While it is always active and does not require even a free action to use, it does not exist at all while the empath is dazed, shaken or stunned.

Detect Emotion (Su): The basis for many of an empath's more advanced abilities, Detect Emotion is a form of the *detect thoughts* spell that the empath can use at will as a standard action.

This ability requires line of sight and does not offer a saving throw. It is automatically blocked by anything that would prevent *detect thoughts* and cannot penetrate any form of psionic defence. Spell Resistance applies to Detect Emotion normally.

This ability provides the empath with the knowledge of the target's current emotional state. This can be as detailed as the empath wishes to delve but only the current emotion(s) felt by the target can be determined. Regardless of how closely the empath scrutinises the target's emotions, this ability takes only one standard action to use.

For example, if an empath sees a man leave a house, he could tell that the man was happy. If he wishes to probe more deeply, he could learn the man was happy because of a large amount of money he had just won inside at the gambling tables. Since the man is only happy at the moment, the empath could not learn that the man's wife detested his gambling or that normally he feels very guilty about coming here.

Calm/Enrage (Su): The empath quickly learns to alter emotions. Once a target's emotional state has been determined with Detect Emotions, it can be manipulated.

The Empath

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Striking Appearance, Detect Emotion	+1 to existing level
2	+1	+0	+0	+3	Calm/Enrage	+1 to existing level
3	+1	+1	+1	+3	Bonus Feat	
4	+2	+1	+1	+4	Striking Appearance +2	+1 to existing level
5	+2	+1	+1	+4	Aura of Empathy	+1 to existing level
6	+3	+2	+2	+5	Emotional Mastery, Bolster III	
7	+3	+2	+2	+5	Striking Appearance +3	+1 to existing level
8	+4	+2	+2	+6	Shielding Bond	+1 to existing level
9	+4	+3	+3	+6	Empathic Healing	
10	+5	+3	+3	+7	Striking Appearance +4, Willcrafting	+1 to existing level

At this level, the alteration possible is still quite simple. The empath can only calm emotions or enrage them. In either case, this power requires a full attack action to use and inflicts 1d6 subdual damage on the empath (representing the strain of its use). Each use lasts a number of rounds equal to the user's empath prestige class levels.

A calmed target suffers a -1 morale penalty to attack, damage and saving throw rolls versus fear and mind-affecting effects. The only time this ability offers a Will saving throw is if it is used on a being with the Rage or Barbarian Rage special ability. Then, a successful save avoids all effect. If the save fails, the target cannot rage and any rage it is currently in ends immediately.

An enraged target gains a +1 morale bonus to attack, damage and saving throws versus fear and mind-affecting effects. This ability does not offer a saving throw and, if it affects a creature with the Rage or Barbarian Rage ability, it immediately triggers a use of that ability (and stacks its effect with it).

Calm/Enrage is considered a mind-affecting, compulsion, enchantment effect.

Bonus Feat: At 3rd level, the empath gains a bonus feat. This can be Spell Mastery, an enchanter feat from this book, or any Metamagic feat. All prerequisites for the feat chosen still apply.

If the Spell Mastery feat is taken, all of the spells selected with it must be from the enchantment school.

Aura of Empathy: At this level of ability, the empath's Detect Emotions power can be used on several

different targets at once. The maximum number of targets equals 4 + the empath's Charisma bonus. If there are targets within range, the empath must detect their emotions if he has the ability to do so; no one can be specifically excluded.

All other conditions, limitations and abilities of Detect Emotions apply. The targets of this ability do not all have to be in the empath's line of sight at the same time (i.e., the empath can use this power on people in front of and behind him) but the empathy must be able to trace line of sight to each.

Emotional Mastery: Empaths at this level have learned enough about emotions that their power over them has grown considerably. This newfound mastery is reflected in the following changes to their previous abilities:

- Detect Emotions now operates without requiring line of sight. Within 30 feet, even complete concealment or cover will not prevent its use.
- Calm/Enrage can be used to inflict any emotional state allowed by the spell *emotion*. All limitations of that spell apply to this use of Calm/Enrage. The Will saving throw allowed by *emotion* also applies, but its DC is based on the empath's prestige class level, not the level of the spell in question. The 1d6 subdual damage still occurs.
- The Aura of Empathy can now affect every target within 15 feet. The empath can choose to exclude targets if desired.

Also, the empath is now in complete control of his emotions. Any effect that specifically alters or controls emotions is automatically negated as if the empath had unbeatable Spell Resistance.

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Shielding Bond: Once the empath has discerned someone's emotions, he can establish a bond with that target. Only one of these bonds can be active at a time.

The Shielding Bond is a risky affair, as it links the physical well-being of the empath with that of another creature. A Will save (DC: 10 + prestige level) negates the Bond instantly if the Bonded creature is unwilling, and the empath can dismiss it at any time.

While the Bond is in effect, the empath and the creature act as if they were both the caster and the recipient of a *shield other* spell. All limitations and conditions except focus required and duration apply.

The Shielding Bond can be used as often as desired, but if either affected being dies while the Bond is in effect, the other is automatically stunned for 1d4+1 rounds.

Empathic Healing: An extension of the Shielding Bond power, this allows the empath to 'take' damage from one source and inflict it upon himself. Some of the damage is usually lost during the transfer as the mind of the empath tries to mitigate the wound.

This power is usable as many times a day as the empath's Charisma bonus. It requires physical touch and heals 3d6 hit points to the target. At the same time, the empath takes 2d6 damage. This does mean that, depending on the roll, the empath may take more damage than is actually cured. Such is the risk of empathic healing.

This power cannot affect any creature the empath cannot successfully use Detect Emotions on, though actual use of the ability is not required.

Willcrafting: This dangerous and formidable power is the true zenith of an empath's abilities. The use of it can drastically change a target's alignment, the end result being permanent.

To use this power, the target must be rendered paralysed, stunned or otherwise helpless for 10 full rounds. During that time, the empath must make physical contact and concentrate on using Detect Emotions. This process can be interrupted during any given round as if the empath were spellcasting, but empath prestige class levels are added as a bonus to any Concentration checks required.

At the end of the 10 rounds, the empath suffers 1d4 subdual damage per level of the target. Even if the empath goes unconscious from this damage, the target must make a Will save (DC 20 + empath's Charisma bonus). Since this save is defending the target's inner psyche, no current penalties to Will save or Wisdom score apply for it. Thus, the target always gets to make this Will save as if fully healthy and *restored*.

A successful saving throw stuns the empath for 1d4+1 rounds and immediately frees the target of any mind-affecting magics currently active on it. In addition, if the target was suffering Wisdom loss for any magical reason, it is likewise negated.

Failure results in a massive and immediate change in the target's alignment. The empath declares the intended new alignment and makes a Will saving throw against a DC equal to 10 times the number of steps removed the desired alignment is from the original.

The change that results from this (if any) is permanent, not subject to effects such as *break enchantment*, cannot be dispelled, and becomes an accepted part of the target. As soon as possible, the target will seek to perform some action that confirms the new alignment.

Regardless of the results of this attempted alignment change, the empath can use this power only once a month.

The world has opened up to me in ways I never thought possible! How complex each emotion, how ornate the minds of those who surround me! I am filled with wonder each time I reach out to others, even when they are burdened with remorse and terror. Dark emotions are so much richer than light ones, but each is a feast for my senses...

Even sweeter than watching the hearts of others is manipulating them. I can twist love into hate, joy into sorrow, and pleasure into pain. Anything I wish, others will do out of the kindness of their hearts, kindness that I will put there.

No longer will I be a victim of fickle passions. From now on, people will feel what I tell them to feel!

THE PUPPETEER

Any mage can dominate someone with enchantment magic, but the puppeteer is a master of manipulation. The mind and body are playthings to a puppeteer, each bending to his absolute mastery in whatever dance he wishes them to perform.

A strong will and talent for the enchanting arts is vital to a puppeteer since without the willpower and spells to enforce his edicts, a charmed subject can break free of his control. Unlike more subtle enchantment magic, domination is all but impossible to hide. Former mindslaves and their allies are likely to seek recourse for their treatment, restitution in blood.

A puppeteer is less likely to suffer that fate than most enchanters. Early in his career as a premiere manipulator, he learns how to keep his control a secret. With practice and proficiency, he can even conceal his control from his victims, allowing him to pull strings without ever leaving the shadows.

Sometimes the best spell is the one you are never seen casting. A puppeteer who lives long enough to reach the pinnacle of his powers could not agree more.

Hit Die: d4

Requirements:

To qualify to become a puppeteer, a character must fulfil all the following criteria:

Race: Any

Statistic: Charisma 16+, Wisdom 14+

Feats: Spell Focus: Enchantment, Iron Will, Skill



Focus: any Charisma-based skill.

Spellcasting: Ability to cast 3rd level spells. Must be able to cast at least three compulsion-designator spells.

Bluff: 5 ranks

Diplomacy: 5 ranks

Sense Motive: 5 ranks

The Puppeteer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Compel, Improved Enchantment	+1 to existing level
2	+1	+0	+0	+3	Silent Strings, Subtle Puppetry	
3	+1	+1	+1	+3	Dominion I	+1 to existing level
4	+2	+1	+1	+4	Improved Enchantment	
5	+2	+1	+1	+4	Willing Slaves	+1 to existing level
6	+3	+2	+2	+5	Dominion II	
7	+3	+2	+2	+5	Unwitting Pawns	+1 to existing level
8	+4	+2	+2	+6	Invisible Strings	
9	+4	+3	+3	+6	Dominion III	+1 to existing level
10	+5	+3	+3	+7	Lord and Master	

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Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Innuendo (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int Modifier.

Class Features:

All of the following are class features of the puppeteer prestige class.

Weapons and Armour: Puppeteers gain proficiency in all simple weapons but they gain no proficiency in shields or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: A puppeteer continues training in magic while he practices the art of sensing and shaping emotions. Thus, every other level gained in the prestige class, gives the spellcaster new spells per day as if a level in a spellcasting class he belonged to before had also been gained.

If the character belongs to more than one spellcasting class, he must choose which one is improved upon by this ability.

Compel (Sp): The first power learned by a puppeteer is also the most direct, the ability to cast *command* 3 times per day. This is an arcane spell-like ability and is considered enchantment, mind-affecting and a compulsion.

All the normal limitations of the divine *command* spell apply, with one important exception. If the puppeteer can make a successful melee touch attack, the target suffers a penalty to its Will save equal to the puppeteer's Charisma bonus.

Improved Enchantment: A puppeteer specialises in one form of enchantment magic, compulsions. His ability with enchantments of this designator is unparalleled, resulting in a +1 bonus to the DC of any such spell he casts.

To qualify for this bonus, the spell must be personally cast by the puppeteer as a prepared spell or spell slot, not from a magic item or scroll. Even a scroll scribed by the puppeteer himself does not qualify for the Improved Enchantment bonus.

At 4th level, the Improved Enchantment bonus stacks, increasing to +2 for all compulsion-designator spells he casts. This bonus also stacks with Spell Focus: Enchantment and other spell bonuses to DC.

As an additional bonus, any enchantment spell cast by a puppeteer can be dispelled by him automatically at any time during its effect.

Silent Strings: When giving a command to a target the puppeteer is affecting with a charm, or compulsion-based spell, he may make an Innuendo roll (DC 20 minus target's Intelligence score) to transmit the command silently.

The target does not need to have the Innuendo skill personally; this power essentially grants free use of it to interpret the puppeteer's intentions. If the target does have the Innuendo skill, its base rank is also subtracted from the DC to use this power.

Using this power requires the charmed or compelled target to have line of sight with the puppeteer. Line of effect is not required, nor does the target actually have to be visible to the puppeteer at all.

If the puppeteer is being observed while sending a command this way, he can attempt a Bluff check against those watching him. If successful, the commands are not obvious and will be overlooked as normal gestures.

Subtle Puppetry: Any time someone attempts to detect the magic affecting one of the targets of the puppeteer's enchantment spells, the puppeteer can make a Bluff check opposed by the detector's Spellcraft.

If successful, the detection does not 'see' the enchantment magic in question. Anything short of the direct attention of a deity can be deceived in this way, with a new roll required for each full minute of scrutiny.

If the opposed roll fails, the enchantment magic is detected as it normally would by the observer. The puppeteer has no direct way to know this has occurred.

Each enchantment spell cast by the puppeteer must be hidden with a separate roll. Even if the detector succeeds in seeing one spell, others may still remain obscured.

This ability comes into play any time the puppeteer's spells come under scrutiny. Proximity is not required. Indeed, the puppeteer does not even need to know the detection has occurred. However, only the puppeteer's base skill (ranks + Charisma bonus) applies to this roll; no enhancements to the skill are considered.

Dominion: At this level, the puppeteer comes into the true powers of this prestige class; mastery over others. The powers of Dominion define what the puppeteer does and is.

At its first level, gained at 3rd level, the puppeteer gains the ability to force an opponent to reroll its saving throws against his compulsion-designator spells. This power can be used as many times a day as the puppeteer's Charisma bonus, but each saving throw can be forced to reroll only once. The second roll stands unless the target has some ability to reroll it again.

Dominion II, at 6th level, demonstrates the growing power of the puppeteer's mastery over others. If the puppeteer already has a target under the effect of one of his personally-cast compulsion-designator spells within line of sight of an opponent of the same species and type, he can force that opponent to suffer a penalty to its Will saving throw equal to his Charisma bonus.

Dominion III, the power gained at 9th level, is an extension of Dominion II. The puppeteer has grown so powerful in bending the will of others, he no longer needs to have examples of his mastery nearby to cripple resistance. Once per day, he can designate a target to dominate. This victim has its Will save reduced by half for as many rounds as the Charisma bonus of the puppeteer. Spell resistance applies to this ability, and no bonuses the puppeteer normally enjoys to defeat SR can be used (the feat Spell Penetration, for example).

Willing Slaves: If a target successfully affected by one of the puppeteer's compulsion-designator spells is released within a number of rounds of effect equal to the puppeteer's caster level, it will assume any actions taken because of the spell were logical and natural.

External means of information the target has reason to trust ('Ummm...Kalee? That guy cast a spell and you smashed Vortan's familiar into paste with your great club. I think maybe you were charmed.') can convince it otherwise but, without such evidence, the target will rationalise any behaviour.

This power becomes an automatic feature of any compulsion spell the puppeteer casts. Whenever a victim of such a spell is released, its effect occurs. However, the rationalisation does not happen if the spell's duration ends normally or it is dispelled by an outside source.

Unwitting Pawns: The ability gained by Willing Slaves becomes even more powerful at 7th level. If the conditions for Willing Slaves are met, the target can be forced to simply forget any actions taken (at the puppeteer's discretion).

If the target of one of the puppeteer's compulsion or charm spells suffers the entire duration, the Willing Slave power occurs and the target assumes its actions to be natural as per that ability. The save DC for this ability is 10+ the puppeteer's Charisma modifier + the puppeteer's class level.

Lastly, any memories lost (or actions rationalised away) through the use of Willing Slaves or Unwitting Pawns can be instantly restored if the puppeteer touches the target and wills it to occur. This ability is not selective and returns everything lost (or rationalised) by all the uses of these powers on the target, regardless of length of time involved.

Invisible Strings: The puppeteer can now completely hide any trace of his power over a target. He takes 20 on any check required by Subtle Puppetry and, if there are multiple spells on one target, he can choose to defend them all with a single roll.

The puppeteer also becomes adept at hiding his silent commands. No Bluff checks are required to use Silent Strings, although line of sight is still necessary on the part of the target.

Lord and Master: The height of a puppeteer's ability, Lord and Master gives him absolute control over a single target. While it comes with several disadvantages, this power places the victim forever under the puppeteer's power.

This power allows the puppeteer to make Thralls, as noted in the Thralls chapter, with one special exception. Thralls made this way cannot be freed with *break enchantment*. Without divine intervention, a puppeteer's Thralls are his forever.



Emotions are weak. Thoughts are weak. Only flesh is strong: flesh and bone. The body is a marvellous instrument and through it all things are possible. What is real, but what you can feel and taste? What is truth, unless you see and hear it with your eyes and ears?

I possess strength beyond even these things. One man has the reality of his own body, but I have my reality, his reality, and a hundred others. Through the bodies of those I control I wield the might of armies. My puppets provide me with the true power of the universe.

Revel in the strength of your body, but know that when I choose to do the same, you will dance on my strings like all the others.

THE DARK TEMPTRESS

The lure of enchantment magic is a strong one. By themselves, the spells of the enchantment school seem very tempting but, for some the attraction becomes something darker, more sinister.

Powerful forces in the lower planes of existence have a connection to anything that causes torment, confusion, pain and fear. Enchantment spells are the perfect medium for dark powers to ensnare new followers. By the time such fresh recruits realise the evil they have been led to do, it is often too late.

The road of damnation takes many forms. The one that leads an enchanter to become a dark temptress is certainly the most attractive, but those who reach its end are no less damned than any other who falls prey to the clutches of evil.

In many ways, a dark temptress (or dark tempter, since men can serve as ably as women) may be even more of

a fiend in the end. How much more evil than those lost in the darkness is the one who led them there?

Hit Die: d4

Requirements:

To qualify to become a dark temptress, a character must fulfil all the following criteria:

Race: Any

Statistic: Charisma 16+

Feats: Spell Focus: Enchantment

Spellcasting: Ability to cast 3rd level spells. Must be able to cast at least three compulsion-designator spells and two necromantic spells, including *vampiric touch*.

Bluff: 5 ranks

Diplomacy: 5 ranks

Gather Information: 5 ranks

Sense Motive: 5 ranks

Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha) Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int Modifier.

Class Features:

All of the following are class features of the dark temptress prestige class.

Weapons and Armour: Dark temptresses gain no proficiency in any form of weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

The Dark Temptress

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Pleasing Shape, Sense Souls	+1 to existing level
2	+1	+0	+0	+3	Power of the Night +1	+1 to existing level
3	+1	+1	+1	+3	First Pact (Passion)	
4	+2	+1	+1	+4	Touch Souls	+1 to existing level
5	+2	+1	+1	+4	Power of the Night +2	+1 to existing level
6	+3	+2	+2	+5	Second Pact (Power)	
7	+3	+2	+2	+5	Bind Souls	+1 to existing level
8	+4	+2	+2	+6	Power of the Night +3	+1 to existing level
9	+4	+3	+3	+6	Third Pact (Pride)	
10	+5	+3	+3	+7	The Epiphany of Ecstasy	+1 to existing level

Spells per Day: A dark temptress continues training in magic while she practices the art of sensing and shaping emotions. Thus, when a dark temptress gains a new level in the prestige class (except for 3rd, 6th and 9th), she gains new spells per day as if a level in a spellcasting class she belonged to before had also been gained.

If the character belongs to more than one spellcasting class, she must choose which one is improved by this ability.

Pleasing Shape: When a dark temptress begins her progression through this prestige class, the most striking ability is gained first. The temptress becomes incredibly attractive. This is a permanent physical change.

Once the Pleasing Shape has occurred, the temptress gains a +1 attraction bonus when making any Charisma-based skill check with beings that would recognise and respond to her beauty.

If the being in question is an acknowledged friend or intimate acquaintance of the temptress, this bonus doubles to +2. For this to be the case, both parties must feel some sort of relationship exists between them.

If the temptress takes a being as a lover, this bonus rises to +3. This level of bonus comes with a set of complications, however. If a lover becomes aware of anyone else sharing this same status with the temptress, jealousy can quickly develop and turn the bonus into a -3 penalty instead. If it is utterly outside the being's nature to be jealous, the bonus instead drops to +1.

Jealousy springing from this ability can get quickly out of hand, leading to hurt emotions, angry reactions, and even physical violence. The Games Master has the final say in how far Non-Player Characters are pushed by the rejection that can come from an indiscrete temptress.

Sense Souls (Ex): As a first reaction to the changes occurring within her, the temptress becomes extremely sensitive to spiritual energy. This manifests as a form of permanent *detect thoughts*, usable as a standard action in any given round.



This *detect thoughts* does not allow the temptress to actually read minds but it works exactly as that spell in every other respect. A temptress using this ability can always determine during the third round of continuous detection on a specific being what alignment it is and what condition it is in as per the spell *status* (subject to nondetection, which bars the power).

In addition, no incorporeal creature can remain hidden from a temptress without some form of nondetection magic (which works automatically against this power). As such, incorporeal undead do not gain special bonuses to attack a temptress in melee combat.

Power of the Night: The night holds a special allure for Temptresses. It is the time of abandoned morals, debauchery and shadowy things done in the dark. The night grants some small power to them as well, reflected in a bonus to the DCs of any charm-designator spells they cast during sunless hours.

Between sunset and sunrise each night, the temptress gains this bonus regardless of weather conditions or location. Even deep underground or on an overcast and storming night, the bonus is granted fully: +1 at 2nd through 4th level, +2 from 5th through 8th, and +3 from 9th on.

The bonus applies only to spells cast directly by a temptress, not effects generated by magical items or spell-like abilities.

First Pact (Passion): Until 3rd level in this prestige class, a dark temptress may be ignorant of the source of her powers. Reaching this level requires her to make a willing deal with a fiendish power. The details of this power are best left to the individual DM, but it will always be one dedicated to seduction and betrayal.

Once the pact is sworn, the dark temptress becomes a willing servant of darkness. Her alignment slips one step closer to chaotic evil, with the good-evil axis slipping before the lawful-chaotic one if possible. Some small sign of her new allegiance becomes visible, be it a mark on her skin or the faint smell of some forbidden spice. In any case, the sign is always concealable with a little effort.

The Pact of Passion also grants the temptress the first taste of her eventual power. She gains *charm person*, *clairaudience/clairvoyance* and *suggestion* 3 times each per day as spell-like abilities. These are all cast at the caster level of the temptress.

She also gains the ability to gain sustenance from members of the opposite sex through acts of passion (kissing, etc). As long as she can engage in one hour's worth of said activities per day, the dark temptress does not need to eat, drink, or sleep.

Touch Souls (Ex): The spirit world becomes tangible to a dark temptress at this level of ability. If a temptress can detect an incorporeal entity through her Sense Souls power (i.e., the being is not protected from divinations), she can affect it as if her body and/or any weapons she uses possessed the ghost touch special property.

This is a constant ability and cannot be dispelled or negated, even by the temptress herself. Because of it, she can be also be affected physically by incorporeal creatures as if she herself were incorporeal. Among other things, this means a *blinking* opponent never has to roll a miss chance for its attacks.

Second Pact (Power): The dark powers that lend a temptress her abilities also exact their toll from her. For a temptress to attain the 6th level of this prestige class (and thus gain the benefits below or ever progress as a temptress again), she must pay them what they ask.

This price is never the same from temptress to temptress but is usually something precious to her. The Games Master should determine the exact nature of this fee, but if the temptress has a loved one, ritual sacrifice of that individual would not be an unheard-of demand. Great power is never free and evil is never gentle.

Regardless of the price, the temptress slips one more step toward chaotic evil once she pays it. Again, the good-evil axis should change before the lawful-chaotic one if possible. At best, a 6th level temptress can have an alignment of lawful evil at this point.

The Pact of Power grants the dark temptress the powers of *darkness*, *doom* and *ethereal jaunt* (self plus 50 pounds of objects only) 3 times a day as spell-like abilities at her own caster level. Also, her previous *charm person* ability now becomes *charm monster*. She also gains a +5 natural armour bonus.

Bind Souls (Sp): The dark temptress is being groomed as a special servant of her fiendish master or mistress. One of the things she will someday be expected to do is provide her patron with a harvest of souls.

First she gained the power to sense incorporeal beings. Then she developed the power to touch and interact with them. Her soul powers have now grown to allow her to literally bind the souls of mortals through the force of her will.

To do this, a dark temptress must be within 50 feet of a living being when it dies. Then, as a free action that can be taken instead of her next available action (which is spent immediately to perform this ability), she can cast *soul bind* as per the 9th level arcane spell.

This power does not require a focus, though the dark temptress can hold souls of only as many hit dice total as she has character levels. To bind a soul once this

limit has been reached, she must first select one or more *bound* souls to release.

While a soul is *bound* within a dark temptress, she can interrogate it at will using a *speak with the dead* power as a full-round action.

If she chooses to, any time after a dark temptress has *bound* a soul, she can send it to her master as tribute. The soul cannot be rejoined to its body by any means short of *wish* or *miracle* after this is done. *Resurrection*, even *true resurrection*, cannot bring the sacrificed being back from this fate.

Third Pact (Pride): At 9th level, the dark temptress must once more renew her vows to the fiendish patron that supports her. This means swearing the Third Pact and paying for her continued existence with the souls of others.

The first cost of the pact is fairly easy to pay. The temptress must use Bind Souls to capture a number of hit dice equal to three times her character level. This must take place over the course of one three-night span during the dark of the moon. These souls can be as many or as few as needed to make up the hit dice total and must all be paid to her patron as tribute. Failure to finish this task once it is started will result a permanent negative level that sets the dark temptress back at the beginning of 8th level.

Harvesting souls like this is innately corruptive and shifts the alignment of the temptress one step closer to chaotic evil. This shift occurs as did the others for the previous two pacts.

When the souls are paid, the dark temptress gains her last set of mortal abilities. She can now cast *desecrate*, *detect good*, *detect thoughts* and *teleport without error* (self plus 50 pounds of objects only) 3 times per day as spell-like abilities at her own casting level. She also gains the innate supernatural ability to use *tongues* at will and can communicate telepathically with demons within 100 feet.

This third investiture also marks the beginning of her final trial. The dark powers choose many pawns but only a select few ever remain on the board long enough to become queens.

Once a dark temptress reaches 9th level, she has exactly one year from midnight on the day she attained that level to advance to 10th. Failure results in her being dragged into the lower planes to become a succubus,

Oh, do come in. I know what you may have heard, but I promise not to bite. I have a gift, dear heart, but I am not dangerous. Why, I'd never hurt a fly, much less a fine figure like yourself. In fact, pain is the last thing you'll ever find here.

There, that's better. Please, make yourself comfortable. I only called you here to talk. You are so fascinating, and you know so much. If you would be so kind, I would love to discuss anything you want. We don't have to talk business. In fact, we can get as personal as you'd like.

More tea? Certainly. It's a special blend learned from an herbalist nearby. Really? This is your favourite? Mine too! How wonderful. We seem to have so much in common. I never noticed that before. Did you?

I would be delighted to see you again. No worries, my dear. I won't say a thing about what we discussed. I know it could jeopardise your standing with the council, and I would never want to hurt you. Ever.

You will take care of those things I asked you to do, yes? I would be ever so grateful. You keep my secrets, I keep yours. It has been a pleasure, sweetheart. Sleep well, losing all of her former class abilities as punishment for her 'failure'.

The Epiphany of Ecstasy: If a dark temptress can reach 10th level within the prescribed year, she undergoes a powerful transformation as a reward for the evil in her heart.

All of the spell-like abilities gained through this prestige class can be used up to ten times per day at will. She gains the power of *unholy blight*, usable once per day at her own caster level. She also receives Energy Drain, Alternate Form, Summon Tanar'ri, flight movement rate, Spell Resistance 12, Damage Reduction 20/+2, tanar'ri qualities, +9 natural armour bonus (which supersedes the +5 gained earlier), and +8 racial bonuses to Listen and Spot checks listed in *Core Rulebook III* under the entry for a Demon (succubus).

She immediately becomes an outsider, with all the changes and conditions that apply to that type of creature. She must also choose a truename, which is instantly learned by her fiendish patron. Knowledge of this truename allows a spellcaster to subject her to any conjuration spell without benefit of spell resistance or a saving throw.



THE MINDMENDER

In a fantasy world, trauma quickly becomes a way of life. The sight of things such as aboleth and flesh-rending ghouls inures an adventurer to feelings of shock and horror. By the time a hero reaches the heights of his career, there is little that can make him cringe or can leave lasting mental scars.

An enchanter can change all that. With a single spell, a battle-hardened veteran can be made to slaughter his family, betray his king and destroy everything he once held dear. No matter how blasé someone is, the kind of mental damage enchantment magic can wreak is not to be taken lightly.

That is where a mindmender comes in. His path in life is that of the healer but, where clerics work on the body and soul, he salves wounds of the psyche. He can break the bonds other enchanters forge, repair

shattered wills and restore lost faculties to those who would otherwise be forever crippled.

It goes without saying that if a mindmender's abilities are known to other enchanters, he can expect a cold reception at best. Specializing in defeating charms and breaking compulsions does not make a mindmender very popular with his peers. However, when a society suffers the manipulation of an unscrupulous enchanter, a mindmender may be treated like a godsend.

Unfortunately, not every mindmender does what he does for the common good. The talents of a mindmender, especially those ones gained during the first few levels, are quite useful to any enchanter, regardless of his motivations. Some diabolical mages might even masquerade as mindmenders, hoping to convince victims to lower their guard.

Hit Die: d4

Requirements:

To qualify to become a mindmender, a character must fulfil all the following criteria:

Race: Any

Statistic: Wisdom 16+

Feats: Iron Will, Skill Focus: Diplomacy, Spell Focus: Enchantment

Spellcasting: Ability to cast 3rd level spells. Must be able to cast at least two compulsion-designator spells, two charm-designator spells, and *dispel magic*.

Diplomacy: 6 ranks

Sense Motive: 6 ranks

Class Skills: Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int)

Skill Points at Each Level: 2 + Int Modifier

Class Features:

All of the following are class features of the mindmender prestige class.

Weapons and Armour: mindmenders gain no proficiency in any form of weapon, shield, or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.



The Mindmender

Level	Base	Fort	Ref	Will	Special	Spells per Day
1	+0	+0	+0	+2	Sense Charm, Word of Comfort,	+1 to existing level
2	+1	+0	+0	+3	Lifting the Weight, Denial	+1 to existing level
3	+1	+1	+1	+3	Dream Voyager, Surcease	+1 to existing level
4	+2	+1	+1	+4	Ease Resistance 10	+1 to existing level
5	+2	+1	+1	+4	Word of Kindness	+1 to existing level
6	+3	+2	+2	+5	Dream Guardian	+1 to existing level
7	+3	+2	+2	+5	Breaking the Chains	+1 to existing level
8	+4	+2	+2	+6	Ease Resistance 20	+1 to existing level
9	+4	+3	+3	+6	Dream Warrior	+1 to existing level
10	+5	+3	+3	+7	Word of Redemption	+1 to existing level

Spells per Day: A mindmender continues training in magic while he practices the art of repairing emotions. Thus, when a mindmender gains a new level in the prestige class, he gains new spells per day as if a level in a spellcasting class he belonged to before had also been gained.

If the character belongs to more than one spellcasting class, he must choose which one is improved upon by this ability.

Sense Charm (Su): The basic detection power learned by a mindmender, Sense Charm allows him to concentrate on a subject with line of sight and determine if it is under the effects of a charm- or compulsion-designator spell.

When the mindmender wishes to use this ability, he uses a standard action doing so and makes an opposed caster level check with the source of the enchantment magic in question. He receives a bonus to his check equal to his mindmender level. Each additional round the mindmender wishes to study a given target, he must make this check again. Once the check fails, the mindmender cannot try to Sense Charm on that target again for 24 hours.

Success allows the mindmender to determine that a charm or compulsion exists on the subject. Each round he spends concentrating reveals more information. The second round he learns the name of the spell in question. The third round the caster level of the spell is determined. The fourth round of scrutiny lets him know the duration remaining on the spell. Finally, in the fifth round, the mindmender learns the exact nature of the spell's effect (what *suggestion* has been made, the conditions of a *geas*, etc).

Word of Comfort (Su): A kind word can fix a broken heart, but the mindmender's magical words of healing can do so much more. At first, these words simply provide relief to those suffering from the effects of a charm or compulsion-designator spell.

Three times a day, the mindmender can instantly suspend the effect of an enchantment spell for a number of rounds equal to his caster level each time. For example, during this period of time a charmed victim can act freely, the target of an *emotion* spell returns to normal, or a being under the compulsions of a *geas* is not forced to follow its demands.

On a nonmagical note, a mindmender's Word of Comfort can let someone suffering from nightmares sleep peacefully, instantly comfort a crying person, or calm someone in hysterics. These mundane uses of the Word have no limit to their use, but the mindmender must make a Charisma check (DC 15) to succeed. Relief of this kind is always temporary, lasting only a day at best each time.

Lifting the Weight (Su): This power allows the mindmender to free the victim of certain kinds of enchantments. If an enchantment spell carries a negative effect for failure to cooperate with its compulsions (such as *quest* or *geas*), the mindmender can break it.

This can be done once a day and requires an opposed caster level check. As with Sense Charm, the mindmender enjoys a bonus equal to his prestige class level. Success breaks the spell and frees the target from his compulsion without any of the spell's repercussions occurring.



USURPING THE WILL

The original caster of the enchantment spell is not informed of its removal unless there were means of determining this other than the spell itself.

Denial (Sp): There are times when the only way to help someone overcome the burdens he carries mentally is to help him forget. This power is a potent tool, but it can easily be used as a weapon in the wrong hands.

Twice a day, the mindmender can make eye contact with a target and force him to forget a single incident. This occurrence can be as long as an entire combat or conversation provided it can be considered one incident (the Games Master has final approval over what constitutes an 'incident').

If the target fails a Will save against a DC of 10 + Wisdom modifier + Mindmender level, he forgets the event ever took place and can be reminded of it only through another direct exposure to the event or something similar. Thus, if a mindmender used Denial to make a prison guard forget he had just been offered a bribe and refused it, the guard would not remember it until someone else tried to bribe him.

Use of this ability is considered a mind-affecting, enchantment, compulsion effect.

Dream Voyager (Su): Dreams often hold the key to a target's true problems. To better understand and treat hidden mental trauma, mindmenders learn to enter a target's dream state and observe what occurs there.

Entering a target's dream is automatic if the subject was willing when he went to sleep. Otherwise, the target may make a Will save (DC 20) to prevent the intrusion. If the target is immune to mind-affecting magic, this ability cannot be used without somehow negating that immunity.

Once inside a target's dream, the mindmender can only watch what unfolds. He has no power to change or interact with what occurs. That is not to say he cannot derive any benefit from his time in the subject's unconscious mind.

Once a mindmender has spent a full, uninterrupted eight hours watching a target's dreams, he can add a +2 competence bonus to any checks he has to make for his mindmender class abilities concerning the target for a full month afterwards.

Surcease (Su): A mindmender can bolster the will of a willing target and attempt to help him dispel the enchantments that bind him. This is draining for both the victim and the mindmender but it can destroy nearly any binding the target might be suffering.

To use this power, the mindmender must touch someone currently under the effects of a charm or compulsion spell. Then, as a full round action, he draws on all the willpower the target has to try to break the enchantment. This allows the target to make a Will saving throw at the beginning of the mindmender's next turn.

This save is against the full original DC of the spell in question. If the spell did not offer a save, the DC is calculated as if one were allowed and 5 is added to the result. If there are multiple spells on the same target, attempting to break each one is a separate full round action.

Each round spent using Surcease inflicts 2d6 subdual damage on the target. Half of this result is suffered by the mindmender. If a target is unwilling or becomes unwilling during the full round action, the attempt fails and the mindmender takes 1d6 subdual damage from the strain of the broken contact.

Only one attempt per spell may ever be made by the same mindmender. If a target fails to overcome a given enchantment through the use of this power, he will have to seek aid from a different mindmender or suffer until the spell is negated by other means.

Ease Resistance (Ex): mindmenders spend so much time learning to get around the resistance of a patient's mind, they develop excellent techniques for countering said barriers. These techniques even extend to Spell Resistance, since a target's subconscious can fight a mindmender even when the target himself wishes to be helped.

When a mindmender casts an enchantment spell or uses one of his prestige class abilities, he can subtract the value listed for this power (10 at 4th level, 20 at 8th) from the target's SR rating. This ability is not subject to Spell Resistance itself.

Word of Kindness: A mindmender eventually learns that comfort can be a powerful tool but sometimes mental and emotional scars run too deeply for subtle treatment. This power allows him to enforce feelings of calm and contentment.

Usable once per day, the Word of Kindness forces a target living creature to make a Will saving throw against a DC equal to the mindmender's caster level plus Charisma bonus.

On a failed save, the target immediately enters a becalmed emotional state and loses all feelings of aggression or hostility. Rage powers end and any bonuses or penalties suffered from enchantment effects disappear. The target can fight to defend itself normally but can not initiate or continue combat otherwise.

The Word's effects last one hour per prestige level of the mindmender. If he or any of his allies attack the target during this time, the effects end immediately and the target is rendered immune to any future attempts to use Word of Comfort or Kindness against it.

During the Word's duration, the target is considered a willing subject for any other mindmender class ability and forfeits any saving throw or Spell Resistance to such powers.

Dream Guardian: Before this power is gained, a mindmender could only observe and learn from a subject's dreams. As a Dream Guardian, he can now interact with a patient's dream state and try to help him from within. Unwanted enchantment magic can even be defeated by destroying it symbolically in a dream.

This power essentially allows the mindmender to help a subject confront and defeat problems by guiding him and protecting him from what his dreams create as 'symbols' of trouble. This could be a monster, a seemingly impassable obstacle, or some other meaningful occurrence.

As a general rule, the mindmender must succeed at a series of checks to succeed in using this power. First, an Intelligence check to understand the dream(s) must be made at a DC 20.

Then a Diplomacy roll must be made at a DC 25 to determine what actions must be taken to defeat the psychological problem in question. A Spellcraft roll with a DC equal to 20 plus the level of the enchantment spell to be broken is made instead if that is the purpose of this power's use.

Lastly, the mindmender must confront the trauma in whatever guise the dream has given it in an attempt to defeat it. This is made at an opposed caster level check against the subject's Will save (or the caster level check of the enchantment being broken). The mindmender gains a bonus to this roll equal to his Wisdom bonus + 2 from his Iron Will feat.

If the mindmender's roll is higher, the trauma is eased and will not trouble the subject for a period of time (the mindmender's prestige class level in days). An enchantment spell defeated this way is suspended for 24 hours and cannot affect the subject in any way during that time.

If the trauma is nonmagical in nature, the subject may make a Will save (DC 20) at the end of each suspension period to overcome the trouble entirely.

Breaking the Chains: Once this power is learned, breaking enchantment spells becomes much easier. Whenever a mindmender suspends the effects of an enchantment spell, he can automatically attempt to dispel it as if casting *greater dispelling*.

Only enchantment spells subject to the effects of a *greater dispelling* can be broken in this way. If the spell in question cannot be dispelled or if Breaking the Chains does not work, the attempt fails and the suspension ends immediately.

Breaking the Chains has one other limitation. It cannot be used on a spell or effect with a caster level greater than the mindmender himself. Such attempts automatically fail.

Dream Warrior: This power is one of the most feared abilities a mindmender can possess, as it allows him to strike directly at the caster of an enchantment spell.

When acting as a Dream Guardian for a subject under the effect of an enchantment spell that establishes a telepathic link (*dominate person*, for example), the mindmender can use Dream Warrior if he successfully suspends that spell.

Through the link, the mindmender can then do one of two things. Only one option can be chosen, and this choice can be tried only once per spell. If the mindmender chooses, he can attempt to turn the enchantment spell back on its caster with him in control (as if the mindmender were the original caster).





The caster of the enchantment must immediately make a Will save against his own spell or be affected. If the caster is asleep, he suffers a -4 to the save.

Alternatively, the mindmender can simply send overwhelming magical energy down the link as a form of telepathic assault. If the caster is awake, this inflicts 10d4 subdual damage, Will save for half. If the caster is asleep, the effect is much more severe. It assails the caster as if the mindmender had cast *phantasmal killer*. The Will save against this effect is at -2 and it cannot be defended against with a helm of telepathy.

Word of Redemption: The most powerful ability a mindmender develops, this power is a form of incredibly potent mental surgery. The Word of Redemption allows a subject to overcome enchantment effects that are otherwise unbreakable or immune to dispelling.

Although any use of this power is rare, it is most often used to undo the effects of permanent alignment change or enchantment spells with an instantaneous duration. Regardless of its intended use, a Word of Redemption can be spoken only once per day.

When used, the Word returns the subject to whatever mental and/or emotional state he was at before outside influences caused a change (be that a *helm of opposite alignment*, the 10th level power of an Empath, or some other such effect). A Will save (DC 25) must be made by the subject, with success negating the Word entirely.

A Games Master will have to determine what effect this power has against alignment changes or permanent unrecoverable mental trauma stemming from nonmagical sources.

Each day that passes brings more tragedy to my door. When I decided to open up shop here, I had no idea the community would have such a need for me. I chose this city because of its history with Elodyr, or, as these people call him, the 'Scourge,' but I had no true inkling of the damage this foul person left behind.

There are literally dozens of people here with deep and lasting trauma from what the Scourge did in the four years he lived here. Lived? More like laired, like some monster emerging from his cave only to ravage the countryside at whim. I shouldn't say things like that, of course. He is not for me to judge. That's for the High Knights if they ever track him down. I pray nightly that they do.

Until these people see some justice done, the best I can do for them is offer some comfort and a shoulder to cry on. I know something about pain, but what these poor folk have been through make me forget my own troubles. I am sorry to find solace in their hardship, but it is easy to lose the last ten years among these battered minds.

Once the Scourge is brought back and put on trail for his atrocities, I can begin the real healing work. Until then, ale and music will have to suffice. A tavernkeep's life suits me, honestly. If I never see the inside of a catacomb or feel the breath of a dragon on my face again, it will be too soon.

SPELLS OF ENCHANTMENT

In this chapter, you will find a list of new spells for the enchantment school of magic to reinforce the skills of all suitable practitioners.

Master Elodyr,

I can not thank you enough for agreeing to take me on as an apprentice, even if this arrangement is most strange. Still, I have always been best learning alone. I suppose distant guidance is better than no guidance at all.

I will do what I can to follow your advice for the next six months, though I expect them to pass very slowly. I contacted you to escape the mundanity of my life, not focus on it.

Still, you are my master now and I will do as you say. I can only hope that when this trial period is over, we will get on to actual magical training. One of the things that has attracted me to you has been your renowned possession of ancient tomes containing rare and valuable spells. I can not wait to learn these special magics.

Expect your next letter in six months,
Geldon, apprentice in anticipation

Beyond Words

Enchantment

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level) (see text)

Target: Your charmed creature

Duration: Varies (D)

Saving Throw: None

Spell Resistance: Yes

Similar to *thrall's understanding*, this spell can be cast at any point during the charm effect. In addition to the effects of the *understanding*, *beyond words* allows the caster to communicate mentally with the target as a free action during its duration.

Once cast, the target can travel any distance from the caster and still remain affected by the initial charm effect, regardless of the range limitations of the original spell.

The material component for this spell is a polished, engraved and faceted amethyst worth 100 gp.

Bonded Souls

Enchantment

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your charmed creature

Duration: Special (D)

Saving Throw: None

Spell Resistance: Yes

This powerful spell binds a creature affected by one of your charm-designator spells to you in much the same way as a familiar. Like similar charmed-affecting spells, this spell ends when the charm-designator spell does.

Neither of you gain any special abilities from this bond, but the link does transmit touch-ranged spells and personal-affecting spells as the similar familiar powers.

A second effect of this bond is also its most powerful. If the caster dies while the bond is in effect or within one hour of its being broken, the subject must make a Will save or be slain instantly. If the subject kills the caster personally, there is no Will save allowed.

Bonded Thoughts

Enchantment

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: Your charmed creature

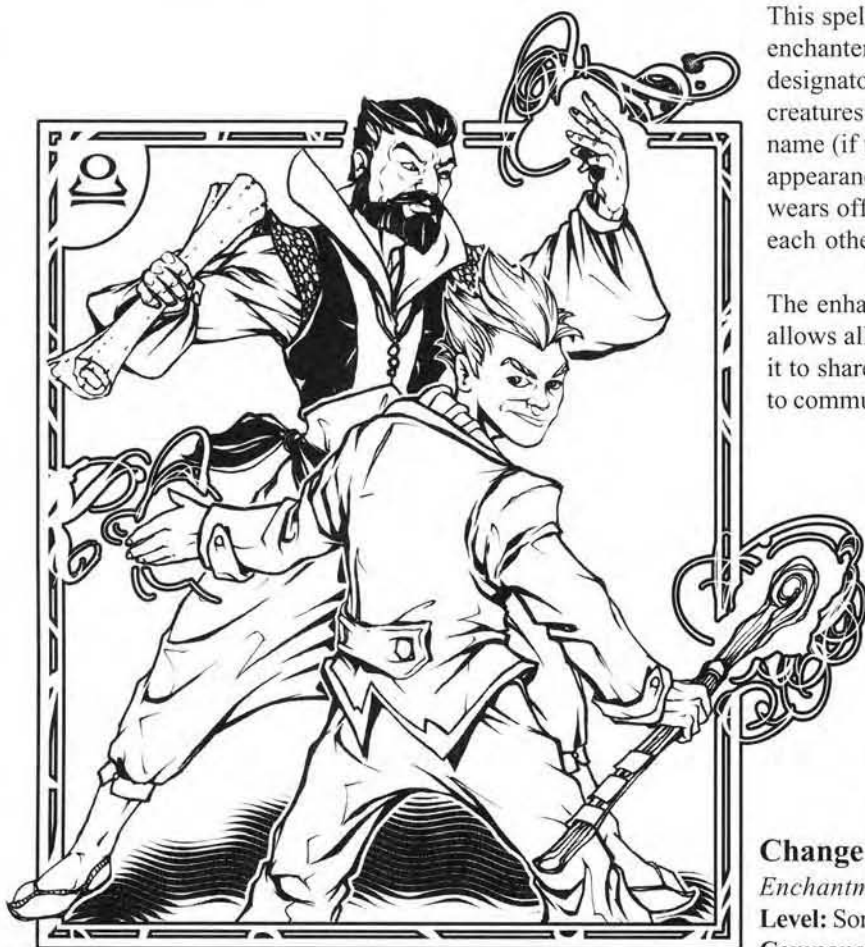
Duration: Special (D)

Saving Throw: None

Spell Resistance: Yes

This spells must be cast on the next turn after affecting a creature with a charm-designator spell. *Bonded thoughts* has a duration equal to the *charm* spell in question, ending immediately when the latter does.





This spell affects every creature an enchanter currently has an active charm-designator spell on. When cast, all of these creatures instantly learn of each other by name (if the caster knows it) and current appearance. From now until the charm effect wears off them, all these creatures consider each other trusted friends.

The enhanced bond created by this spell allows all of the charmed beings affected by it to share any ability the caster might have to communicate with them.

Lastly, beings under a *camaraderie* fight better together, enjoying a +1 morale bonus to attack and damage while within line of sight of at least one other.

The focus is a gold ring worn by the caster. This ring cannot be magical; if it is taken off, the spell ends immediately.

Change of Heart

Enchantment

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Special (D)

Saving Throw: Will negates

Spell Resistance: Yes

This incredibly potent spell inflicts a permanent change on the target's alignment. If the target fails a Will save, its alignment instantly changes to match the caster's.

Only a wish or miracle can restore the target to its former alignment, and the target does not take any action on its own to undo this effect. As soon as its alignment changes, it accepts the new outlook as natural and attempts to perform some action as immediate confirmation.

For example, a fire giant is affected by *change of heart* from a chaotic good caster. The giant is now dedicated to the concepts of personal freedom and charity. It rushes into the dungeons of its lair and

The caster can initiate telepathic contact over any distance at any time with a subject of this spell. The subject can also initiate this contact, but the caster can block communication if desired.

This bond allows the caster to give commands without needing a common language. If the charm-designator spell already allows this ability, the enhanced bond enhances the spell as if the caster were +2 caster levels (possibly increasing the duration and range, etc).

Camaraderie

Enchantment

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Same plane

Target: Your charmed creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

frees all the prisoners, handing them all items from its treasury as an apology.

The focus for this spell is a holy symbol consecrated to a deity of the caster's alignment.

Confidante

Enchantment

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: Your charmed creature

Duration: Varies (D)

Saving Throw: None

Spell Resistance: Yes

This can be cast any time while a charm-designator spell cast by you on the target creature is in effect. The target of *confidante* treats the caster as an utterly trusted friend, telling him anything he is asked to reveal.

The only limit to this newfound trust is if revealing the information would get someone else the target cares about hurt or killed. (This condition applies only if the target is aware of a real danger; suspicion of a threat to those it cares about is not enough.) Then he automatically resists the urge to answer the question but the spell itself is still in effect.

A continuing advantage of *confidante* is that the target will consider the caster someone to inform any time he comes into new information of interest to him. The caster will have to explain what qualifies for this but, once this is established, the target will seek out the caster if at all possible whenever such information comes into his possession.

The target does not become empowered with any ability to locate the caster, nor will he risk his life to gather information (unless forced to do so through other spells).

One of the verbal components of this spell is a secret about the caster communicated to the target. This secret can be very simple and basic ('My favourite colour is blue') but it must be true and it must be communicated orally. Thus, *confidante* cannot entirely be cast with the Silent Spell feat.



Dazing Aura

Enchantment

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

A flaring aura of pale white energy surrounds the caster. Any creature making contact with this aura by means of a melee attack (though only if the attack comes from a target in the caster's threatened area) must make a Will save or be *dazed* as per the spell. Beings of up to the caster's hit dice can be affected by this *daze* and, if it succeeds, the melee attack that prompted the Will save is negated.

The *aura* can also ward off a spell attack or spell-like effect that specifically targets the caster. If the attacker fails the Will save against the *daze*, the spell is wasted and the attacker suffers the *daze*'s effect.

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Again, only an attacker of hit dice equal to or less than the caster qualifies. Also, if the *dazing aura* successfully wards off a spell, it instantly ends as well.

The material components are an elixir made from the eyes of an umber hulk and the water of any lake or pond where a nymph resides.

Dolorous Touch

Enchantment

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch



Target: One living creature of large size or smaller with fewer hit dice than the caster

Duration: 1 hour per level up to 10 hours (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is a contingent spell. The caster must also have access to the Transmutation school of arcane spells.

This spell requires a melee touch attack to be successful. If the target fails its Will save, it falls into a deep slumber and cannot be awakened until the duration of *dolorous touch* ends.

In addition, this spell has a lingering effect. While it is in effect, any appropriate target that touches a sleeping victim of this spell must also make a Will save or fall unconscious. This new target is now also considered to be affected by *dolorous touch*.

No matter how many targets succumb to this spell, they all awaken when the original duration ends or when the caster dispels the effect. The caster can choose to selectively end the spell on any secondary target but, if the original target is released, the entire spell ends.

Enamouring Touch

Enchantment

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is a contingent spell. The caster must also have access to the Transmutation school of arcane spells.

This spell enchants one of the caster's hands with an invisible aura of charm magic. By making a touch attack with this aura, the caster can affect targets with the same effect as a *potion of love*. The DC save is determined by this spell as opposed to the 14 listed for the potion's save.

The duration of the charm created by successful uses of this *touch* is 1d3 hours, as with the potion.

The caster may, at his option, transmit jealousy with some or all of these touches. If this is done, those

affected by the spell will be hostile towards each other and require little provocation to fight.

The jealousy will not make targets murderous if that is not in their nature, but subdual combat is likely. Although the enamouring effect of this spell is permanent, the jealousy fades when the charm does.

The material component is a potion of love, which is consumed without effect just before the spell is cast. (If the spell is interrupted during casting, the potion immediately has its normal effect.)

Endless Daze

Enchantment

Level: Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Will partial

Spell Resistance: Yes

This is identical to *lingering daze*, except the duration of the effect is permanent and it affects any living creature susceptible to mind-affecting spells.

This refinement of the *daze* spell has one other significant change. *Endless daze* has no somatic or material components.

Enhance Bond

Enchantment

Level: Sor/Wiz 1

Components: V, S, M, F

Casting Time: 1 action

Range: Unlimited

Target: Your familiar

Duration: 1 hour

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This simple magic is invaluable to a spellcaster with a familiar. First, the spell adds 1d4+1 effective levels to the caster for purposes of determining what special abilities his familiar possesses.

Second, the familiar gains the caster's level in temporary hit points for the duration of the spell. The familiar can not go over the caster's own hit point total with this increase, however.

Third, the bond between them becomes so strong that healing (or harming) magic applied to one is also applied at half effect to the other.

The material components are a small piece of the familiar's fur (or scales, claws, or other cast-off body part) in a small silver locket (of at least 50 gp value). The locket acts as a focus and is not consumed by the casting, but the cast-offs are.

Favour's Focus I

Enchantment

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell requires a dangerous action for most spellcasters, a successful melee attack. Since the caster must make true physical contact, this attack is not considered touch, and thus all bonuses to Armour Class apply. If the Will save against this spell is successful, the target remains unaware that *favour's focus* tried to affect him, though he may have seen the spellcasting or been aware of the attack.

Once the caster has touched someone, *favour's focus* comes into effect for that target. Until dispelled, a special +1 favour bonus applies to the DC of any



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enchantment spells the caster uses on the target. Additionally, line of sight is no longer required if the caster is somehow aware of the target (now called the favoured) within range.

Only one *favour's focus*, regardless of spell level, can be in effect on a given target at any one time. If a second one targets someone already effected by one, both are instantly dispelled.

A caster can have only one favoured per caster level at one time. To create another favoured, one of the others must be released. The caster determines which one. If any favoured has the *favour* dispelled or otherwise escapes it, the caster knows immediately (although no other information is relayed; the caster knows only of the spell's loss).

The focus is a gem of any colour worth 100 gp. The caster must have the gem on his person to use the *favour's* bonus. No two favoured of the same caster may be represented by the same kind of gem.

Favour's Focus II

Enchantment

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +2 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

Favour's Focus III

Enchantment

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +3 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

Favour's Focus IV

Enchantment

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller (see text)

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +4 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

The caster can choose to reduce the favour bonus to +1. If this is done, the spell can affect a humanoid target of any size. None of the other limitations of the spell change.

Favour's Focus V

Enchantment

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller (see text)

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +5 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

The caster can choose to reduce the favour bonus to +2. If this is done, the spell can affect a humanoid

target of any size. None of the other limitations of the spell change.

Favour's Focus VI

Enchantment

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller (see text)

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +6 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

The caster can choose to reduce the favour bonus to +3. If this is done, the spell can affect a humanoid target of any size. None of the other limitations of the spell change.

Favour's Focus VII

Enchantment

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller (see text)

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +7 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

The caster can choose to reduce the favour bonus to +4. If this is done, the spell can affect a humanoid target of any size. None of the other limitations of the spell change.

Alternatively, the caster can decide to make the favour bonus +1 instead. If this option is chosen, the



Philip Renne



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favour's focus can affect any living creature susceptible to mind-affecting spells.

Favour's Focus VIII

Enchantment

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller (see text)

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +8 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

The caster can choose to reduce the favour bonus to +5. If this is done, the spell can affect a humanoid target of any size. None of the other limitations of the spell change.

Alternatively, the caster can decide to make the favour bonus +2 instead. If this option is chosen, the *favour's focus* can affect any living creature susceptible to mind-affecting spells.

Favour's Focus IX

Enchantment

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller (see text)

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is identical in every respect to *favour's focus I*, except that the favour bonus granted is at +9 instead. All other details are as per the original spell, including the kind of target affected and the maximum number of *focus* spells allowed to a given caster.

The caster can choose to reduce the favour bonus to +6. If this is done, the spell can affect a humanoid target of any size. None of the other limitations of the spell change.

Alternatively, the caster can decide to make the favour bonus +3 instead. If this option is chosen, the *favour's focus* can affect any living creature susceptible to mind-affecting spells.

Fractured Unity

Enchantment

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: All creatures within 50 ft.

Duration: 1 round per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

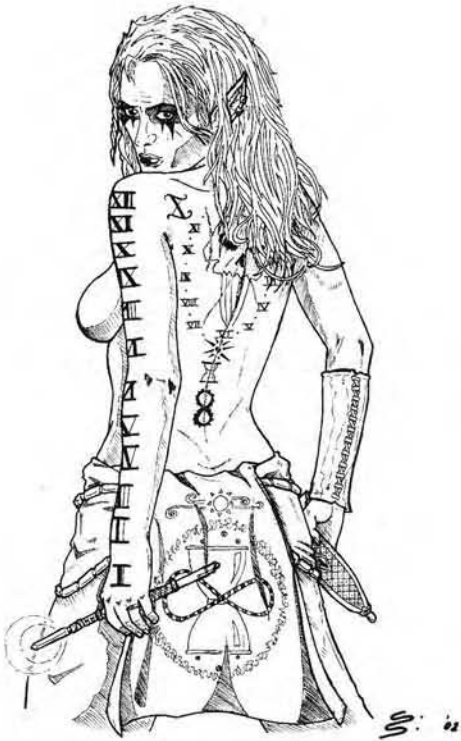
Sowing discord and emotional turmoil through its area, *fractured unity* prevents anyone from thinking of others as allies.

Any spells currently active in the area that determine their effects by means of allies will likely fail because of this, and spells that affect enemies will attempt to affect everyone within the 50 foot radius area of this spell.

Targets of *fractured unity* will not disengage from melee to heal others, request aid of any sort, or offer help to others. If an affected spellcaster has beneficial spells that could affect himself as well as others, he will cast them on himself in preference to sharing them. (This does not force him to cast these spells; it merely keeps the target from 'wasting' them on other beings if the opportunity to use the spells arises.)

Any feat or tactic that relies on supporting allies (such as flanking bonuses or rogues being able to sneak attack a flanked target) also fails to work during this spell.

The material components are a broken contract at least 10 years old and special oils worth 100 gp. The contract erupts in flame and is instantly consumed when the spell is cast.



The material components are a rose petal, a gold coin and a knotted silk cord.

Greater Daze

Enchantment

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close

Target: One person

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This is identical to the *daze* cantrip, except that it has no limit on the hit dice or level that can be affected. Otherwise, the limitations of *daze* apply, including appropriate targets.

Hatred's Puppet

Enchantment

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One humanoid of medium size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

If affected by this spell, the target flies into a murderous rage, attacking the nearest creature regardless of previous affiliations or alignment. Once the target has attacked its first victim in melee combat (which it will attempt to do in preference to all other forms of combat), it will ignore everything else, including taking damage, until the victim drops to 0 hit points or below. Then it will move on to the next nearest victim and repeat this behaviour.

A side effect of this spell is that the target becomes an ally of the caster and an enemy to everyone else. This may cause it to lose or gain bonuses stemming from spells that differentiate on that basis (*ble*ss, for example).

The material component is a drop of sweat from a barbarian or fur from a creature with the rage ability. If the caster has the rage ability personally, there is no material component.

Friendship

Enchantment

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Your charmed creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Essential to good relations with those the caster charms, this spell makes the friendship effect of a charm-designator spell (assuming it has one) permanent and nonmagical.

This amiability becomes a natural part of the creature but it is not enforced in any way. Thus, actions by the caster can easily disrupt or undo the fragile bonds of this new friendship.

Likewise, if the caster takes steps to strengthen the relationship, the target is likely to remain friendly indefinitely. Ultimately, this spell is what the caster makes of it.



Kenning the Heart

Enchantment

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close

Target: One Creature

Area: 20 ft. burst or none (see text)

Duration: Instantaneous

Saving Throw: Will negates (special)

Spell Resistance: Yes

This is a contingent spell. The caster must also have access to the divination school of arcane spells.

When *kenning the heart* is cast, the current emotional state of the target is immediately known to every being in the area of effect. Every being in the burst also becomes aware of the target as the source of the

emotions. No names or images are given and only simple emotional concepts will be communicated but language is not a barrier. There is no save allowed for this effect.

Alternatively, the caster can choose a single emotional question, complete with qualifiers, and learn the answer personally. In this case, no burst occurs.

This question, which can be as complicated as ‘Who do you love romantically?’, can be posed only if the caster knows the target’s language or has some way to bypass this requirement (such as *thrall’s understanding*, *tongues*, or *beyond words*). The subject may make a Will save to negate this.

Kenning the Mind

Enchantment

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Area: 20 ft. burst or none (see text)

Duration: 1 round/level (D)

Saving Throw: Will negates (special)

Spell Resistance: Yes

This is a contingent spell. The caster must also have access to the divination school of arcane spells.

This spell is very similar to *kenning the heart*, except that it broadcasts the current thoughts of the target at the moment of casting.

The alternate effect allows the caster to ask a single detailed question involving thoughts and/or memories and receive a silent, complete answer from the target’s mind. If the Will save is failed, the caster learns what he wishes to know immediately.

Kenning the Soul

Enchantment

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Area: 20 foot burst or none (see text)

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: Special

This is a contingent spell. The caster must also have access to the Divination school of arcane spells.

This spell can be used to duplicate the effects of either *kenning the heart* or *kenning the mind*. If used in this way, there is no save or spell resistance against its effects.

If the caster wishes, *kenning the soul* can be used to broadcast the target's alignment to everyone within the burst radius. Absolutely no form of defence or immunity can prevent the accuracy of this detection, nor can any defence or immunity prevent the targets in the burst from receiving the information.

Alternatively, the caster can learn the target's alignment, fears, desires and 'darkest secret'. The secrets learned by the caster are up to the Games Master's discretion but will be something potentially harmful to the target or something he would never want revealed.

This version of the spell offers a Will save and spell resistance applies. No burst occurs and the target has no indication, even with a successful save, that the *kenning* occurred.



Lingering Daze

Enchantment

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One humanoid of large size or smaller

Duration: 10 minutes/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

This spell is similar to *daze*, except there is no limitation to the number of hit dice that can be affected. Also, a target affected by *lingering daze* remains that way for the spell's duration or until the effect is dispelled.

A target that makes its Will save against this spell is partially dazed. On its next turn (and its next turn only), the target may take only a partial action.

The material component is a shard of ice or a sliver of iron.

Moment's Pause

Enchantment

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Close

Target: One humanoid of medium size or smaller

Duration: One round

Saving Throw: Will negates

Spell Resistance: Yes

Moment's pause is a much improved form of *daze*, causing the affected target to be completely immobile for the duration of the spell. Until the end of the caster's next full round, the target is considered paralysed and completely helpless. In all respects



except duration, this effect is identical to *hold person*.

The focus for this spell is a small, straight piece of iron.

Piercing Gaze

Enchantment

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Piercing gaze inflicts actual damage on a target creature by forcing several conflicting urges and emotions on it at the same time. The resulting shock causes mental trauma.

To affect a target, the caster must meet its gaze. Thus, blind creatures or a target that can not see the caster will prevent the spell from working.

If successful, the target takes 5d4 points of damage. This can be, at the caster's option, subdual. If *piercing gaze* inflicts more than 15 points of subdual

or normal damage, the target must make a Will save (same DC as for this spell, though *piercing gaze* does not offer an initial save) or be stunned for a single round.

The material component is a smooth piece of tumbled amethyst worth 1 gp.

Rapturous Touch

Enchantment

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Once a successful touch attack has been achieved on the target, this spell makes the target perceive any further touches by the caster to be extremely pleasurable. This rapture can be very distracting and can even become more than the target can stand, knocking it unconscious.

Every successful touch attack after the first inflicts 1d4 subdual damage and 1 temporary point of Wisdom drain. The saving throw for this spell is made when the first touch attack occurs. If successful, it does not take effect. If this save fails, *rapturous touch* affects the target. Thereafter, no save is allowed for the touch attacks.

The Wisdom returns in one hour, regardless of the amount lost, but the subdual damage must be healed normally.

Because of the nature of this spell, the touch attacks can not be combined with any form of damaging effect, including using the caster's Strength bonus (if any). Any actual hit point damage caused by the caster in any way during this spell ends it immediately and returns all the lost Wisdom to the target.

Seductive Smile

Enchantment

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell grants the caster a gaze attack, usable immediately against the visible target creature of his choice. Once it is in effect, the *smile* forces the target to make a Will save or become enamoured with the caster. This enamouring will cause the target to suffer a -1 morale penalty to attacks, damage and saving throws. Against the caster and his spells, this penalty worsens to a -2.

In addition, if the target is of an appropriate race and sex to be physically attracted to the caster (Games Master's discretion), any attacks made will be subdual if possible.

If the caster is killed, subdued, or becomes invisible or otherwise imperceptible to the target of this spell for longer than 3 rounds, the spell ends immediately. Otherwise, the enamouring effect lasts indefinitely.

The material component for this spell is a strand of hair from a being with a 16 or higher Charisma.

Shattered Will

Enchantment

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One living creature of large size or smaller

Duration: Permanent (D)

Saving Throw: Will partial

Spell Resistance: Yes

If the caster can succeed at a melee attack (not considered a touch attack, since the caster must contact some vital part of the body), the target is permanently rendered unable to resist his enchantment spells.

A successful Will save lessens the severity of this effect. In this case, the target simply suffers a -5 morale penalty to saves against the caster's enchantment spells.



This spell can be dispelled by the caster at will. Otherwise, only death, *remove curse*, or *break enchantment* can free the target's mind.

Thrall's Understanding

Enchantment

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close

Target: Your charmed creature

Duration: Varies (D)

Saving Throw: None

Spell Resistance: Yes

Thrall's understanding must be cast on the caster's next action after he successfully affects a target with a charm-designator spell. The target creature is then considered to have a common language with the caster, even if it does not normally have a language or communicates in a way the caster could not (such as telepathy).

The caster does not gain the ability to actually communicate in this language with any being except





the charmed target. However, the target instantly understands any command or information the caster wishes to impart. This spell even allows the target to grasp concepts normally beyond its intelligence.

A final advantage of this spell is that, because of the additional bond with the target, the duration of the original charm effect is determined as if cast one level higher.

The focus for this spell is an ornate gold disc with the word for 'understanding' etched into it in every language the caster knows. This disc costs 200 gp plus 20 gold for every engraved language.

Torment of Loss

Enchantment

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Your charmed creature

Duration: Permanent (D)

Saving Throw: None (see text)

Spell Resistance: Yes

This spell can be cast on any creature (with fewer hit dice than the caster) currently affected by one of the enchanter's charm-designator spells. There is no save against this spell initially. *Torment of loss* has no further effect until the charm-designator spell ends on the target creature. If *torment of loss* is still in effect, it then activates.

The target creature becomes filled with terrible regret and depression over the loss of its bond with the caster. These dark feelings can overwhelm the subject; if it fails a Will save, it dies immediately from the emotional shock.

A successful save leaves the target shaken (-2 morale penalty to attack rolls, weapon damage and saving throws) for one hour. It then fully overcomes the effect.

The material components are one of the caster's tears (a pearl of at least 100 gp value can be substituted by casters without the ability to cry) and a vial of any sort of poison.

Undying Loyalty

Enchantment

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: Instantaneous (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is a contingent spell. The caster must also have access to the necromancy school of arcane spells.

By succeeding at a melee touch attack, the caster initiates a spiritual change in the target. No apparent effect occurs and, if the target makes a Will save against this spell, nothing happens at all.

Failure completes the change but, aside from a fleeting chill and a momentary sense of dread, there is no other effect. That is, until the subject dies any time in the future. The caster is immediately informed of the death. The subject, if it becomes undead for any reason, is now subject to the caster's enchantment spells.

This spell circumvents the undead's usual immunity to mind-affecting spells, but only with respect to the caster. To any other source, the undead retains its immunity.

The material components are hair, nails, scales or some other part of the subject, and a piece of gravestone.

Wall of Distraction

Enchantment

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: Wall of light whose area is up to one 5 ft. square/level (see text)

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

The scintillating wall of pale white mist brought into effect by this spell inflicts an intense and severe distraction upon all those who make contact with it or pass through it. The wall does not block line of sight, nor does it offer concealment.

Creatures failing their Will saves suffer a -2 morale penalty to attacks, damage, skill checks and saving throws for one hour. This effect is not cumulative; thus, the target(s) can pass through the wall several times while affected without adding to this duration. Those who succeed at the Will save suffer only a -1 morale penalty for one hour.

The caster is immune to the effects of a *wall of distraction* he cast. In addition, the caster can release any victim of the *wall* from the distraction effect at will (the target must be visible to the caster to do so).

A *dispel magic* will automatically destroy a 5 foot cube of this wall per effective caster level (up to 10) of the *dispel*. More powerful dispelling effects destroy the entire wall automatically.

The material components are a small sheet of mica and a lit candle anointed with 250 gp worth of precious oils.

Wave of Hesitation

Enchantment

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will partial

Spell Resistance: Yes

Casting *wave of hesitation* causes a cone of shimmering lights and pale white mist to erupt from the caster's outstretched hands. Every creature in this cone must succeed at a Will save or be stunned for 1d4 rounds. On a successful save, the targets are affected by a *daze* spell if they are of the appropriate type and hit dice. Otherwise, there is no additional effect.

The material component is a pinch of sand, which is thrown towards the targets as the spell is cast.

Young Geldon,

It was with amusement that I read your reply and it is with amusement that I answer it. You certainly have the focus required to be a great mage someday. I think you are going to do just fine over the next six months. Nevertheless, I insist you spend them doing as I instructed. Consider it an extended object lesson in the kind of life you never want to live again.

As for the special spells you referred to, I do indeed have some excellent tomes in my library. As the original owners would dearly love to get them back, the location of that library will remain a secret even from my newest apprentice. I am sure you understand.

I will be happy to share this lore with you once these six months are over. I will even make them available to you in scroll form at the excellent rate of 2,000 gold pieces a page. These are copied in my own hand with the finest inks and materials. I am sure you can see what a bargain this is, especially for spells this rare.

Now perhaps you do not mind the six months so much? You should begin saving now, my young apprentice. *Moment's pause* will serve you well when dealing with the Henlinshire guard.

Your Master,

Elodyr



ENCHANTMENT FEATS

As previously mentioned, the key to success as an enchanter is the proper use of tools. A tool can be a spell, a costume, a well chosen level in a prestige class, or the right feat at the right time.

This section offers some alternatives to the feats offered in *Core Rulebook I*. These feats allow a mage to embrace the true precepts of enchantment and become more skilled at wielding its power.

Two of the eleven feats listed here are general feats, based on the classic image of an enchanter. Two others are metamagic, as noted. The remaining seven are specifically enchantment feats, so called because they are available only to those who work magic of this kind. The prerequisites for these feats ensure they remain the province of the dedicated enchanter.

POWER, PASSION, AND THE PRICE

One of the enchantment feats, Mark of the Master, can be taken several times. Each time it allows the mage to select a power from a special list. By itself, this feat simply represents a growing ability to wield



enchantment magic. One of its prerequisites is that the mage be a specialist enchanter. This shows his dedication to charm and compulsion magic.

However, bending and breaking the will of others is seldom considered a good act. As a mage grows in his ability to do so, darker powers may become interested in 'guiding' that mage's career. Few fiends can match the subtle evil of a mortal with a mind for manipulation.

To represent this, the Mark of the Master feat has an optional section. This section comes into play only if the Games Master wishes it to. Using the optional part of this feat requires more bookkeeping on the Games Master's behalf, since a demonic or devilish patron will have to be created and kept track of.

Furthermore, the player does not need to be informed if this section is being enforced. The mage may not even be aware an evil outsider has been investing him with power until he is well and truly damned.

This is not to say that a mage taking Mark of the Master is instantly doomed. He should always keep in mind that he is a resource. This gives him some status but it cannot allow him to overstep his bounds. A resource is only a resource if someday, somehow, it is intended to be spent...

Absolute Authority (Enchantment)

Your will is so strong that, even when those under your control would be able to free their wills, you can force them to obey you.

Prerequisites: Ability to cast enchantment spells of 3rd level, Charisma 14+

Benefit: When a subject under the effects of one of your charm- or compulsion-designator spells would normally be released because of a condition of that spell or an outside influence trying to break the spell, you may make a Charisma check (DC: 15 + level of the spell).

If successful, you force the subject back under control. This attempt can be made only once. Whether it succeeds or not, this check can not be tried a second time if conditions allow the subject a second chance at escape.

This feat does not allow you to force a subject back under control if the condition that frees him is the end of the spell's duration. Similarly, use of this feat

does not extend the duration of any spell beyond its usual limit.

Normal: A spellcaster cannot resist the breaking of one of his spells beyond the caster level check initiated by a *dispel magic* attempt.

Beloved Master (Enchantment)

Those you control through your enchantment spells are so dedicated to you, they will put themselves in harm's way to keep you safe.

Prerequisites: Ability to cast arcane spells of 2nd level, Charisma of 12+, Spell Focus (enchantment)

Benefit: As long as you have at least one being under the effects of one of your charm- or compulsion-designator spells within melee range of you, you gain the effects of half cover (+4 to Armour Class, +2 to Reflex saves).

Damage taken while providing this bonus to you does not offer the charmed subjects a chance to overcome your spell, regardless of the conditions of their enchantment.

Commanding Voice (Enchantment)

Your voice carries with it some subtle enchantment magic of its own. When you speak to a being in a language it understands, you can exert influence through sheer force of will.

Prerequisites: Ability to cast enchantment spells of either arcane or divine type, Charisma of 16+, Iron Will or Spell Focus (enchantment)

Benefit: By speaking to a creature as a standard action, you can affect it as if casting the spell *command* (your character level equals the caster level). This ability can affect any target the spell *command* normally could and does not provoke an attack of opportunity. You can use Commanding Voice 3 times a day.

Enchanter (General)

You possess a great deal of talent and innate potential with enchantment spells. When wielding this school of magic, you have an easier time manipulating the abilities of your spells.

Prerequisites: Spell Focus (enchantment)

Benefits: When applying a metamagic feat to an enchantment spell, you may reduce its level cost by 1,



to a minimum of 0 extra levels. This feat can be applied only once to a given spell, regardless of the number of metamagic feats used during the spell's preparation.

Normal: A metamagic feat has its full spell level increase applied to a spell when it is used during the spell's preparation (or casting, in the case of sorcerers).

Fair Visage (General)

You are unusually comely for your race and gender, something you are well skilled in using to your advantage. Others find you pleasant to look at and you can usually dominate a conversation or gathering through appearance alone.

Benefits: You gain a +1 bonus to all Diplomacy and Perform checks if the audience involved is primarily made of beings that would find you attractive (same or similar race, etc).



ENCHANTMENT FEATS

You may also use your appeal against those who would find you sexually attractive. If the subject(s) of your enchantment spell or bardic fascination would be attracted to you by race and sexual preference, you gain a +1 to the DC of any such attempt.

Harrowing Mind (Enchantment)

Your will is particularly strong and can have a damaging effect on the minds of others when you cast your enchantment spells on them.

Prerequisites: Iron Will or Spell Penetration, ability to cast *feblemind* and any one spell with a fear designator.

Benefits: This feat can be chosen up to three times. Each time, it stacks with itself. Normally, the effect of

this feat is optional. If Harrowing Mind is chosen three times, it becomes automatic.

When you cast a charm- or compulsion-designator spell on a target or targets successfully, the spell inflicts 1 point of temporary Wisdom damage in addition to its usual effect. This is from the violent mental nature of your control. There is no additional saving throw against this loss and the Wisdom point returns 24 hours after the end of the spell that caused it.

Harrowing Mind cannot cause Wisdom damage to a target more than once an hour (although the damage may be more than 1 point if this feat is taken multiple times).

Master's Marks

Level + Charisma Bonus	Power Gained	Benefits
1-4	Allure	You gain a +1 competence bonus to all Diplomacy, Bluff and Gather Information checks. You can choose this power twice, increasing the competence bonus to +2.
5-8	Stronger Spells	Your enchantment spells gain a +1 DC bonus. This stacks with Spell Focus and similar effects. You can not choose this power more than once.
9-12	Forgetful Presence	Targets of an enchantment spell you cast must make a Will save (DC 15+ your Wisdom bonus) when the spell ends. If failed, the target does not remember having been affected or who affected it.
13-16	True Beauty	Your appearance is such that any creature who views you will be attracted to you regardless of race or sexual preference. While this attraction is not overwhelming, it allows you to use abilities dependent on attraction on any sentient creature.
17-20	Fleeting Memory	Those who succumb to a compulsion-designator spell you cast will not remember the time they spent under its effects when it ends. (Will save, DC 20 to avoid.)
21-24	Eyes of Submission	You gain a gaze attack. When you wish to use it as a full attack action, this gaze inflicts 1d4 Wisdom damage (a Will save at DC 20 lowers this loss to 1 point). The lost Wisdom returns at a rate of 1 point per hour.
25+	Fatal Attraction	With a quick kiss (melee touch attack that provokes an attack of opportunity), you can overwhelm the emotions of any target that would find you attractive. If the target fails a Fortitude save (DC 15 plus Charisma bonus), he falls unconscious immediately. A long, passionate kiss (full attack action that also provokes) does the same but, if the target fails his save, he dies instantly of heart failure.

Mark of the Master (Enchantment)

You have developed your abilities with the school of enchantment to the point where certain magical effects have become part of you.

Special Note: This feat can be selected with the bonus feat given to Wizards every 5 class levels.

Prerequisites: School Focus (enchantment), Spell Focus (enchantment)

Benefits: This feat can be chosen multiple times. Each time it is taken, you gain a new selection from the Master's Marks table below. These selections may or may not stack, as mentioned in the selection's individual description.

You must select a power available to your level plus Charisma bonus, as noted by each selection. You may choose a power lower than this level if you desire, but you may not take one higher.

Campaign Note: This feat can, at the Games Master's whim, be a product of extraplanar energies infusing you with new abilities. The art of enchantment can draw the attention of powerful outsiders who, in turn, can gift you with powers as a sort of patronage.

While this patron may possibly be of celestial origin, it is far more likely to be a lower planar being such as a demon lord or arch devil. The Games Master is under no obligation to tell you what sort of patron you have attracted. Indeed, you may not even know you have one until it comes by to check on its 'investment'.

Rapturous Spell (Metamagic)

Your spells can be prepared or cast with an enchantment that makes their effects extremely pleasurable to the target.

Prerequisite: Access to the enchantment school of arcane magic or the charm domain.

Benefit: Rapturous Spell can be applied only to spells that affect a target creature. In addition to the



spell's other effects, the target of this spell must make a Will save against it or be stunned for one round due to intense pleasure. This is a mind-affecting, compulsion effect. A Rapturous spell takes up a spell slot 2 levels higher than the spell's actual level.

Sepulchral Smile (Enchantment)

Due to inherent necromantic talent or some other connection to the powers beyond the grave, your enchantment magic can have an effect on the undead.

Prerequisites: Access to the necromantic school of spells or the Death domain, Spell Focus in enchantment or necromancy.

Benefit: You can affect mindless undead (skeletons, zombies and other undead with no Intelligence score) with the *charm person* and *charm monster* spells.

Although intelligent undead still possess their normal immunity, this feat grants an additional +1 bonus to the DC (stacks with other Spell Focus-type effects) to those few enchantment spells that will affect them.



Stunning Beauty (Enchantment)

Your magical powers of seduction and attraction have become so subconscious, they occur constantly. Those who see you are often taken aback, hesitating a few moments before acting against you.

Prerequisites: Fair Visage or Charisma 18+, 5+ ranks in Bluff.

Benefit: This feat affects only beings that would be attracted to you (i.e. same or similar race, sexually attracted, etc. The Games Master's discretion has final say in whether this feat applies.)

Any being who tries to target you with an attack or spell during a surprise round loses the ability to act and must wait to do so until normal initiative is rolled. During normal initiative, if you have not yet acted in a given round when someone targets you

with a spell or attack, he must delay his initiative until it matches yours.

Virus Spell (Metamagic)

You can make the victims of your spells become carriers of its effects, 'transmitting' them to anyone they come in contact with.

Benefits: Any nondamaging spell that targets a single creature can be prepared or cast with Virus Spell. A creature affected by a Virus Spell transmits the spell's effect by touch. The creature can not choose not to transmit; it occurs automatically.

If the spell has an instantaneous duration, the effect is transmitted only once by each victim and must be accomplished within one round per caster level or the Virus effect is lost. If the duration is longer, the spell effect can be transmitted once per round until the duration ends.

Each potential victim of the Virus Spell receives a saving throw against its effect, even if the original spell did not offer one. If the spell did not have a save, this

defaults to Fortitude. Each victim can be affected, successfully or not, only once. Then they are immune to the touch of anyone under the effects of that Virus Spell.

Once a person has been successfully affected by the touch of a Virus Spell victim, he becomes a carrier in turn. The maximum number of creatures that can be affected by a Virus Spell is equal to the caster's level times itself. Thus, a 9th level caster can affect 81 people with a Virus *sleep* spell.

A Virus spell takes up a spell slot 4 levels higher than the spell's actual level.

THRALLS

How many months has it been now? Two? Three? How many more will it take before this cursed prince finally breaks? Already, his brother rides from the High Palace with an army behind him to rescue my pawn.

I am not sure how they found me so quickly. I had hoped to have a year or more to work the secrets of the realm from my little puppet, but his mind is stronger than I'd anticipated. Still, I am close. I can feel it.

How does he thwart me like this? Every time I think his mind is mine, he finds some hidden strength to hold what remains of himself. I cannot use him if I cannot break him and he steadfastly refuses to be broken. How could I, Alyaynalah of House Lachlainne, be thwarted by a mere human like this?

His will is great but I have him well bound. I had hoped to keep his warhorse chained until it could also be turned to my command but now I see that I may have to have it killed. That may provide the crack I need in his paladin's pride. Once I snare his thoughts, the rest is easy...

My goblin scouts tell me that the High Army is only a week away at best. I don't have much time left. I will have to move swiftly. Though I hate to lose such a resource, a pound of horseflesh may buy me the key to a kingdom.

Enchantment magic specialises in breaking a target's will and forcing him to comply with the caster's wishes. Normally, when these spells end, the victim returns to normal and is free to act in any way he chooses.

What happens when the target's will has been so broken that, once the magic ends, he still cannot return to normal? What happens when the mind has been shattered so many times, it simply cannot mend on its own?

While this chapter is not an attempt to bring complex psychology into a fantasy game, the idea of mental shock and trauma can not be ignored when dealing with enchantment magic. When you force a victim to betray everything he holds dear, it only makes sense that some lingering effects will remain.

This chapter focuses on one aspect of this possible damage: broken willpower and its use as a tool for enchanters. Through the careful application of enchantment spells, emotional manipulation and specific mind-breaking commands, it is possible to sunder the will of a target and leave him utterly compliant.

This process can be initiated by any spellcaster with the Spell Focus (enchantment) feat and a school focus in enchantment. It takes that kind of dedication to charms and compulsions to be able to wreak the psychic damage required to break a subject so completely, to turn a sentient being into a thrall.

Puppeteers

The puppeteer prestige class presented in this book is a specialist in the kinds of manipulation that make a thrall. Their abilities make them the undisputed masters of this process. As such, puppeteers add their prestige class level to *all* opposed rolls when trying to make a thrall. In addition, a thrall made by a 10th level puppeteer can never be freed of its bonds. No form of mortal power, talent, or magic can return their minds to them.

REALITY CHECK

Making a thrall is not a good act, nor can it realistically be done for good reasons. Breaking a living creature's will is an act tantamount to extended, vicious torture. At best, a good enchanter who does it becomes neutral. At worst, a Games Master is well within his rights to change the enchanter's alignment to evil, with all the penalties that entails.

Beware the ramification of this process in a campaign. While the idea of creating thralls has its appeal, doing so will likely change the focus of a game. The enchanter, along with any allies who support him in this endeavour, will be branded as villains of the blackest sort if freedom-loving people discover what they have done.

This material is perhaps better used as the basis for an archvillain in a heroic campaign. The thralls of an evil enchanter make excellent foes, especially once the Player Characters realise they are not truly responsible for their actions. Good-aligned Player Characters will have to wrestle with their consciences before striking down innocent farmers and townsfolk whose only crime was falling victim to the machinations of a thrall-forging tyrant.



SHATTERED MINDS, BROKEN SOULS

An enchanter must tread carefully when choosing a thrall. Warriors and other physical types may have relatively untrained Willpower (low Will saves), but they can pose grave danger to the enchanter's person if the process fails. On the other hand, while mage and priest thralls can be easily negated by removing their components and foci, they have strong minds (as evidenced by their much higher Will saves) and do not take well to the training.

Once a choice is made, the enchanter can begin. The process has three main parts: the capture, the domination and the submission. Failure during any step releases the potential thrall from the effects of that step and the enchanter must start over again. These setbacks can be very costly, adding days or weeks to the completion time.

SNARING THE MIND

The creation of a thrall begins with a single spell. The enchanter must successfully cast any compulsion-designator spell that allows a saving throw on a target benefiting from its full Will save bonus. If the target is immune to mind-affecting



spells, that defence can (and must) be removed, but the target must have an unimpaired Will save and fail to resist this first spell.

This initial failed save sets up the potential thrall's mind for the sensation of losing control that is vital to its ultimate surrender. The victim is now vulnerable, but the enchanter must move quickly or the opportunity is lost.

At any point during the duration of the compulsion, the enchanter must cast any charm-designator spell that engenders friendship on the target and defeat its full Will save. Again, it is important the target has the benefit of an unimpeded saving throw. Breaking the target's Willpower while at its strongest demonstrates the enchanter's superiority and puts him in a dominating position.

Before the charm spell ends, the enchanter must now have the target accompany him alone to where the rest of the process will take place. Travelling with the enchanter is a decision the target cannot be compelled to make. The effects of the charm will make it much more likely that the target will go with the enchanter, but the enchanter can not use any further magic to force the target to comply. Use of Bluff or other skills is perfectly acceptable, however.

Once the target has returned with the enchanter, the capture stage is nearly complete. One final act is required. The enchanter must manoeuvre the target into some form of containment, such as into a cage or restraints. Even something as crude as grappling and forcing the victim into bondage will work. Once restrained, the target must be freed of any enchantment spell affecting it, even spells the enchanter did not cast. The victim's mind must be completely free of magical interference before the enchanter can proceed.

This mental release brings with it sudden feelings of betrayal and vulnerability. The target has been led into captivity by someone he viewed as a friend. Shock and anger are natural results of this betrayal and, unfortunately for the target, exactly what the enchanter needs him to feel. The capture is complete; the domination can begin.

TWISTING THE WILL

Capturing the body of the target was the easy part. Now comes the truly difficult step, breaking down his thoughts and emotions until all that remains is his

purest, most vulnerable self. This can take days, weeks, even months but, if the enchanter remains focused and the target cannot escape, success is nearly assured. Eventually, even the most rigid steel will bend.

The enchanter must spend at least eight hours in the immediate company of the target. How this time is spent is up to the individual enchanter but the basic process is always the same. During these eight hours, the enchanter must cast enchantment spells at the target in an attempt to wear down his resolve.

Unlike the limitations of the capture stage, the target's Will save bonus need not be sacrosanct. The enchanter can use any means at his disposal to reduce it to a minimum of a third its full base score. The target must be left with enough Will to break or the process can not succeed. Thus, if a victim has a +9 base Will saving throw bonus, the enchanter can use spells, poison, or trauma (detailed in the Help for Games Masters section) to drop it to a minimum of +3. Any lower and the domination stage must begin again.

The spells cast must alternate between charms and compulsions. Once the victim fails a save against a charm, the enchanter must switch to compulsion spells until the victim fails a save against one. Then, the enchanter switches back and the series repeats.

The goal of this stage is to get the victim to fail his save three times in a row. Each time this happens, the enchanter gets a 'hook' into the target's mind. The enchanter is seeking to get three such hooks, and this stage continues until this occurs. Any number of successful saves can be made between these triple failures but, once a hook happens, it remains with the victim. Even if the target escapes captivity, each hook is considered a permanent compulsion effect that cannot be dispelled.

In game terms, each hook is a penalty the target suffers against any enchantment spell cast by the enchanter that put it there. The hook penalty equals 1/3 of the target's base Will save. It is possible to have multiple hooks from different enchanters, however, hooks are cumulative only if they come from the same source and no more than three can accumulate this way.

When an enchanter creates three hooks in the target, the domination stage is complete. There is no limit to how long this can take to achieve. All that remains is to force submission.

ACCEPTING THE LEASH

Once a victim has three hooks in his mind, he has essentially become the enchanter's property. A tiny amount of defiance remains, but it is easily brushed aside. Still, this is too much resistance and must also be crushed if the target is to become a true thrall.

To force submission, the enchanter must be able to cast *dominate person* or *dominate monster*, whichever spell is needed to affect the target. If the enchanter cannot cast this spell, the victim must remain in captivity until he can do so. The *dominate* spell is absolutely essential to the thrall process and only a foolish or desperate enchanter begins it without one.

The feeble Will left in the target rallies to try to fight the *dominate* spell with everything it has left. The target gets to make this save with his full base Will save and gets a +5 circumstance bonus as well. If this save succeeds, one of the hooks is destroyed and the enchanter must replace it before continuing.

Once this last Will save fails, the target is lost. It immediately takes on the thrall template (as detailed in this chapter) and becomes slavishly devoted to the enchanter. This devotion is a permanent, mind-affecting, enchantment effect and is not subject to dispelling, *disjunction*, or *break enchantment*. Only a *wish* or *miracle* can undo the utter mental sundering that has occurred in a thrall.

THE THRALL TEMPLATE

Once a victim has had its will shattered by an enchanter, it can become a mind-bound thrall under the permanent control of its master. This transformation does not truly change the thrall's body but the process has profound effects on its physical abilities. With all of his mental blocks removed, a thrall benefits from faster reflexes, the potential for hysterical strength, and the tireless desire to serve.

Creating a Thrall

'Thrall' is a template that can be added to any living creature susceptible to mind-affecting spells. Once applied, only powerful magic can remove this template from a being. Gaining an immunity to mind-affecting spells after this template is applied does not negate it, nor does that immunity exist against the creature's master. The creature's type does not change as a result of this template.



ENCHANTMENT FEATS

Hit Dice: Same as the base creature

Speed: Same as the base creature

AC: The thrall has +1 natural armour or the creature's natural armour, whichever is better. This comes from the thrall's reduced ability to feel any form of pain or discomfort.

Damage: Same as the base creature

Special Attacks: A thrall retains all of its previous special attacks unless the special attack in question was a mind-affecting one. Those attacks are lost when the creature becomes a thrall. In addition, a thrall gains the special attack listed below.

Mind Leech: Thralls possess a touch attack as a side effect of the process that makes them. If a thrall can make a melee touch attack on a creature susceptible to mind-affecting spells, that target is at a -1 morale penalty to all Will saves until the thrall's next turn.

Spells: The creature can cast any spells it could cast before becoming a thrall with the exception of enchantment spells. A thrall can not cast enchantment spells of any type.

Special Qualities: A thrall retains all of the creature's special qualities and the ones listed below.

Master: A thrall automatically considers the being that forced this template upon him as his 'master.' The thrall will obey any command, even suicidal ones. In addition, any enchantment spells or effects that do not originate from his master, or an item in the master's possession can not affect a thrall.

Damage Reduction: A thrall ignores minor wounds and can endure great hardship in the service of its master. This gives him damage reduction 5/+1.

Limited Mindlessness: A thrall is still a sentient creature but his broken will manifests itself in certain ways. Any Iron Will or similar feat possessed by the thrall is suspended while this template exists. The thrall also suffers a penalty on certain skills as listed below.

Tireless: A thrall receives the effects of the Great Fortitude, Toughness and Endurance feats for free.

Saves: Same as the base creature; +2 to Fortitude saves due to the virtual Great Fortitude feat from the *Tireless* ability above

Abilities: A thrall gains a +2 to Dexterity but no longer has a functional Wisdom bonus. The Wisdom score does not truly change but it cannot be used to determine a Will save bonus or for additional spells.

Skills: The *Limited Mindlessness* a thrall suffers from has a detrimental affect on his skills. A thrall cannot add his Intelligence, Wisdom, or Charisma bonus to any skill rolls he makes. This does not affect actual skill ranks or virtual bonuses from other sources.

Feats: See *Tireless* above

Climate/Terrain: Same as the base creature

Organisation: Any desired by master

Challenge Rating: Up to 3 HD, as base creature +1; 8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Same as the base creature, but alignment poses no obstacle to the master's commands and compliance with these commands may result in alignment change.

Advancement: Same as the base creature

Sometimes, when I sleep, I have the strangest dreams. In them, I am not married to my beloved Alyayna. Instead, I ride a white horse and do battle with the creatures that live outside our castle walls. It is most peculiar.

I cannot imagine doing the things I see in my dreams. Calling on a god I have never heard of and striking down our loyal trolls with a sword I have never seen. Why would I even imagine harming the creatures that guard us from the horrors of the so-called 'armies of light' that besiege us constantly.

They do not understand us, nor have they the eyes to see my love as I do. How can they call someone so wonderful 'evil'? What has she ever done to them, save to offer them her wise and kind rulership? From the way they hurl insults and arrows like an unruly mob, they could benefit greatly from a lawful hand guiding them out of their barbarity.

Still, I cannot seem to shake these dreams. In one of them, I know the leader of our assailants. He calls to me sometimes when I guide my lady's orcs to return fire upon their pitiful rabble. He even calls my name, though I do not know how he knows it. Spies, no doubt. Lurfangk, our Warmaster, has even commented that he looks like me. I should have his heart torn out for such an insult, but the resemblance is uncanny....

No matter. Alyayna has told me not to ponder such things, and she is right. The months we spent together before our wedding are like a love-spun blur and now I find myself unable to refuse her even the tiniest request. She wants me to concentrate on our defence. As the pounding on our walls grows louder, I can see the wisdom in her words.

I have sent Lurfangk to fetch the most powerful blade in our armoury. That man outside the gates may bear my face but it will avail him not when I have removed his head.

MAGICAL ITEMS

Although spellcasting is an enchanter's greatest weapon, there is no denying the usefulness of magic items. A single fully charged wand adds 50 uses of a given spell, many times more often than an enchanter could cast it personally. Potions and scrolls keep spells available without a caster needing to prepare them.

Continuing the suggestion that an enchanter is most effective when least obviously an enchanter, magical items can go a long way towards disguising a school focus. Attacking a group of orcs with a *wand of fireballs* brands the user as a mage at worst. The fact that the same mage can bind the leader of those orcs with a *dominate monster* never comes into play.

An enchanter must keep in mind the limitations imposed by his enchantment school focus and the schools denied because of it. If an enchanter has given up the evocation school, a *fireball* wand is a really pretty stick. All is not lost in this case, though.

An enchanter who discovers a need to use spell-trigger or spell-completion items from prohibited school(s) should consider taking a single level of the sorcerer class. Suddenly, the entire wizard/sorcerer spell list is available again. That pretty stick might be useful after all.

Potions, rings and other items that do not require spell triggers or completion to activate can be used with no trouble, regardless of a mage's school focus. You can not cast *comprehend languages* but need to know what the angry fire giant king is shouting? Drink a potion of the same spell and everything becomes clear pretty quickly. (Odds are, you'll be using those boots of speed pretty quickly too.)

Certain rare items can be created strictly for the purpose of channelling, casting and augmenting enchantment magic in ways a caster alone could never accomplish. Others have been crafted in opposition to enchantment, offering some form of defence against the mindbending forces of charms and compulsions.

Armband of Mental Fortitude

This gold or silver piece of jewellery normally fastens around the upper bicep and resizes instantly to fit snugly on any wearer. Magical etching covers the inner surface of the band; when worn these sigils feel warm to the touch. Any time the wearer is subjected to a mind-affecting spell from any outside source, the etchings become almost painfully hot. This warns the wearer of the attempted magic and provides a bonus to the Will save against the spell, if any. A silver armband provides a +2 competence bonus to all Will saves. A gold armband provides a +4 bonus of the same type. Rumours exist of a platinum version that offers a +6 competence bonus to Will saves, but such an item would be extremely rare and precious if, indeed, it did exist.

Caster Level: 11th; *Prerequisites:* Create Wondrous Item, the creator must have the feat Iron Will, the creator must have a Wisdom bonus equal to or greater than the bonus granted by the armband, *resistance*; *Market Price:* (silver) 8,000 gp, (gold) 16,000 gp, (platinum) 36,000 gp.

Bolts of Enchantment (Greater and Lesser)

Hawthorn-shafted +2 crossbow bolts with silver tips, *lesser bolts of enchantment* can store any single cantrip or 1st level spell from the enchantment school in them. Once a spell has been cast into a bolt, it cannot be changed or removed. Any creature struck by an imbued bolt must save versus the spell it carries or be affected if it qualifies as a viable target. *Bolts of enchantment* are made and found individually.

Greater bolts act in every way as *lesser bolts*, but they add their enchantment bonus (+2) to the DC of the enchantment spell they carry.

Caster Level: 9th; *Prerequisites:* Craft Arms and Armour, *imbue with spell ability*; *Market Price:* 2,410 gp.

Chalice of Hidden Sorcery

Generally created as an elegant crystal goblet or jewel-inlaid wine glass, the *chalice of hidden sorcery* has a singular, very potent ability. It allows a spellcaster to impart a spell into the liquid it contains. The *chalice* stores that spell and casts it on the next person who takes a drink.

In order for the *chalice* to function, it must be filled at least halfway with water or wine. Then anyone holding it and sipping its contents can cast any spell





which has only a verbal component, has either no saving throw or has a save to negate, and targets only one creature. *Detect magic* will not reveal this spellcasting or the spell itself while it is stored in the *chalice*.

The spell, which is cast with only a whisper (Listen Check, DC 25 to hear) is instantly stored in the water or wine, where it will wait for 24 hours before fading away. The first valid target to drink from the cup becomes subject to the spell and must make whatever save is required or be affected. If this save is successful, the target is not made aware of the spell at all.

Caster Level: 9th; *Prerequisites:* Create Wondrous Item, *silence*, *imbue with spell ability*, *nondetection*; *Market Price:* 12,500 gp.

Diadem of Distraction

A *diadem of distraction* usually appears as a circlet set with spires of crystal on a band of silver filigree. A single amethyst rests on the wearer's brow and sparkles brightly when the diadem's powers are used. The *diadem* makes the wearer immune to being dazed, held, or stunned in any way. In addition, the wearer can cast *daze* three times a day, *hold person* twice a day, and *power word stun* once each day. The

diadem takes up the helmet/hat/headband slot when worn.

Caster Level: 13th; *Prerequisites:* Create Wondrous Item, *freedom of movement*, *daze*, *hold person*, *power word stun*; *Market Price:* 47,500 gp.

Eyes of the Enchanter

Powerful crystal lenses that fit over the eyes, these can also take the form of a pair of spectacles. In any form, they bear a shimmering ring of tiny engraving along their outside edge. When worn by an arcane spellcaster with a school focus in enchantment or by a divine spellcaster with the Charm domain, these lenses grant all of the powers of *eyes of charming*. They also augment enchantment spells in several wondrous ways.

Any enchantment spell cast by the wearer benefits from the feats Spell Focus (enchantment) and Spell Penetration. If either feat is already possessed, the bonus it provides improves by +1. If the spell can be affected by the Enlarge Spell feat, the lenses do this as well.

Lastly, the wearer can choose to *overcast* a single enchantment spell each day. This immediately inflicts 1d6 subdual damage per level of the spell on the wearer. This cannot disrupt spellcasting as it takes place just after the spell is completed. The spell cast in this way has no limit to size category, hit dice, or number of creatures it can affect.

Caster Level: 13th; *Prerequisites:* Create Wondrous Item, creator must possess Spell Focus (enchantment), Spell Penetration, and Enlarge Spell, *charm monster*, *domination*, *limited wish*; *Market Price:* 105,500 gp.

Heartbreaker

Some magical weapons of great power take months or even years to craft, with careful attention and massive preparation going into every detail of their enchanting. Others, such as the evil greatsword Heartbreaker, are said to manifest their abilities spontaneously after an event of incredible import and significance.

The legend of Heartbreaker tells of a noble prince captured by a wicked enchantress and subjected to horrible magical tortures. By the time the prince's brother could arrive to save him, the prince was a twisted shadow of his former self, utterly enslaved to

the whim of his dark mistress. The brother could not bring himself to fight the prince and was struck down without a word. Tears in his eyes, the charmed prince is said to have been gifted with a moment's clarity by the gods themselves.

He used this fleeting freedom to return to the citadel of the enchantress, his greatsword still dripping with his brother's blood. She rushed to embrace him and as they met, he drove the blade through her heart. Then, his mind torn apart by what he had done and the magics still binding his mind, he threw himself off the castle's parapet and impaled himself on his sword. The blade grew black from all the pain, rage, and loss.

The legends go on to say how the hearts and souls of all three slain that day became bound into the weapon. Heartbreaker came to unholy life on that blood-soaked field under a stormy sky, hungry for the taste of more tragedy.

No matter how Heartbreaker gained its powers, it is certainly a terrible force for evil and chaos. It seeks out emotions such as love and friendship and tears them asunder. No act of cruelty is enough for Heartbreaker as it attempts to cause endless betrayal and torment. This utterly black greatsword is covered in scars along its length and bears a large ruby in its pommel. When it kills, the stone bleeds and a hollow metallic laugh seems to ring down its blade.

Heartbreaker is a +5 keen unholy *greatsword of wounding*. It is intelligent (Int: 19, Wis: 16, Cha: 20, Ego 32) and of chaotic evil alignment. It never speaks, but its wielders can feel its malevolent mind touch theirs in the heat of combat. The poor unfortunate wielding Heartbreaker gains free use of *detect good/evil* and the feats Cleave and Combat Reflexes, and constantly has a *protection from good* while the blade is drawn. When attacking someone with a relationship to the wielder (spouse, relative, friend, etc), Heartbreaker's special purpose of Destroy Love comes into play. Any critical threats scored against such targets automatically critical.

Heartbreaker is drawn to drama and tragic events, causing them whenever it can. In combat, any ally of the wielder that moves within his threatened area counts as an enemy. The wielder *must* make an attack of opportunity on that ally if able. Similarly, any ally counts as an opponent for purposes of a Cleave

(or Great Cleave, if the wielder possesses this feat) and must be attacked as such.

Heartbreaker has also been known to try to force its wielder to attack loved ones or children, or to commit other atrocities. If Heartbreaker does not kill a good-aligned being at least once a week, it will try to force its current wielder to perform such an act to satisfy its need for horror and violence.

Major Artefact

Lash of Languishing

This *icy burst whip* +3 is a long braid of shimmering black hair and ribbons of silver dragon hide studded with ivory barbs. The handle is a wickedly-carved black bone that serves as a *keen icy dagger* +3 in melee combat. The *lash* cannot be used as both a whip and a dagger in the same round.

The true power of the *lash* is its ability to force victims struck by a critical hit to make a Will save (DC: 16) or be stunned for one round due to agonizing pain and numbing cold. Only whip attacks carry this power, which counts as a mind-affecting, enchantment effect.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armour, *ice storm*, *power word stun*; *Market Price:* 72,000 gp.

Potion of Ennui

Useful offensively or defensively, a *potion of ennui* causes the imbiber to lose all ability to feel emotion for 1d4+1 hours. During the potion's duration, the drinker is immune to all charm-designator spells, magic involving emotions and morale bonuses and penalties. The drinker cannot Rage during this time, nor can he be forced to do so.

A *potion of ennui* can be diluted into as much as 50 gallons of water or other liquid. If anyone drinks from this dilution, the effects are as above but they last only 1 hour. Multiple *potions of ennui* can be used at once for a single imbiber or in a dilution. Their effects will not stack but their duration will.

Caster Level: 5th; *Prerequisites:* Brew Potion, *suggestion*; *Market Price:* 750 gp.



Potion of Unearthly Beauty

Rumour has it that this potion is a concoction of both elven and succubus blood, laced with nymph tears, sap from a dryad's tree and water from a sylph's stream. That may not be true, but this potion does leave a lingering aftertaste of copper and bitter spice.

Imbibing this potion grants an incredible physical change in appearance, transforming the drinker into a stunningly attractive version of itself for 1 full hour. The imbiber's voice becomes rich and clear, almost musical. Any Charisma-based skill check that relies on beauty and social graces gains a +5 circumstance bonus.

While the potion lasts, the drinker initiates a fascination effect on any being that looks at him. This is exactly like the bard's ability of the same name, with the Will save at a DC: 25. Distractions cannot prevent this fascination from occurring but combat does for as long as the fight continues.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, maker must have at least an 18 Charisma without magical bonuses, *charm person*; *Market Price:* 2,500 gp (ad hoc price adjustment from rarity of materials).

Ring of Infernal Delight

A *ring of infernal delight* is crafted to resemble a pair of beautiful figures embracing. Careful examination reveals a hint of wings and horns on both. Rings of infernal delight are almost always gold. When they function, the eyes of both figures glow with a deep crimson light.

Wearing a *ring of infernal delight* imparts several of the classic powers of a succubus: *charm person*, *suggestion*, *detect thoughts*, and *doom* each once per day. The wearer also gains a +2 natural armour bonus and the ability to make a *vampiric touch* attack once per round for 1d6 damage. In fact, the wearer *must* make this attack in order to enjoy the other powers of the ring. If the *vampiric touch* is not used successfully on an opponent (not an ally or the wearer) once each day, the ring loses all of its other abilities until the wearer does so.

Note to Games Masters: If the dark temptress prestige class is available in your game, the dark powers that sponsor it might seed several of these rings on your campaign world. Enchanters could be lured into

service through the subtle corruption these rings provide.

Caster Level: 11th; *Prerequisites:* Forge Ring, *charm person*, *suggestion*, *detect thoughts*, *doom*, *vampiric touch*, *barkskin*; *Market Price:* 55,000 gp.

Special Armour Property: Assumption

This special armour property is usually found in highly-decorated armour with precious metal and gem inlays. Any armour with the assumption power has several magical symbols worked into its surface that glow softly at all times. If detected, a faint aura of enchantment surrounds both the aura and the wearer.

Anyone susceptible to mind-affecting magic viewing the wearer will make the assumption that he is a nonspellcaster. This assumption is automatic, but fails the moment the wearer casts any spell requiring verbal, somatic, or material components. If an enemy has prior warning of the wearer being a spellcaster, he must still make a Will save (DC: 14) upon seeing the wearer to avoid making the assumption.

Enemies falling victim to the assumption power of this armour can not ready attacks to interrupt spellcasting or take other precautions of that nature. The first spell cast by the wearer against an assuming enemy catches him flat-footed (even if he has already acted in combat) and gains a +1 surprise bonus to its DC.

Because of its nature, *armour of assumption* draws attention to the wearer. The armour imparts a -5 circumstance penalty to all Hide checks and does not function at all if opponents can not see the wearer. Even cover greater than one half blocks the assumption ability.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *suggestion*; *Market Price:* +2 bonus.

Staff of Mindmastery

Carved from a single piece of alder or rowan wood, this staff is capped with silver and is often ornately worked with symbols of enchantment magic along its surface. A *staff of mindmastery* is a potent item in its own right but, in the hands of an enchanter, it can make spells extremely hard to resist.

A *staff of mindmastery* contains the spells *charm person*, *sleep* and *hold person*. These each cost one

charge to use. It also carries *charm monster*, *dominate person*, and *hold monster* for two charges each. These spell powers are considerable, but if it is used by someone with a school focus in enchantment, it manifests an additional ability: resounding focus.

Resounding focus forces the target(s) of an enchanter's spells to reroll a successful saving throw. This power can be used as often as the enchanter wishes but a given saving throw can be rerolled only once in this fashion. The second roll stands and the enchanter cannot force it to be rolled a third time, even if he possesses another ability to do so. This rerolled save is against the base DC of the spell in question, even if the first save was modified by Spell Focus or other DC-altering effects. Thus, the second saving throw is often easier than the first.

Caster Level: 9th; *Prerequisites:* Craft Staff, *sleep*, *charm monster*, *charm person*, *dominate person*, *hold person*, *hold monster*, *limited wish*; *Market Price:* 165,000 gp.

Torc of Terrible Thought

Created for a much darker purpose than the *torc of true thought* (see below), this piece of head or neck jewellery is a triple strand of twisted mithril, adamantine and iron capped on both ends with onyx-inlaid spheres. The *torc*'s unique construction allows it to use either the hat/helmet/headband or the amulet/necklace magical item slot.

The *torc* creates a field around the wearer that intercepts mind-affecting magic targeting the wearer and sends it back at its caster in the form of agony and psychic shock, inflicting 1d6 hit points of damage per spell level of the enchantment effect. This field is quite visible as an abjuration and enchantment effect to magical detection and is impenetrable to enchantment magic of any sort. This does carry the drawback that, while worn, the *torc* attacks the wearer for his own enchantment spells.

The *torc of terrible thought* does count as a *ring of spell turning* for purposes of setting up a resonance field.

Caster Level: 15th; *Prerequisites:* Create Wondrous Item, *mind blank*, *spell turning*, *symbol of pain*; *Market Price:* 125,000 gp.

Torc of True Thought

Created for a simple purpose, this piece of head or neck jewellery is a triple strand of twisted gold, silver and copper capped on both ends with gemstone-inlaid spheres. Its unique construction allows it to use either the hat/helmet/headband or the amulet/necklace magical item slot.

The *torc* creates a field around the wearer that prevents mind-affecting magic from working on him. This field is quite visible as an abjuration effect to magical detection and is impenetrable to enchantment magic of any sort. This does carry the drawback that, while worn, the *torc* prevents the wearer's own enchantment spells from working as well.

Caster Level: 15th; *Prerequisites:* Create Wondrous Item, *mind blank*; *Market Price:* 90,000 gp.

Violin of Gravedancing

The ability to use bardic music and 10+ ranks of Perform are required to use this bone-inlaid darkwood instrument. The bow is usually carved from the ulna of a musician *animated* solely for the purpose of harvesting this bone.

Playing the *violin of gravedancing* can replace the verbal and somatic components of any enchantment or necromancy spell. Doing so increases the casting time to one full round, just as a sorcerer does with using a metamagic feat.

Any undead within 30 feet of the *violin* who listens to its music for 1 full minute loses its immunity to mind-affecting magic cast through its use. The undead, if sentient, is made instantly aware of this and is not compelled to remain or interfere with the spellcaster. The vulnerability lasts one hour, though it can be renewed at any time through the music of the *violin*.

Caster Level: 13th; *Prerequisites:* Create Wondrous Item, Bardic Music ability, *control undead*, *ghost sound*; *Market Price:* 36,000 gp.



HELP FOR GAMES MASTERS

The subject matter of *Encyclopaedia Arcane: Enchantment* is targeted equally between players and Games Masters. There is much of interest here for anyone who wishes to use enchantment magic in his game. As such, existing Player Characters and Non-Player Characters alike can easily integrate the lessons and spells of this book, while new characters of any kind can be born from the ideas this book offers.

The only caveat that should be mentioned to Games Masters is this: know when enough is enough. The temptation may exist to bring an entire campaign to bear around the concepts of enchanters, mind magic, and the things they are capable of doing. Such a thought may seem quite alluring, but let's look at what that kind of campaign really entails.

A WORLD WITHOUT WILL

A campaign world where enchantment magic plays an inflated role of importance essentially divides its populace into two categories: those who wield magic and those who do not. In game terms, this divides even further into those with a Will bonus and those without one.

Since the entire school of enchantment hinges around a single kind of saving throw, the rest become less important. As the *Core Rulebook I* lists them, only one non-spell-using class has a significant Will save: the monk. Thus, aside from a few monastic warriors, the only people with a realistic chance to resist the manipulations of an enchanter or will-bending priest are other spellcasters.

This drastically changes the face of the ruling class, making magiocracies almost a given. Since the common man can be easily ruled with a few *mass charm* and *Virus-Spell-enhanced suggestions*, government by enchantment becomes a lot more likely.

In a world like this, Wisdom scores become all important. Since wizards with an eye for world domination will most likely be enchanters or have

some working for them, rebels who wish to stand any chance of resisting such despots must have mental protection. Without it, they become the mindless drones they were trying to free. That is not much fun from a player's standpoint.

Enjoyment is another factor weighing against an enchantment-heavy campaign. Players come in many shapes and creeds, but they almost universally have one trait in common: they hate being told what to do. Even the most relaxed and accommodating player is likely to desire the free will of his character. Submission can make for an entertaining game session or two but, as a constant campaign theme, it will probably get old very quickly.

It will not stay amusing for the Games Master either. Unless the Games Master in question adores telling stories to a quiet audience for hours on end, having the players act out the whims of their dominating puppet masters will not engender a long-running campaign.

None of this is meant to say that such a campaign idea cannot work. That would be foolish. Every idea has some potential to it and the concept of a world dominated by powerful enchanters could make for an extremely vivid and compelling campaign. The subject matter simply has to be handled with care, lest it devolve into 'So, Steve, you fail your Will save? Well, looks like you attack the rest of the party this round. Again.'

WHEN WILL REIGNS SUPREME

Perhaps the best use for the material in this book is strictly as a supplement for the Enchantment school of magic. We have looked at the problems with making enchantment too important but the other end of the spectrum is just as devastating.

The entire school of enchantment hinges on the success or failure of Will saving throws. What is not readily apparent here is that Will saves are hardly ever used for anything else. Aside from resisting some divination spells and the special attacks of a handful of monsters, the Will save is a poor cousin to Reflex and Fortitude.

If the role of enchantment is downplayed or left at the mercy of a single spell (*mind blank*, the bane of enchanters as mentioned before), the role of a Will save becomes fairly weak as well. The Iron Will feat

Condition	Penalty
Sleep Deprivation, per day (maximum 5 days)	-1
Physical Hardship (starvation, pain, severe exposure)	-2
Mental Stress, slight (pressure, intense scrutiny)	-1
Mental Stress, moderate (meaningful threats, kidnapped loved ones)	-2
Mental Stress, serious (horror, watching loved ones die)	-3
Compromised Willpower, minor (currently under the effects of a charm)	-1
Compromised Willpower, major (currently under the effects of a compulsion)	-2
Compromised Willpower, extended (under the effects of enchantment magic for more than 1 continuous week; does not stack with major or minor penalties.)	-3

from *Core Rulebook I* is rendered useless, the high Will save bonus granted by some classes becomes an irrelevant feature, and game balance suffers.

A campaign without some way to shift the emphasis on physical saves versus mental will inevitably focus on the physical. Fantasy d20 games are by their nature action-oriented games, but they should not be limited to combat and dodging *lightning bolts*. There is plenty of action in a political struggle, the roleplaying potential of Player Characters undergoing severe mental shock, or the interactions between *dominated* minions trying desperately to escape their psychic bonds.

There is no need to boost enchantment high enough to dominate a game, but there is little denying the school needs some help. The feats, spells and items in this book are intended to do just that. An enchanter with the feat Sepulchral Smile and a *staff of the mindmaster* might just be able to stand against a lich and its undead horde, especially with a little backup from some charmed mercenaries.

THE LUNATIC FRINGE: TRAUMA RULES

There are rules for poison, rest, fatigue and healing, but those all deal with the physical body. The mind can take damage too, but this aspect of the game is essentially left to the Games Master's discretion. While Games Masters should always exercise their right to determine grey areas impartially, a set ruling is sometimes helpful as a guideline.

Mental trauma is a fairly big grey area to try to deal with. Several factors contribute to the subject, from exhaustion to horror and shock. What affects these have from character to character is completely open to interpretation. Watching an opponent explode in a gory shower of viscera may not faze a paladin used

to war and carnage but, to the young bookish wizard next to him, that could leave lasting scars.

Adjudicating such decisions can be an utter nightmare. A comprehensive set of rules to determine how specific character concepts deal with trauma would be an utter nightmare too. Instead, we will focus on the effects of mental shock instead of who might be susceptible to it. Applying these rules are left to individual Games Masters when they feel the situation warrants their use.

The modifiers in the table above affect Will saving throws and occur whenever the conditions mentioned are present. Certain mitigating factors may increase or decrease the penalties +/-1, at the Games Master's discretion. Under normal circumstances, the largest total trauma penalty that can apply to a target is -5,



but lesser penalties stack with each other up to -5 and they stack with any other Will-reducing effects.

Keep in mind that the trauma rules are meant to be an enhancement to game play, not a checklist for bonus-hungry individuals. Unrealistic abuse of these rules can and should result in the Games Master suspending their use.

PEEKING BEHIND THE CURTAIN

When dealing with enchantment, one of the most important things to keep in mind is the subtlety inherent in its spells. This can be a great benefit for players, but it works both ways. If a Non-Player Character casts a *dominate person* with Silent and Still Spell from a hidden booth in a crowded bar,

My devoted apprentice,

I must admit your skills have grown in the three years you have studied with me. I hope you understand that my past has made face-to-face meetings impossible, but your innate talent has borne you through the aegis of self-teaching with remarkable acuity. If I did not have examples of your work every time you send me a messenger, I would hardly believe someone of your age capable of such magic.

It is with great pride that I call you my apprentice. If my situation warranted it, I would bring you to me for your final lessons and set you loose on an unsuspecting world. You are so close to fully graduating as a trained wizard, I am sure you can hardly contain your exultation. I think your skills with memory manipulation and sheer obedience training speak for themselves.

I admit to really enjoying this last messenger. The 'pony' act was as hilarious as it would have been demeaning had the poor fool remembered a moment of it. The letter satchel/feed bag was an ingenious touch. You have truly learned your lessons well. You could be the son I might very well have had in any of a hundred cities and never known it. I swell with a father's pride when I think about your progress.

At this late stage in your training, I have only a little more advice to impart to you. I will endeavour to parcel it out, so as to draw out longer our time together as master and pupil. While your magic is growing greater with each passing month, I want to make certain you will use it with the caution I abandoned at your age.

Do not fear for me; I am not growing sentimental or compassionate. I am not that old, nor do I hope to ever become so. I do regret the constant moving I must do sometimes, however. It would be nice to keep myself in one city and live the life of luxury I once enjoyed. Unfortunately, old sins come back to haunt us all, no matter how pleasant they were to commit in the first place. Indeed, the more you enjoy something, the more likely mundane folk are to hate you for it.

Keep in mind always that of all the emotions, jealousy is the most powerful. Normal people will always be jealous of your magic and what you can earn for yourself with it. If they can, they will tear you down and make you as dull and sodden as they are. I cannot image a more hideous fate than to live at the whim of another. I am a Master, not a Slave, just as you are. Heed my advice and never give them cause to discover what you truly are.

In a way, it is not their fault, Geldon. They only yearn for what they can not know. In a way, we do them a favour when we dominate them. They crave attention and they hunger for even the briefest intimacy. By forcing them to surrender their freedom, we actually free them of the need to deny what they have always wanted. It is a bizarre duality, my young friend but when they call us villains, their hearts call us saviours.

Remember that and no demand you make of your witless pawns can seem too cruel. Never feel guilt, and never give the masses reasons to find you guilty. Hide among them, a silent Master to them all. Do that, and you may someday surpass even my glory.

Be well, Geldon, and send twice the usual amount of gold with your next message. I have another special spell you will be interested in learning.

Your proud Master,
Elodyr

there is no reason for the Player Characters, or indeed the players themselves, to know that anything has occurred.

A good way to ensure this is to roll the saving throw for this spell yourself. That way, success or failure is known only by you until it becomes relevant in the game. Allowing the players to roll saves against hidden threats can give away threats before their characters become aware of them. While most players can keep in-character knowledge separate, it can ruin the atmosphere of a scene if the players know about plot elements before they need to.

Rolling a die in the middle of a description is a giveaway too. A good way to get around this is to roll randomly during the game from time to time and note the results without doing anything with them. That way, the players never know when a die roll matters until something occurs in game. This may be a bit distracting at first, but it quickly gets tuned out.

Taking players aside for private talks is also a dead giveaway that *something* is up. Again, most players can make the separation between what they know and what their characters are aware of, but the downtime while you take one player out of the room can be very jarring for the others. A better idea might be to call a break, write a note, and pass it to the player in question when everyone returns to the table.

This is another technique that needs a little subterfuge to be most effective. Make sure everyone gets notes from time to time. That way, seeing one player get a little folded piece of paper does not seem as suspicious. Yes, it means that character has a secret, but if *everyone* has secrets, the game runs a lot more smoothly.

WHEN ENOUGH IS ENOUGH

The core power of enchantment is manipulation. Even when it is done for the common good or for 'truth and justice', it is manipulation. This can be a very volatile topic. As a Games Master, you are responsible for making sure players have a good time. You are also responsible for making sure nothing in the game is truly offensive or damaging to them or yourself.

Always keep in mind the word 'roleplaying'. At its heart, d20 gaming is about assuming roles, bringing

out character traits and acting them out in front of others. There is another term for this activity: group therapy.

At its best, a roleplaying game can help players work out their problems and relieve frustration and emotional issues in a safe, fun, friendly environment. At its worst, an RPG can be an exposing, confrontational, awkward affair filled with raw tension and hurt feelings. Friendships are made *and broken* at the gaming table every day. Respecting the level of involvement players bring to their characters is the first step towards keeping your roleplaying game what it should be, fun for everyone.

Enchantment does not make this important distinction easier to keep clear. The theme of an enchanter is keeping one's will superior to others and subverting behaviour. While this is not a very sensitive issue when you are forcing the orc chieftain to turn against his shaman in the middle of a brutal combat, it becomes personal the moment one Player Character casts *charm person* on another. Finding the line and drawing it is an important skill for a Games Master to have. In this example, the Games Master is well within his rights to rule that Player Characters cannot affect each other with enchantment spells. It is not the most elegant solution, but it is far better than letting the game become abusive and domineering.

SOME ENCHANTED EVENING

Enchantment magic can make for an interesting and cerebral game, provided it is used with careful planning and common sense, and in the spirit of fair and enjoyable play. As a Games Master, you have the responsibility to keep these warnings in mind.

You also have the responsibility to have fun. As long as everyone is enjoying the storyline and the mood is friendly, do not be afraid to let a little enchantment happen for you too. The game does not exist just for the players; you deserve to kick back and have a blast. Dominate the barbarian player character and trounce his team-mates. Brush up on your sinister laughs and practice the fine art of gloating over your (Non-Player Character's) helpless foes. Try it a few times. You might learn to like it.

Ultimately, it is all just a game. If everybody treats it like one, it can be truly charming....



Master Elodyr,

I am sure you have noticed by now that my messenger did not bring you the gold you requested. I am sorry about that, but if you will bear with me, I will explain. The purpose of this message, and this messenger, is to inform you that I will no longer be needing your tutelage. I would have gladly told you this in person, but we have been corresponding like this for so long, it just seems easier to remain separate for the entirety of our relationship. Fitting, do you not think?

Please do not think me ungrateful. I will never be able to fully repay the debt I owe you for all of the wonderful lessons you have taught me and the spells I have gained from your private library. No doubt you have kept me at letter's length to ensure that your library remained private, my venerable teacher.

You surely, and quite rightly, suspected that if I had any inkling where your spellbooks were, I would have gleaned what I could from them and stopped paying you the exorbitant fees you have charged me over the last three years. When I sought out your patronage before, I had no idea you would be such an expensive proposition. I was in desperate need of a mentor, and your answering my call has been appreciated, but I can no longer afford your prices.

Rather than ask you to accept less, I have decided to save you from the professional embarrassment and myself the awkward position of seeming like a beggar. I will seek training elsewhere and free you from any obligation to follow my career as closely as you have. Please consider our formal relationship dissolved. I already do, sir.

I have no doubt that you will take your frustrations out on my messenger. In fact, if I know you as well as I think I do, you did so before reading this paragraph. I have no doubt that when I get him back, I will have to undo some deep-seated terror or emotional trauma you have inflicted in a pique of anger. I will always treasure how dependably overreactive you can be.

You see, I have already found a new mentor. If truth be known, he is not so much a new mentor as he is an old friend whose constant guidance has far more to do with my accomplishments as a mage than your scraps of stolen lore. Indeed, he is the reason I sought you out in the first place.

Let me explain. Three years ago, I was a troubled boy on the streets of Hanlinshire. My mind was a tangled mess, left that way by the cruel spells of a passing mage whose pocket I had had the misfortune to try to pick. I doubt you remember me but I certainly remember you. The nightmares you left me with have been a constant companion and incentive to my studies. I thank you for them, Great Teacher.

The enchanter who took me in and healed my mind had been looking for you a long time. This was his idea, really; to contact you as a penitent apprentice and track you down through your responses. It has taken a while, but we have you at last, Scourge. The mageguard should be just outside your door now, led there by your use of magic on my messenger. So dependable....

I will visit you in prison, Master, but I will certainly have to hurry. Your last letter mentioned never growing older. I really do not think that is a concern for you any longer.

Farewell,

Geldon, apprentice mindmender

DESIGNER'S NOTES

Enchantment: it has been around since *charm person* and the old white box with the three little brown booklets. It has staying power and though the specific spells may change, the power to manipulate other's minds will always be a part of fantasy roleplaying games.

Why? My theory is that when people let their imagination take them into the roles of great heroes, it is as much about power as anything else. Oh, the fight for justice may be in there, and the pursuit for truth may play a big part too but, in the end, it all comes down to power.

A sharp sword is power. Power is also a ball of raging fire smiting your enemies or a silent prayer bringing your beloved companions back from the dead. That is all power and such images lie at the very heart of roleplaying as we know it. In every story, you have the heroes and the villains. Neither side is weak, and neither side relinquishes without a fight.

That's where enchantment comes in. The way I see it, nothing is more villainous than the dark master alone on his obsidian throne, surrounded by his minions and his utterly brainwashed, devoted legion of followers. Power is more than swords and fire. It is more than life and death. The most insidious power is the ability to take power away from others and to have power over them.

An enchanter does that better than anyone else. A mighty paladin in the service of Light is one *helm of opposite alignment* away from the blackguard prestige class. A cunning but honourable rogue is almost guaranteed to get in every sneak attack in the book if you charm him and send him back to his friends just before they make camp for the night.

See what I mean? The quote goes something like, 'Anything you have, I can take it away from you.' That is an utterly fitting theme for enchantment. Enchanters are not about raw power. They are all about subtle superiority and pushing the right buttons at the right time. No matter how potent the puppet, the one in true command is always found on the *other* end of the strings.

That said, I wrote this book to highlight some things I have always felt were overlooked in fantasy games: the simple joys of making a character who did not swing a huge axe or drop *meteor swarms* to solve every problem. A specialist enchanter is probably never going to be the combat monster a normal mage can be, but he does not have to be.

All too often, conflicts in a fantasy d20 game resolve themselves in initiative order with the biggest attack deciding everything. Certain schools of magic have virtually no place in that kind of game, with enchantment being the first on the chopping block. I did not like that, and I decided to do what I could to change it.

I adore a good combat as much as the next gamer. Well, okay, that probably is not true. I have been to many gaming conventions and the 'next gamer' tends to be someone named Tom who does his dead-level best to talk about wars he was too young to even remember, quotes the statistics to weapons he would probably hurt himself with, and shouts phrases such as 'God loves the infantry!' and 'Semper Fi!' I do not love a good combat as much as those people, but then I do not have a resounding need for therapy either.

If I have made you consider introducing some enchantment magic into your campaign, I am gratified to have done my job well. If I have inspired you to make an enchanter, I am truly happy to hear it. Even if you still think the school has no place in your game, I at least hope you took a moment to ponder the issue.

It has been a true pleasure writing an *Encyclopaedia Arcane* sourcebook for you all. If the good people here at Mongoose Publishing take leave of their senses, maybe I'll get the chance to do it again sometime.

August Hahn



RULES OVERVIEW

New Spells

- 1st Level:** Kenning the Heart, Moment's Pause, Enhance Bond, Favour's Focus I
2nd Level: Seductive Smile, Greater Daze, Thrall's Understanding, Rapturous Touch, Favour's Focus II
3rd Level: Piercing Gaze, Wave of Hesitation, Confidante Beyond Words, Favour's Focus III
4th Level: Hatred's Puppet, Fractured Unity, Wall of Distraction Dolorous Touch, Favour's Focus IV
5th Level: Kenning the Mind, Dazing Aura, Shattered Will, Camaraderie, Favour's Focus V
6th Level: Lingering Daze, Enamouring Touch, Friendship, Favour's Focus VI
7th Level: Torment of Loss, Bonded Thoughts, Undying Loyalty Favour's Focus VII
8th Level: Endless Daze, Bonded Souls, Favour's Focus VIII
9th Level: Kenning the Soul, Change of Heart, Favour's Focus IX

New Feats

Absolute Authority (enchantment)	Prerequisites: Ability to cast Enchantment spells of 3 rd level, Charisma 14+
Beloved Master (enchantment)	Prerequisites: Ability to cast arcane spells of 2 nd level, Charisma of 12+, Spell Focus: Enchantment
Commanding Voice (Enchantment)	Prerequisites: Ability to cast enchantment spells of either arcane or divine type, Charisma of 16+, Iron Will or Spell Focus: Enchantment
Enchanter (General)	Prerequisites: Spell Focus: Enchantment
Fair Visage (General)	
Harrowing Mind (Enchantment)	Prerequisites: Iron Will or Spell Penetration, ability to cast feeblemind and any one spell with a Fear designator.
Mark of the Master (Enchantment)	Prerequisites: School Focus: Enchantment, Spell Focus: Enchantment
Rapturous Spell (Metamagic)	Prerequisite: Access to the Enchantment school of arcane magic or the Charm domain.
Sepulchral Smile (Enchantment)	Prerequisites: Access to the necromantic school of spells or the Death domain, Spell Focus in Enchantment or Necromancy.
Stunning Beauty (Enchantment)	Prerequisites: Fair Visage or Charisma 18+, 5+ ranks in Bluff.
Virus Spell (Metamagic)	

Trauma Rules

Condition	Penalty
Sleep Deprivation, per day (maximum 5 days)	-1
Physical Hardship (starvation, pain, severe exposure)	-2
Mental Stress, slight (pressure, intense scrutiny)	-1
Mental Stress, moderate (meaningful threats, kidnapped loved ones)	-2
Mental Stress, serious (horror, watching loved ones die)	-3
Compromised Willpower, minor (currently under the effects of a charm)	-1
Compromised Willpower, major (currently under the effects of a compulsion)	-2
Compromised Willpower, extended (under the effects of enchantment magic for more than 1 continuous week; does not stack with major or minor penalties.)	-3

New Magic Items

Armour and Shields

Special Armour Property: Assumption

Weapons

Bolts of Enchantment (Greater and Lesser)

Heartbreaker (*Major Artifact*)

Lash of Languishing

Potions

Potion of Ennui

Potion of Unearthly Beauty

Rings

Ring of Infernal Delight

Staves

Staff of Mindmastery

Wondrous Items

Armband of Mental Fortitude

Chalice of Hidden Sorcery

Diadem of Distraction

Eyes of the Enchanter

Torc of Terrible Thought

Torc of True Thought

Violin of Gravedancing

Master's Marks

Level + Charisma Bonus	Power Gained	Benefits
1-4	Allure	You gain a +1 competence bonus to all Diplomacy, Bluff and Gather Information checks. You can choose this power twice, increasing the competence bonus to +2.
5-8	Stronger Spells	Your enchantment spells gain a +1 DC bonus. This stacks with Spell Focus and similar effects. You can not choose this power more than once.
9-12	Forgetful Presence	Targets of an enchantment spell you cast must make a Will save (DC 15+ your Wisdom bonus) when the spell ends. If failed, the target does not remember having been affected or who affected it.
13-16	True Beauty	Your appearance is such that any creature who views you will be attracted to you regardless of race or sexual preference. While this attraction is not overwhelming, it allows you to use abilities dependent on attraction on any sentient creature.
17-20	Fleeting Memory	Those who succumb to a compulsion-designator spell you cast will not remember the time they spent under its effects when it ends. (Will save, DC 20 to avoid.)
21-24	Eyes of Submission	You gain a gaze attack. When you wish to use it as a full attack action, this gaze inflicts 1d4 Wisdom damage (a Will save at DC 20 lowers this loss to 1 point). The lost Wisdom returns at a rate of 1 point per hour.
25+	Fatal Attraction	With a quick kiss (melee touch attack that provokes an attack of opportunity), you can overwhelm the emotions of any target that would find you attractive. If the target fails a Fortitude save (DC 15 plus Charisma bonus), he falls unconscious immediately. A long, passionate kiss (full attack action that also provokes) does the same but, if the target fails his save, he dies instantly of heart failure.



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Thrall Template

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

AC: The thrall has +1 natural armour or the creature's natural armour, whichever is better. This comes from the thrall's reduced ability to feel any form of pain or discomfort.

Damage: Same as the base creature.

Special Attacks: A thrall retains all of its previous special attacks unless the special attack in question was a mind-affecting one. Those attacks are lost when the creature becomes a thrall. In addition, a thrall gains the special attack listed below.

Mind Leech: Thralls possess a touch attack as a side effect of the process that makes them. If a thrall can make a melee touch attack on a creature susceptible to mind-affecting spells, that target is at a -1 morale penalty to all Will saves until the thrall's next turn.

Spells: The creature can cast any spells it could cast before becoming a thrall with the exception of enchantment spells. A thrall can not cast enchantment spells of any type.

Special Qualities: A thrall retains all of the creature's special qualities and the ones listed below.

Master: A thrall automatically considers the being that forced this template upon him as his 'master.' The thrall will obey any command, even suicidal ones. In addition, any enchantment spells or effects that do not originate from his master or an item in the master's possession can not affect a thrall.

Damage Reduction: A thrall ignores minor wounds and can endure great hardship in the service of its master. This gives him damage reduction 5/+1.

Limited Mindlessness: A thrall is still a sentient creature but his broken will manifests itself in certain ways. Any Iron Will or similar feat possessed by the thrall is suspended while this template exists. The thrall also suffers a penalty on certain skills as listed below.

Tireless: A thrall receives the effects of the Great Fortitude, Toughness and Endurance feats for free.

Saves: Same as the base creature; +2 to Fortitude saves due to the virtual Great Fortitude feat from the *Tireless* ability above.

Abilities: A thrall gains a +2 to Dexterity but no longer has a functional Wisdom bonus. The Wisdom score does not truly change but it cannot be used to determine a Will save bonus or for additional spells.

Skills: The *Limited Mindlessness* a thrall suffers from has a detrimental affect on his skills. A thrall cannot add his Intelligence, Wisdom, or Charisma bonus to any skill rolls he makes. This does not affect actual skill ranks or virtual bonuses from other sources.

Feats: See *Tireless* above.

Climate/Terrain: Same as the base creature.

Organisation: Any desired by master.

Challenge Rating: Up to 3 HD, as base creature +1; 8+ HD, as base creature +2.

Treasure: Same as the base creature.

Alignment: Same as the base creature, but alignment poses no obstacle to the master's commands and compliance with these commands may result in alignment change.

Advancement: Same as the base creature.



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ENCYCLOPEDIA
ARCANE

ENCHANTMENT

FIRE IN THE MIND

You wish to study enchantment with me? Are you certain you understand what it is you ask? The school of enchantment specialises in a very powerful but very personal form of magic, making people, places and things affect the minds of others in ways that can be very intimate indeed. With this magic you can make someone fall in love, pledge devotion to a task, or defend a place with his very life.

Enchantment, by its nature, is an elitist art. One cannot be set apart from others by magic, like an enchanter is over those ensnared through charms and compulsions, without becoming a little distant. Good enchanters try to use this magic responsibly. Evil enchanters revel in their ability to enslave others and force their will upon the world.

Enchantment truly is a fire in the mind. Harness its power or prepare to get burned...

Inside you will find:

Usurping the Will: A detailed study into the world of the enchanter, including prestige classes and ideas on how to develop and explore the powers at his command.

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