

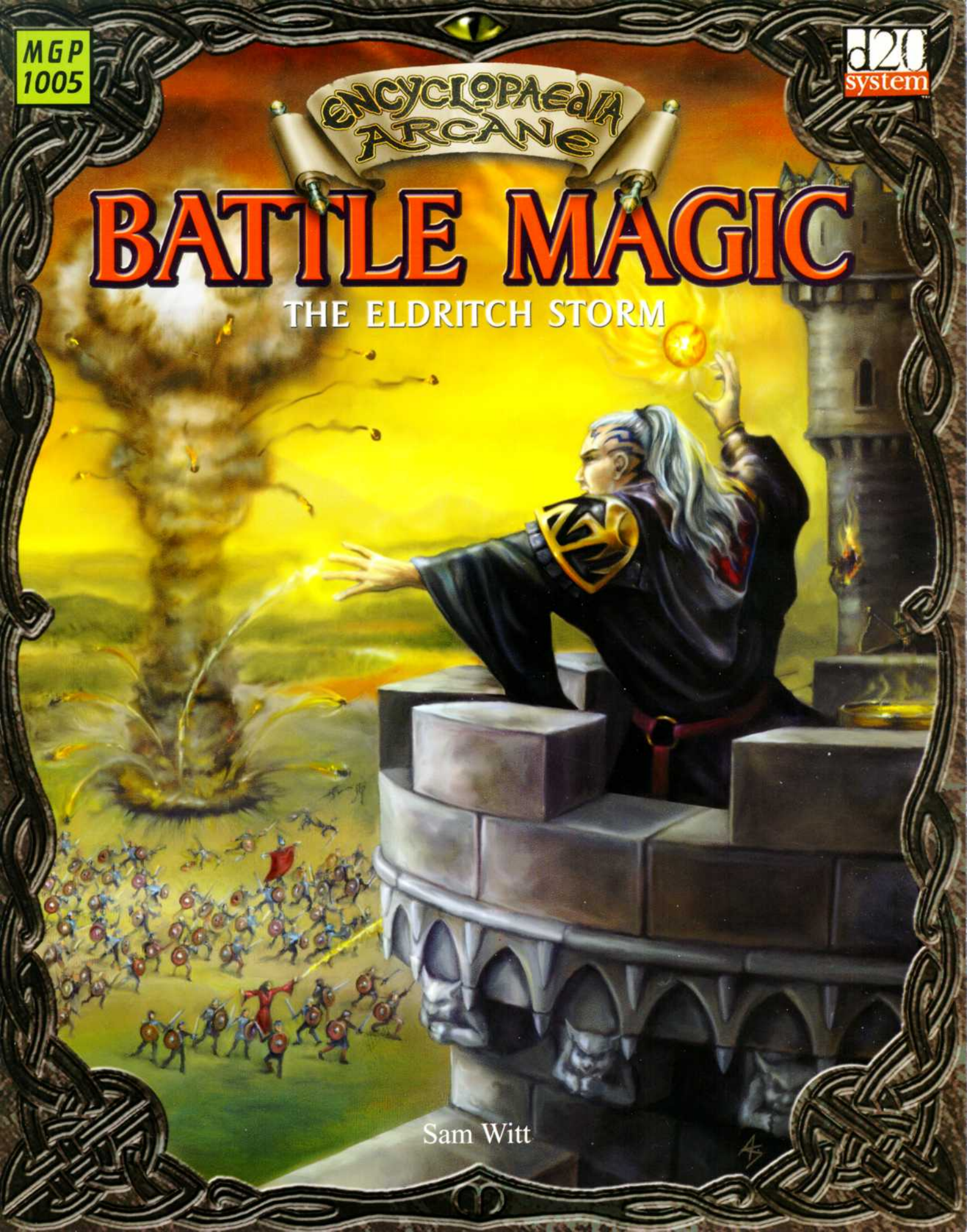
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ENCYCLOPEDIA
ARCANA

BATTLE MAGIC

THE ELDRITCH STORM



Sam Witt

The Book of War

0 level – daze*, disrupt undead*, ray of frost*, read magic*.

1st level – burning hands*, concussive barrier, corrosive burst, chill touch*, gelid stream, magic missile*, shocking grasp*.

2nd Level – flaming sphere*, ghoul touch*, hungry shadow, Leomund's trap*, Melf's acid arrow*, pyrotechnics*, search light, shatter*, spectral hand*.

3rd Level – exploding bones, fireball*, flame arrow*, lightning bolt*, painblast, razor trap, sleet storm*, vampiric touch*, vulnerability.

4th Level – acidic shield, disarmament, dragonfly, enervation*, Evard's black tentacles*, fire trap*, ice storm*, phantasmal killer*, wall of fire*.

5th Level – armour crypt, cloudkill*, cone of cold*, elemental rupture, magma pit.

6th Level – chain lightning*, defencelessness, disintegrate*, elemental parasite, fatal attraction.

7th Level – acid fog*, blowback, delayed blast fireball*, eldritch enemy, finger of death*, lightning vice, power word stun*.

8th Level – acid geysers, corpsefire, horrid wilting*, incendiary cloud*, lava wyrm, sunburst*.

9th Level – engulfing doom, meteor swarm*, power word kill*, spears of oblivion, vorpal spray, wail of the banshee*.

Spells with an asterisk (*) are taken from Core Rulebook I. All others are described within.

Battle Magic Feats

Feat	Type	Prerequisite
Arcane Buffer	General	<i>Mortis harness</i>
Bloodcasting	Metamagic	Cast 3 rd level arcane or battle magic spells
Compressed Spell	Metamagic	Cast battle magic spells
Eldritch Knot	Metamagic	Cast braided spells
Enhanced Linkage	Metamagic	Cast linked spells
Farcasting	Metamagic	Enlarge Spell
Lightning Activation	Metamagic	Eldritch warriors only
Transfer	General	<i>Mortis harness</i>

Encyclopaedia Arcane Battle Magic

Sam Witt

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INTRODUCTION

There are those who use magic to make the world a better place. They spend countless hours toiling over spells to increase the production of crops or wards to protect their towns from enemy armies. They believe magic is a powerful force that should be turned to alleviating the problems of the world and spend most of their lives trying to improve the lives of others. These mages are compassionate and caring, honourable and devoted but are just one piece of kindling for the fire that is battle magic.

Battle magic is about pushing magic to its absolute destructive limits, turning each arcane phrase into a death sentence and every claw-fingered gesture into a deadly magical assault. Make no mistake – battle magic is about mayhem and death, making sure your opponents are made to pay for their presumption to challenge your arcane might. Whether you wish to deliver your death from afar, firing off powerful spells that streak through the sky and blast massive holes in the enemy lines, or want to see the look of fear in your foes' eyes as you come screaming for their blood with your runeweave robes and spellblade, battle magic is for you.

In this book, you will find no information on how to craft intricate illusions or research spells that will help your fellow adventurers see in the dark or span a yawning chasm - you will discover new spells devoted solely to destruction, new feats that boost your character's ability to wreak havoc on enemy forces, and prestige classes that will add new fear and respect for spellcasters in your games. This book is for players and Games Masters who believe the highest purpose of magic is to rain death and destruction down upon their enemies.

ENCYCLOPAEDIA ARCANE

Battle Magic – The Eldritch Storm is another volume in the Encyclopaedia Arcane series, presenting a new and devastating form of magic. Designed for easy integration with any fantasy-based d20 games system, the Encyclopaedia Arcane series does far more than merely introduce new spells to extend existing magic-using character classes. Instead, each book covers a completely

new form of magic, adding fresh dimensions to campaigns. Such arts are not just intended for Games Masters to use in conjunction with Non-Player Characters, however. Each book of the Encyclopaedia Arcane gives full details for players themselves to try the new magic system, along with plenty of information to aid Games Masters in the introduction of each book into his campaign.

BATTLE MAGIC – THE ELDRITCH STORM

There is perhaps no greater destructive force in the world than an angry wizard or sorcerer. In times of war, they are called into service for their empires and exhorted to master new and more devastating spells of slaughter. It is only natural, then, that some of these arcane masters enjoy the thrill of battle and devote their lives to its study and perfection.

To study battle magic is to learn the devastating spells contained in the pages of *The Book of War*. From the *lava wyrm* to the dreaded, unpredictable havoc of the *elemental rupture*, these devastating spells form the heart of the eldritch storm. Joining a battle guild is the only way to discover the secrets of battle magic. Providing not only fellowship and instruction, the guilds also subsidise research and offer paying jobs for their members.



The rebels fell back from the field, stunned by the sudden eruption of *fireballs* and *lightning bolts* amongst their ranks. Spells still tore through them, slaughtering those who were too slow or too shaken to retreat. Wolftooth cursed and spat into the snow while his men died. More than half of those under his command were lying on the field now, dead or dying while the Baron hid behind the skirts of his wizards.

‘It doesn’t look good, Wolf.’ His advisor, a toothless old crone who called herself Hooktongue, shook her head and scratched at her mangy scalp with her yellow fingernails. ‘I didn’t think they’d have so many wizards up there.’

‘Looks like you were wrong.’ Wolftooth tugged at his frost-clotted beard and blew a steaming snort through his nose. ‘You still think we can take those walls?’

Staring up through the early morning haze, Hooktongue squinted her milky eyes and tried to see between the worlds, to divine something of use. ‘Yes, I think we can. But it will cost. A great deal.’

Hooktongue had prepared for this, but she would never let Wolftooth know. He hated magic with the superstitious fervour that only a true barbarian could muster. Somewhere out there, a battle mage was waiting for her signal. She hoped that her gamble would pay off.

‘How much is a great deal?’ Wolftooth was notoriously tight with his gold.

‘Fifteen thousand gold.’ She bit the words off as quickly as she could, then rushed ahead, ‘But we *will* take those walls. It is guaranteed.’

Wolftooth ground his teeth in frustration. ‘You had best be right, crone. Or I’ll send the Baron your head as a peace offering.’

Hooktongue grinned and raised her hand. A tiny globe of light arced from the tips of her fingers, a blazing green spot rising through the foggy morning air.

The walls of the castle erupted in a shrieking maelstrom of light and sound. Guards caught in the howling storm of eldritch power screamed their last as their bodies burst apart. Each death fuelled the raging magic and its circle of influence widened with each passing second.

‘Send your men forward, Wolf, but tell them to beware that storm. It hungers.’

With a shudder, Wolftooth nodded and waved his men forward to take the wall.



BATTLE MAGIC — AN OVERVIEW

In fantasy worlds, there are few powers more feared or more impressive than magic. While swords and shields certainly get the job done, they lack the startling nature of a *fireball* or the demoralising fear created by a *creeping doom* spell. Sadly, far too many wizards focus their time and talents perfecting spells that, while certainly useful, are hardly exciting. Yes, a *teleport* spell can be very useful if you are interested in running away with your tail between your legs and for cowering in fear, a *shield* spell just cannot be beaten.

However, when it is time to utterly destroy your foes, the skills of a battle mage or eldritch warrior are supreme. No kingdom worth its salt is without a contract to a battle guild and mercenary companies the world over pay handsomely for the services of a battle mage for just one battle. Sadly, battle magic is an expensive profession and even the most experienced of these trained killers often need a patron to fund their research and pay for costly spell components. Battle guilds offset some of the expense inherent to the study of their magic but few mages are able to pursue their career without a steady flow of gold. Adventuring is a popular sideline for many battle mages, allowing them to put their combat skills to use whilst acquiring large stacks of gold.

For those who relish the smell of burning iron and the sound of warriors screaming out their dying breaths, there is nothing more seductive than the call of battle magic.

It is not enough to kill your enemies – boil the earth and stir in their ashes, for you can never be too sure or your enemies too dead.

— *The Book of War*

THE NATURE OF BATTLE MAGIC

Though other wizards and sorcerers often regard battle mages as single-minded freaks possessed of a peculiar homicidal mania, there is much more to

battle magic than *fireballs* and *lightning bolts*. Battle magic is about destruction, to be sure, but it is violence taken to an art form, elevated through arcane studies to become something almost elegant. A sorcerer may be content to throw a *fireball* at his enemies but a battle mage will hone the spell, sharpening his focus to create a spell optimised for the greatest destructive potential.

This allows battle mages to create spells in styles others can only gawk at in disbelief. Spirals of power that leave mangled flesh in their wake and whipping arcs that shatter bone and armour plates like brittle clay – these are the tools of the battle mage. Even the spells originally created by common wizards become much deadlier when cast by a battle mage.

Eldritch warriors have taken the study of magic down an entirely different avenue, leading to the creation of a martial art that combines close combat with arcane magic in a way that defies both traditions. By channelling their spells through arcane weapons and runeweave robes, eldritch warriors become something different, neither warrior nor wizard but beyond the nature of both.

Between the far-reaching destruction of the battle mage and the magical melee skills of the eldritch warrior, fantasy combat will never be the same again.

THE ROLE OF BATTLE MAGIC

Magic has been around since the beginning of time – divine magic was used to fashion worlds and arcane magic made its first appearance shortly thereafter. Once men learned to form words and symbols capable of calling down lightning or filling the air with a cloud of flame, the seeds of battle magic were sown, arcane sciences turned to creating death.

Where wars are common, battle magic flourishes. Because it is so much more cost-efficient to pay for the training and upkeep of a battle mage than it is to care for several units of men-at-arms, kings and warlords are more than willing to bankroll the power of the eldritch storm. With their power to unleash blistering clouds of death and searing winds filled with fire and screams, the battle mage offers a great return on any investment put into his training.

Unfortunately for all concerned, when one side in a war hires a battle mage, the opposing forces will go out of their way to acquire a battle mage of their own to balance the scales. When two battle mages start rattling off spells across the field of combat, the destruction is horrific. Entire kingdoms have been laid to waste by the power unleashed in such magical conflagrations, leading many to ban the practice of battle magic altogether.

On the one hand, battle mages are highly sought after and can fetch an impressive price when they hire out their services. On the other, they are regarded as a threat to be kept on a very tight leash and watched closely, lest their powers rage out of hand and lead to unwanted carnage. More than once, a sudden peace treaty has led to the banishment or death of battle mages on both sides. When war is over, the weapons that waged it are often treated very poorly. Battle guilds alleviate this danger to a certain degree, but even they must be careful to keep their power in check or find themselves regarded as a threat to be eliminated.

Eldritch warriors, on the other hand, rarely need to worry about finding work, even in peacetime. Their skills are more easily constrained and lack the massive area effects common to battle magic, so it is easier to justify their presence in an otherwise peaceful kingdom. With his focus on personal attacks and close-combat, the eldritch warrior is often used as a bodyguard and just as often seen in the role of a battlefield assassin, working his way through the ranks of the enemy in search of leaders to kill or, not surprisingly, battle mages to eliminate.

THE MORTIS HARNESS

One of the key magical items possessed by practitioners of battle magic, the *mortis harness* provides a foundation for all their arcane abilities. Crafted pieces of the mage's own essence are woven through the metallic straps of the harness to intimately bond it to its user's personal energies. This enables the battle mage to install wands on the harness, which he can then use without the need to actually

hold them. The connection to the harness opens each wand to the power of the battle mage's mind and he can cast the spells from the wand just as if they were his own spells.

The *mortis harness* is studded with various runestones and magical gems, each of which can slide independently over the surface of the harness thanks to an intricate series of magical tracks and rails. The battle mage uses these stones to craft his spells, sliding them around in patterns that replace the somatic components used by standard spellcasters. This gives the battle mage's spells more power, allowing the battle mage to harness more mystic energy with each casting but it also entails a significant cost.

Whenever a spell is cast, there is the potential that it will destroy one or more of the runestones associated with that casting. The replacement costs for these stones quickly become significant if the battle mage casts spells frequently.



RUNEWEAVE ROBES AND SPELLBLADES

Where battle mages have perfected the delivery of death from afar, the eldritch warrior uses magic to create a vortex of destruction at melee range. When these masters of combat begin their assaults, even the strongest of warriors must give way. The use of magic to augment melee attacks creates a fearsome hybrid combatant few can withstand.

The signature items of the eldritch warrior, the *runeweave robes* and *spellblades*, are the source of their power. When exposed to the proper types of arcane energy, the *runeweave robes* provide unparalleled protection, allowing eldritch warriors to shrug off attacks that would cleave a normal man in half. Though *runeweave robes* are unable to turn aside attacks as would standard armour, they more than compensate by simply absorbing damage that would otherwise be dealt to their wearers. *Spellblades* operate on a similar principle and allow eldritch warriors to channel magical energy to unleash devastating melee attacks.

For all their ferocity and deadly attacks, eldritch warriors are no more physically powerful than any other spellcaster. It is the force of their mind and spells that give them strength and when those are exhausted, the eldritch warrior becomes an easy target for any fighter within range.

LINKED SPELLS

When a wizard or sorcerer casts a spell, it is independent from other spells that may be cast before or after. Battle mages and eldritch warriors, however, have mastered the ability to interconnect their magicks. This ability to link spells together enables the masters of battle magic to cast their spells in frighteningly rapid succession by weaving castings together. This strenuous activity forces the battle mages to continue casting for long seconds, chanting incessantly as they rain destruction down upon their foes.

In practice, linked spells are a way to rapidly cast many magicks but can be difficult to use. In close quarters, especially, the need to continue casting over successive rounds can leave the battle mage exposed to attackers.

Acalon shielded his eyes against the brilliant rays of the noonday sun. Somewhere out there, a battle mage was stirring up a cauldron of trouble, but there'd been no sign of him yet. Across the plains, men struggled against the demonic hordes from the Rift, doing their best to push them back to the hells from which the infernal creatures had sprung. With a curse, Acalon urged his hellsteed forward and surged toward a particularly troublesome knot of men that were actually pushing his demon prince's vanguard back.

With a mighty howl, Acalon threw himself into the fray, urging the hellsteed to stamp the brains from his enemies while his own blade ploughed through metal and bone. 'Fight, you burning bastards, fight or it's back to the pits for us all!'

Emboldened by his words, the demons rallied around him and crashed down on the puny mortals that opposed them in a wave of fangs and claws. Warriors that had, only moments before, been roaring in victory and pushing forward with their bloodied axes and battered shields were now screaming like injured cats and scrambling away from the demonic horde.

The battle mage suddenly appeared in the hills on Acalon's flank, her presence marked by streamers of brilliant crimson fire arcing skyward from her blazing harness. 'Scatter, scatter you fools!' But the demons were having none of it, their bloodlust was up and they could see nothing but the running humans and their spurting blood. Acalon began casting a spell of his own, a little something to whisk him away to safety, but he knew he was too late even as his talons contorted through the first series of mystic gestures.

The braided spell fell from the sky like a sundered tower filled with molten iron. Acalon shrieked his rage, but he was impotent against the battle mage's might. The arcane shields he'd so carefully woven before the battle unravelled in dull copper strands as the battle magic tore them apart. To his left, a demon erupted in a geyser of scales and burning blood. Then the spell was upon him, and Acalon could do nothing but scream as he was obliterated along with the rest of his army.

BRAIDED CASTINGS

By combining, or braiding, the formulae for several spells, battle mages can create a single spell that is more powerful than the sum total of the spells used in its creation. This creates a phenomenal magical effect but also drains the battle mage of many of his magical resources in a single casting. Eldritch warriors are prone to using braided castings, however, as this allows them to get in close, deliver a massive punch, and then retreat through the broken bodies of their foes.

When really destructive energies are called for, several battle mages can work together, braiding their spells into a single casting with the power to flatten armies and rupture the very earth with destructive powers. Very rarely cast, these enormous rituals can produce effects that other spell casters can only watch with horror and envy.

ARCANE ARTILLERY

The magic items used by battle mages and eldritch warriors are horrors all of their own. While wands and rods are fine if you are not trying to burn down half an army, this is exactly what battle mages are trying to accomplish most of the time. Like their spells, the items of the battle mages are all very tightly focused on killing as many of the enemy as possible in the shortest amount of time.

Though extremely expensive to maintain, the magical items wielded by battle mages can give an otherwise underpowered army an insurmountable edge. A few arcane cannon can quickly decimate even veteran forces and the power of an eldritch chariot cannot be underestimated when the rapid delivery of crack troops to an otherwise inaccessible position on the battlefield is required. Battle mages have created many such items and each is built according to their own exacting standards to ensure proper operation.

Most impressive of these are the war golems. While a standard golem is little more than an automaton charged with beating things to death, a war golem can be directly controlled by a battle mage who can also cast spells through the great, metallic beasts. From simple soldier golems up to the massive juggernauts,

these tools of war are versatile, powerful and frighteningly effective.

Many battle guilds customise their war golems to fulfil specific functions on the battlefield. With costs running into thousands of gold pieces for each day of operation, the need to pack as much punch as possible into the war golems has pushed the battle magic engineers to their limits. The result is a weapon that can serve as a powerful vanguard unit for any assault or can operate on its own, moving behind enemy lines to disrupt hostile units and free up allies to deal with other threats or retreat in safety.

Battle magic represents a refinement of certain aspects of the arcane arts at the expense of others. Most battle mages will never be able to cast a simple *invisibility* spell but the magicks they have at their disposal are finely tuned to destroy their targets as quickly and efficiently as possible.

Remember always that you are a tool, and your usefulness begins and ends with how well you fulfil the role chosen for you.

— *The Book of War*



TO GIRD FOR BATTLE

The study of battle magic requires both a lust for combat and a firm grasp of the principles of the arcane arts. Those who choose to follow this path must be prepared for rigorous training and enormous expense as they struggle to keep up with the maintenance of their *mortis harnesses* and pay for supplies of spell components. At the same time, the battle mage or eldritch warrior must purge himself of knowledge previously learned through hard study; almost all spells that do not directly relate to battle magic are banished from the mind through an intensive 're-education' process and existing spellbooks are replaced with volumes of *The Book of War*.

Battle magic is not for every arcane spellcaster, for it requires dedication and a hunger for power not every wizard or sorcerer can muster. The sacrifice of nearly every spell not related to battle is a price most find too high, not to mention the constant threat of death during a never-ending life of violence. The cost of magical components and harness runestones, too, is a hurdle too high for many to cross.

For those who understand the lure of battle magic, though, the battle mage and eldritch warrior disciplines open new avenues of adventure and magical mayhem.

To embrace a future of conflict, one must forget a past of caution.
— *The Book of War*

A BATTLE MAGIC PRIMER

To understand battle magic, it is necessary to understand its origins; no art form rises in a vacuum and battle magic is no exception. In fantasy worlds, battles tend to be commonplace and enemies are not always creatures who can be slain with an axe or sword. Wizards are a long-standing staple of fantastic warfare but their abilities tend to be quite varied and lack the pure focus of battle enjoyed by warriors. Because of this, more focused types of

magic were created to provide a greater advantage on the battlefield.

The first battle mages were little more than specialists in evocation. They threw *fireball* spells into densely packed ranks of enemy units, incinerating soldiers and playing havoc with formations. Defensive magic received a boost, then, as kings emptied their coffers in an attempt to protect themselves and their armies from the arcane assaults of enemy mages. For a time, the balance swung to and fro – first the aggressors would gain the upper hand, then the defenders would discover new ways to protect their charges and the cycle would begin again.

The second generation of battle mages pursued a different course, devoting their study time to a 'purer' form of magic that focused entirely on destructive power. The result of their efforts was *The Book of War*, a set of tomes containing the first battle magic spells. These spells would form the basis for the study of battle magic and lead to the formation of battle guilds devoted to the research and practice of this dangerous art.

In the centuries since, battle magic has been further refined and improved, with the offshoot of eldritch combat spawning an entirely new use for arcane power. Battle magic spells are now intricate works that allow their casters to carefully manipulate their destructive energies to create very specific and very deadly effects.

THE BATTLE MAGE

These masters of the battlefield are the result of a difficult training regimen and desire to wreak havoc on an impressive scale. Though the entry requirements to a battle guild are difficult to achieve, those who do will be transformed from a mere spell caster into an arcane engine of devastation.

Hit Die: d4

Requirements

To qualify to become a battle mage, a character must fulfil all of the following criteria.

Feats: Craft Wondrous Item, plus any two of the following – Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximise Spell.

Skills: Spellcraft 13 ranks, Concentration 10 ranks, Knowledge (military tactics) 8 ranks, Craft (a precious metal, usually coppersmithing, silversmithing or goldsmithing) 8 ranks.

Spells: Ability to cast 5th level arcane spells.

Special: Must successfully join a battle guild and construct a *mortis harness*.

Class Skills

The battle mage’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually)(Int), Profession (Wis), and Spellcraft (Int).

Skill points at each level: 2 + Int Modifier.

Class Features

All of the following are class features of the battle mage prestige class.

Weapon and Armour Proficiency: Battle mages gain no proficiency in any 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.

Spells Per Day: When a new level of the battle mage prestige class is gained, the number of spells the character has available each day must be recalculated. To determine how many spells a battle mage may cast in a day, add the number of his battle mage levels to the highest level achieved in a



previous arcane spellcasting class to determine the battle mage’s effective spellcasting level. The battle mage has a number of spells available each day as a wizard of the same level – see the spells per day table for the wizard character class (*Core Rulebook I*, chapter 3).

Example: Fajirian is a 10th level wizard/6th level battle mage with an Intelligence of 17. He can cast 5 1st level, 5 2nd level, 5 3rd level, 4 4th level, 4 5th

The Battle Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Battle Magic, <i>Mortis Harness</i>
2	+1	+0	+0	+3	Bonus Feat
3	+1	+1	+1	+3	Linked Spells
4	+2	+1	+1	+4	Rank
5	+2	+1	+1	+4	Braided Spells
6	+3	+2	+2	+5	Bonus Feat
7	+3	+2	+2	+5	Reduced Metamagic Cost
8	+4	+2	+2	+6	Rank
9	+4	+3	+3	+6	Recurring Spells
10	+5	+3	+3	+7	Bonus Feat



Glim eyed the clutch of wererats, calculating the distance between his position and the squirming nest of the things. There were a dozen of them, which was more than he felt like dealing with all at once, but they were leaving him little choice since they blocked the ancient warren's exit to the surface. With a grunt, the gnome backed away from lycanthropes to gather his resources.

He twisted a few of the runes on his mortis harness, aligning them to better channel the forces of the spell he had in mind. He muttered the words to the spell, enunciating every syllable with the precision drilled into him during his battle guild induction. The pressure grew behind his eyelids, bulging his eyes from their sockets as he wrestled with the forces growing at his command.

One of the wererats whirled around in response to the last, barked word of Glim's spell, a snarl twisting its lips. Glim flung his hands from his harness, releasing a glittering dragonfly that whipped through the nest. The edges of its wings trailed smoke and sparks and where it touched, flesh parted to reveal bone and spray blood. Glim directed the thing with his thoughts, gliding it through each of the wererats in turn. With a grin, he at last let the spell fade.

The little gnome stomped his way through the nest, cackling with glee at the carnage he had wrought. Behind him, the lycanthropes lay in pieces, their scattered limbs and exposed entrails glistening with their spilled blood.

level, 3 6th level, and 2 7th level spells plus 1 of 8th level, so long as all his spells are drawn from the battle magic spell lists in The Book of War chapter:

The battle mage gains bonus spells each day based on the ability score used to determine bonus spells for his highest-level previous arcane spellcasting class. Battle magic works equally well through intense study or a powerful personality.

Some battle mages choose to attempt to retain a few of the spells they once knew as sorcerer or wizard, rather than giving themselves over completely to battle magic. This can be done, at least to a limited extent, although most battle guilds consider any battle mage or eldritch warrior who does so to be essentially weak and impure – such a one will almost never be selected for the role of proctor or lictor (see the Battle Guild chapter). Those who do choose to keep some of their old spells may retain one spell from each spell level that they were able to cast when they attained their highest level in their previous arcane spellcasting class. This one spell per level must be selected as soon as the character has been accepted into a battle guild. Due to the extreme differences between battle magic and other arcane magic, any time the character casts such a non-battle-magic spell, he must use up *two* slots of the appropriate level to do so, and may not apply any metamagic feats to the casting. In addition, it uses up two slots for the purposes of determining runestone burnout (see The Armoury chapter).

Once a level of the battle mage prestige class is taken, the character only casts arcane spells as a battle mage, regardless of any levels of other arcane spellcasting classes the character may possess. This is the case even for any spells the battle mage might be able to retain from an arcane spellcasting class gained previously.

Like sorcerers, battle mages do not prepare their spells each day. Unlike sorcerers, however, battle mages may add metamagic feats to spells without increasing the casting time. Furthermore, metamagic feats do not increase the effective level of spells they cast.

A battle mage may choose to enhance a spell with one or more metamagic feats at the time he casts it. Instead of increasing the level of the spell, however, the battle mage may choose to expend an additional spell slot of a level equal to the number of levels the metamagic feat would normally add to the effective level of a spell.

A battle mage may use any metamagic feats learned prior to becoming a battle mage. Battle mages may choose to cast a lower-level spell with a higher-level slot. The spell is still treated as the actual level of the spell, not the higher-level slot used for its casting. Note that a battle mage can use the excess 'room' in the higher-level spell slot to add metamagic feats to the spell as it is cast.

Battle Magic: Battle mages gain access to the training necessary to perform battle magic and learn

every spell in *The Book of War*. While other spell casters might be able to master one or two battle magic spells, only a battle mage gains the skill necessary to master all the spells in *The Book of War*. Note that once a battle mage completes his 1st level of training, most non-battle spells are lost to him forever. The spells listed on p20, from *Core Rulebook I* and this book, collectively make up *The Book of War*.

Mortis Harness: To become a battle mage, one must build one's own *mortis harness* and be instructed in its use. Each harness is unique to the practitioner it was designed for and cannot be used by any other battle mage. See The Armoury chapter for more information on *mortis harnesses*.

Bonus Feat: The battle mage may select an additional feat from the following list: Arcane Buffer, Compressed Casting, Empower Spell, Enlarge Spell, Extend Spell, Farcasting, Heighten Spell, or Maximise Spell.

Linked spells: This ability is one of the hallmarks of the battle mage class, allowing them to unleash a rapid-fire stream of spells. Battle mages with this ability are able to intertwine the casting of their spells in such a way that the verbal and somatic components of one spell become part of the same components of the second and subsequent spells. So, as long as the battle mage has spell levels available, he can continue unleashing spells at an accelerated rate.

When he begins casting a series of linked spells, the battle mage must declare which spells will be used in its construction. For every two spells in the chain, the battle mage may unleash a third spell in the chain as a free action. Thus, if the battle mage places six spells into a linked spell, it will require only four actions to release all six of the linked spells.

A series of linked spells requires precision in its execution and must start with a 1st level spell. The second spell can be of 2nd or 1st level, at the caster's discretion. Every spell after the second, however, can be of no level higher than the sum of the levels of all spells that precede it in the chain. While a linked spell series must start small, it can quickly build in power to encompass high-level spells.

All spells used in the creation of a linked series must have a casting time of a single action or less. Spells with longer casting times are simply too involved to work into a series but, see Braided Casting, below, for a way to incorporate these spells into a combined casting.

Rank: At 4th level, the battle mage is recognized as a proven and powerful expert in the art of battle magic. Rank has its privileges in all organizations, and battle guilds are no exception. A battle mage of 4th or higher level, now known in most guilds as a Battle Adept, is entitled to use one of the guild's labs for his own private projects for up to two months per year, so long as he keeps the guild informed of any useful discoveries he may make. He receives a one-off payment of 1,000 gp, for his services so far to the guild. In addition, he is eligible to apply for the post of Proctor (see the Battle Guilds chapter for more details).

At 8th level, the character is recognized as a Battle Magister and is, in effect, a senior partner in his battle guild. As well as receiving payment for work done for the guild, he receives a share in the guild's profits (usually amounting to around 1,000 to 6,000 gp per year in addition to wages for work done). By this time he will also have sufficient influence that he can avoid certain kinds of service if so desired (although no battle guild will permit a member of any rank to completely avoid field work). If he has a pet idea he wants to research, he can almost certainly have a lab and a number of assistants

*Glim decides to cast a series of linked spells to quickly knock down the pack of fiendish wolves that have been harassing him for the past few hours. The first spell in the chain will be the reliable **magic missile**, a first level spell with enough punch to make the wolves think twice about continuing their pursuit of the gnome. Continuing with the missile motif, Glim places an **acid arrow** spell in the second slot of the linked spell series. Now, the third spell in the series can be a third level spell (the sum of the first two spells, a first level and second level spell respectively), which Glim decides will be the ever-popular **fireball**. For his fourth spell, Glim can have a spell of up to 6th level (1 level for the **magic missile** + 2 levels for the **acid arrow** + 3 levels for the **fireball** = 6 levels), which leads him to take **chain lightning**. If he were going to add an additional spell, it could be up to 9th level as could any spells following it in the linked series.*



assigned to her indefinitely, so long as the idea is potentially useful to the guild (however vaguely). Although he is still under the absolute authority of the Preceptor, he even has a certain amount of influence with him, and will likely be consulted before any major decisions are taken (although this is very much dependent on the character of the individual Preceptor). He is also eligible to apply for the post of Lictor, if a position is available (again, see the Battle Guilds chapter).

Of course, the benefits of rank only apply if the character is a battle guild member in good standing. Renegades receive nothing.

Braided Spells: Where a linked spell series allows the battle mage to unleash a number of spells in rapid succession, the braided spell enables him to prepare a number of spells and then unleash them all at once. While devastating, this technique is also dangerous because it rapidly depletes the battle mage's spell reserves. Still, there are times when the ability to thoroughly demolish the opposition in as short a time as possible is worth the risk.

When braiding spells together, the caster may only include spells that come from the same school.



Trying to braid together disparate schools requires a special talent (see the Eldritch Knot feat on p58 for more information) possessed by few battle mages.

To create a braided spell, the battle mage selects the spells that will go into the braid (bearing in mind the restrictions above). Braids are not so much cast, as created, and the creation of a braid takes a total time equal to the total casting time of all the spells to be braided together. It also expends as many spell level slots as would be required to cast all the spells separately. Once the braid is created, the caster may retain it, ready to be unleashed, for as long as he is able to concentrate. For purposes of concentration checks, the spell counts as a spell of the highest level in the braid, plus one per additional spell braided in. Because the spell is ready to launch at this point, any failure in concentration will launch it, not cause it to fail; if the caster fails a concentration check at any time, the spell launches immediately. In this case, the caster may immediately choose a target. A roll of 1 on a concentration check means that the spell targets the caster, with consequences as professionally embarrassing as they are deadly. For this reason, battle mages are taught to create the braid shortly before they plan to use it. So long as the caster does not fail any concentration checks, he may retain the spell, ready to cast, for as long as he continues to concentrate, then aim it and loose it as a standard action.

When spells are braided together, they are no longer considered to be separate and distinct spells – they become a single, braided spell. Thus, if a braided spell is successfully countered, *all* of the spells that went into its creation are countered as well. On the other hand, defending against a braided spell can be extraordinarily difficult due to their composition and sheer power. Counterspelling a braided spell works just like any other counterspell, with the following exceptions;

The required Spellcraft check to determine what spells are in the braid has a DC equal to 20 + the level of the highest-level spell in the braid + 1 for each spell in the braid after the first. The alterations made to the spells as they are braided together makes it much more difficult to determine which spells are being cast and the number of spells being tied together only makes the task more difficult.

A braided spell can be countered by any of the spells it contains. If a braid contains *fireball*, *lava*

wyrm and *magic missile* spells, it may also be countered by any of those spells. Likewise, a spell with an effect diametrically opposed to the effect of any spell in the braid can be used as a counter to the entire braid (such as *haste* being used to counter a braid containing a *slow* spell).

If *dispel magic* is used to counter a braided spell, the dispel DC is equal to 20 + the level of the highest-level spell in the braid + 1 for each spell in the braid after the first. The complex structure of a braided spell makes it much more difficult for a generic *dispel magic* spell to successfully counter its effects.

When naming the target for a braided spell, the caster must take into account the different types of targets required for each spell in the braid. If one spell requires an individual creature as its target, then the braid as a whole must target that creature. If there is more than one spell in a braid that requires an individual target, they must all have the same target.

When a braid contains spells with both targets and areas of effect, all of the areas (spreads, bursts, areas, cones, etc.) must be centred on the designated target. So, for example, if a braid contains both a *magic missile* and a *fireball*, the centre of the *fireball's* blast radius will be the target of the *magic missile*. Spells that affect a certain number or level of creatures (or objects) do not have to be capable of affecting the designated target of the spell.

Any braid that contains a spell that requires a ranged touch attack also requires the ranged touch attack to succeed. However, if more than one ranged touch spell is included in a braid, the braid is still resolved with a single ranged touch attack. This gamble makes it unusual to see touch spells included in a braid as most battle mages are reluctant to tie a whole slew of spells to a single attack. On the other hand, a braid containing only ray spells could be used quite effectively as a tool to deliver a large number of spells with a single attack roll if the battle mage can tilt the odds far enough in his favour.

When determining the range of a braided spell, use the shortest of the spell ranges included within the braid. If a braid contains three spells with a range of medium and one spell with a close range, then the braid itself has a range of close. By their very nature, most braids will consist of spells with the longest possible range, if only to keep the battle mage himself out of the braid's area of effect.

Saving throws permitted by individual spells within a braid are made by subjects separately, so a braided spell may cause a target to make several saving throws if needed. If more than one spell in a braid allows its target a saving throw, the highest level spell in the braid is used to determine the DC of each save.

If a creature or object has a natural or magical immunity to the effects of one spell in a braid, it is not automatically immune to all of the effects in a braid. Because of this, battle mages will often mix spells with different types of effect into a single braid so that creatures with certain immunities cannot ignore the entire braid.

Spell resistance is treated as if the braid were any other spell - if the braid is resisted, none of its effects impact the resistant creature. If it is not resisted, then the subject suffers all of its effects.

The effects of each spell are kept separate from one another when resolving. This allows spells with metamagic feats that alter their effects (such as the *Empower* or *Maximise* metamagic feats) to be used without disrupting the rest of the casting. If the targets' saving throws and resistance fail to prevent the spell from affecting them, each effect is resolved exactly as if it were cast as a standard, isolated spell.

Reduced Metamagic Cost: When this ability is gained, the battle mage may reduce the cost of a metamagic feat by one level, with a minimum level increase of one. So, for example, a battle mage with this ability would reduce the cost of the *empower* feat to one level, rather than the normal two levels. However, if a metamagic feat has a level of increase of only one, then that feat may be used to augment a spell with no increase in the spell's level, provided that no other metamagic feats are used to augment that spell during its casting.

Recurring Spells: This ability enables battle mages to cast a spell twice for a single expenditure of spell levels. This ability can only be used on spells with a single target and only if the spell was not resisted or successfully saved against. If all of the above are true, then the battle mage may make a Concentration check (DC 15 + spell level) to immediately cast the same spell again as a free action, with the same target and without the need to expend additional spell levels or material components. This ability may be used three times per day and cannot be used in conjunction with



linked or braided spells. If any metamagic feats were used in the casting of the original spell, these same feats apply to the recurring spell, as well, at no additional cost to the battle mage. A spell cannot be cast more than twice in this fashion.

Familiars: Battle mages retain any familiars they had before but the familiar will gain no further abilities when the battle mage gains additional levels.

Ex-Battle-Mages: After taking a level of the battle mage prestige class, the character has changed the way he views magic forever. The character may never gain another level in any arcane spellcasting class.

THE ELDRITCH WARRIOR

These mages inverted the standard battle magic principle of delivering death from afar. In the process they created a new tradition of spellcaster combining the deadly power of magic with the

surprise and precision of close combat. When you need a legion of enemy soldiers eliminated, you call on the services of a battle mage, but when you require specific targets removed from the battlefield with precision, an eldritch warrior is the man for the job.

Eldritch warriors are often called on to deal with the threat a battle mage poses to an army. No general wants to see his best soldiers chewed up by braided *fireballs* or obliterated by linked *lightning bolts*. While the standard battle mage has a definite advantage in raw killing power, the eldritch warrior is the ultimate in carefully targeted devastation.

Hit Die: d4

Requirements

To qualify to become an eldritch warrior, a character must fulfil all of the following criteria.

Feats: Combat Casting, Combat Reflexes, Craft Magic Arms and Armour.

Skills: Balance 6 ranks, Spellcraft 13 ranks, Concentration 10 ranks, Craft (weaponsmithing) 8 ranks.

Spells: Ability to cast 5th level arcane spells.

Money: 45,000gp (to pay the construction costs of the *spellblade*).

Special: Must successfully join a battle guild and craft a *spellblade*.

The pain and horror of battle must not deter you from a course of action. To flinch is to lose, to cower is to die.

The Book of War

Class Skills

The eldritch warrior's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex) Concentration (Con), Craft (Int), Knowledge (all skills, taken individually)(Int), Profession (Wis), Spellcraft (Int) and Tumbling (Dex)

Skill points at each level: 2 + Int Modifier.



Class Features

All of the following are class features of the eldritch warrior prestige class.

Weapon and Armour Proficiency: Upon taking one level of the eldritch warrior prestige class, the character immediately gains one exotic or martial weapon proficiency of his choice. The eldritch warrior prestige class does not offer any proficiency in any sort of armour, however. 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: When a new level of the eldritch warrior is gained, the character receives spells per day exactly as a battle mage (see above). Eldritch warriors, like battle mages, learn spells contained in *The Book of War* and lose all (or almost all) knowledge of any other spells at the time of their induction. Like battle mages, they may attempt to retain a small number of spells from their previous life, with the same penalties and restrictions. Eldritch warriors cast spells exactly as battle mages, with the important difference that all spells cast by an eldritch warrior are delivered through a successful melee attack with the eldritch warrior's *spellblade* as detailed below.

Once a level of the eldritch warrior prestige class is taken, the character only casts arcane spells as an eldritch warrior, regardless of any levels of other arcane spellcasting classes the character may possess.

Battle Magic: Eldritch warriors gain access to the training necessary to perform battle magic and learn every spell in *The Book of War*. While other spell casters might be able to master one or two battle magic spells, an eldritch warrior gains the skill necessary to master all spells in *The Book of War*. Note that once an eldritch warrior completes his 1st level of training, he can only cast battle magic spells and perhaps a handful of the spells from his former class – other spells are lost to him forever. The spells listed on p20, from *Core Rulebook I* and this book, collectively make up *The Book of War*.

Casting Restrictions: Unlike a battle mage, whose magic is cast through his *mortis harness*, all of an eldritch warrior's spells are cast through his *spellblade*. For battle magic spells, this means they must be activated by attacking an enemy in melee, using the *spellblade*. For spells the eldritch warrior has managed to retain from his former life as a sorcerer or wizard, the *spellblade* is necessary as a focus (see *Core Rulebook I*, chapter 10) in addition to any material components usually required by the spell.

An eldritch warrior cannot cast battle magic spells at range – he must deliver them all through a melee attack. This limitation has the beneficial side effect of protecting the eldritch warrior from suffering any ill effects from spells that he casts. Thus, while a *fireball* cast by an eldritch warrior will detonate where his *spellblade* impacts its target, he will not suffer damage himself from the spell. Any allies of the eldritch warrior within the spell's area of effect will be affected normally, even if they are also

The Eldritch Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Battle Magic, Casting Restrictions, Runeweave Robe, Spellblade Bond
2	+1	+0	+0	+3	Spellblade Enhancement
3	+1	+1	+1	+3	Braided Spells
4	+2	+1	+1	+4	Linked Spells
5	+2	+1	+1	+4	Rank
6	+3	+2	+2	+5	Arcane Precision
7	+3	+2	+2	+5	Arcane Force
8	+4	+2	+2	+6	Responsive Defence
9	+4	+3	+3	+6	Rank
10	+5	+3	+3	+7	Eldritch Flurry



eldritch warriors – this is the main reason that eldritch warriors tend to work alone. All other aspects of a spell remain the same, it is only the range that is altered by the eldritch warrior's casting.

To deliver a spell in this fashion, the eldritch warrior must first cast it (provoking attacks of opportunity as usual). This stores the spell in the warrior's *spellblade* and prepares it for delivery. The eldritch warrior must then successfully damage a target with a melee attack in order to release the energy of the spell. When the spell is released from the *spellblade* its area of effect, if any, is centred on the target upon whom the spell was released. If the eldritch warrior misses an attack after storing the spell in the *spellblade*, he may continue attempting to release the spell until he successfully strikes a target. At any time, the eldritch warrior may freely 'abandon' a spell from his weapon to store a new spell. No more than one spell may reside within the *spellblade* at any one time. If an eldritch warrior

casts a spell while one is already stored in his weapon, the stored spell is simply replaced by the spell being cast. Note that there is no limit to the amount of time that a spell may be stored in the blade. Until the eldritch warrior releases the spell from his weapon, stores a new spell in the blade, or successfully hits a target with the weapon, the spell will remain within, ready to be used. However, only the eldritch warrior may unleash it.

Runeweave Robe: The eldritch warrior gains and is able to control the power of a *runeweave robe* (see The Armoury chapter for more information).

Spellblade Bond: The eldritch warrior has built and bonded with a *spellblade* (see The Armoury chapter for more information).

Spellblade Enhancement: The eldritch warrior is entitled to one additional enhancement to his *spellblade*, above and beyond those normally

Cankrist took the stairs three at a time, his runeweave robe flaring around his legs as he leaped from step to step. The guards below scattered and took up defensive positions behind the marble railing that surrounded the landing below, halberds at the ready. Taking advantage of the guards' caution, Cankrist paused halfway down the staircase and cast a spell into his blade. '*Vushotka!*' he shouted, and threw himself toward the nearest warrior as the energy of the spell shot through his *spellblade*, filling it with arcane power.

The impact of a halberd coming in on his blind side spun him off course but Cankrist hardly felt the blow. His runeweave robes absorbed the impact, depleting his magical reserves but sparing his body an otherwise fatal injury. The eldritch warrior twisted in the air, using the impact of the halberd to slide over another guard's weapon. Spinning past the guard's shoulder, Cankrist thrust his weapon downward. The *spellblade* shot through the shoulder joint of the guard's armour, ripping through the flesh beneath. The guard howled in rage and swatted at the eldritch warrior who tumbled past to land nimbly on the balls of his feet.

Fire roared to life, exploding out from the guard's wound in a ferocious blast that vaporised the man and sent pieces of his armour sailing across the room with trails of smoke wafting behind. The fire drove the rest of the guards back, but Cankrist could not even feel the flames of his own spell and was already spinning back toward his enemies to take advantage of the fearsome distraction.

Cankrist uttered another arcane phrase, his lips twisting around the eldritch words. Power jerked the *spellblade* in his hand and Cankrist swung the weapon in a wild arc over his head. The pike descending toward his skull was turned aside as if it weighed no more than a hickory switch and Cankrist turned the parry into a brutal strike that raked across his opponent's throat. A geyser of blood bloomed from the guard's slashed neck and became a second cloud of crackling flame that rolled out from the dying guard in all directions.

The last two men, rushing forward to assist their dying comrade, were caught in the conflagration. They fell screaming, their eyes poached in their skulls by the magical flames even as their flesh roasted inside their iron suits of armour. Cankrist flicked the helmet from the nearest man with the tip of his *spellblade* and knelt to bring his lips near the guard's ear.

'Where, my friend, may I find the lord of the house?'

available each level. This enhancement can come from either the current level of the *spellblade*, or any enhancements that were made available at earlier levels but were not taken. This is a free enhancement that represents the strengthening of the bond between the eldritch warrior and his weapon – it does not require the sacrifice of any magical items. See p40 for more information.

Braided Spells: This class feature is identical to that of the battle mage above.

Linked Spells: This class feature is identical to that of battle mage above.

Rank: This class feature is identical to that of battle mage above, except that the eldritch warrior is recognized as a Battle Adept at 5th level and a Battle Magister at 9th level.

Arcane Precision: This ability enables the eldritch warrior to apply his Intelligence modifier to melee attack rolls. To activate this ability, the eldritch warrior must sacrifice one of the spell slots he has available for the day. Once activated, the benefits of the ability last for one round per level of the sacrificed spell slot, beginning on the round *after* the ability is activated. Activating this ability is a move-equivalent action that does not provoke an attack of opportunity.

Arcane Force: Activating this ability allows the eldritch warrior to exert tremendous force with his *spellblade*. Activating this ability requires the sacrifice of a spell slot and is a move-equivalent action which does not provoke an attack of opportunity. Once activated, the ability persists for one round per level of the spell slot sacrificed. On the round following the activation of the ability, the eldritch warrior gains a bonus to all damage rolls equal to the level of the spell slot sacrificed. On subsequent rounds, the damage bonus decreases by one, until it reaches zero and the ability expires. So, if a 9th level spell slot was sacrificed to activate the ability, on the following round the eldritch warrior would have a +9 bonus to damage, on the second round he would have a +8 bonus, then +7 on the third round, +6 on the fourth, and so on until the bonus is completely depleted. Note that this bonus applies to all melee attacks made while the effect lasts but does not apply to any ranged or ranged touch attacks the eldritch warrior makes.

Responsive Defence: When activated, this ability allows the eldritch warrior to deflect melee attacks that target him. Activating the ability requires a move-equivalent action (which does not provoke an attack of opportunity) and the sacrifice of one available spell slot. The ability persists for a number of rounds equal to the level of the spell slot sacrificed. For the duration of the Responsive Defence ability, the eldritch warrior may attempt to deflect any melee attack made against him. To successfully deflect an attack, the eldritch warrior must make a Reflex saving throw (DC equal to the attack roll made by the opponent); if the saving throw succeeds, the attack is parried and causes no damage.

Eldritch Flurry: Activating this ability requires the expenditure of one available spell slot (a move-equivalent action that does not provoke an attack of opportunity); the ability will last for a number of rounds equal to the level of the sacrificed spell. While the Eldritch Flurry ability is active, the character is able to unleash a whirlwind of melee attacks as a full attack action. On the round after the ability is activated, the eldritch warrior makes a melee attack and if he causes damage to the target, the eldritch warrior may immediately make another attack against a different target. If this second attack damages its target, then the eldritch warrior may make another attack against yet another target. The eldritch warrior may continue making attacks in this manner until one of his attacks fails to cause damage or he runs out different targets to attack. Note that the Eldritch Flurry may not be used to attack the same target more than once in a given round and the attack series only continues as long as there are different targets to attack. Each attack in an Eldritch Flurry is made at the eldritch warrior's full attack bonus, including any attack bonuses from the Arcane Precision ability and any spells.

Familiars: The eldritch warrior retains any familiars he had but the familiar will gain no further abilities.

Ex-Eldritch Warriors: After taking a level of the eldritch warrior prestige class, the character has set his path for the future. The character may never gain another level in any arcane spellcasting class.



THE BOOK OF WAR

Mages are traditionally a paranoid and secretive group, unwilling to share their knowledge with one another and always ready to steal scrolls or books of spells from their enemies. Battle mages, on the other hand, have developed a structured method for sharing information between battle guilds. While each guild may have its own quirks or unusual practices, all accept *The Book of War* as the common ground for battle magic. Containing all of the spells used in battle magic, *The Book of War* is updated every decade or so, ensuring all battle mages are familiar with the latest developments in arcane warfare.

Other mages see this sharing of information as a weakness of the battle mages. With no secrets, battle mages are unable to surprise one another with an unusual spell or previously unknown defence. To the battle mages themselves, however, *The Book of War* represents not the limits of their arcane knowledge but simply a common toolkit they all use in conducting their battles. While other mages are able to draw upon only a small portion of the history of their art, the battle mages are able to understand and contribute to the legacy of their own tradition.

The Book of War also protects battle mages from those outside of their organisation. The creation of an entirely new magical tradition has allowed them to freely distribute their information without the worry of it falling into the hands of other spellcasters. As battle magic requires very specific training, including the forfeiture of previously learned magical styles, *The Book of War* does very little good to anyone who is not initiated into the mysteries of battle magic.

To the initiate, this book is the key to power. To the fool, it is the doorway to hell.
— *The Book of War*

Battle mages also created *The Book of War* as a way to police themselves and allay the fears of their employers. The book provides a complete examination of battle magic and its implementation, including numerous strictures against certain types of tactics and a very specific limit on the types of

spells and effects that are part of battle magic. In this way, the battle mages are able to survive as a mercenary force governed by a code of conduct and magical ethics that prevents them from becoming a serious threat to their employers. Essentially, *The Book of War* forbids battle mages from ruling – while they may lead into battle, they are not permitted to form governments of their own. Those who choose to ignore this restriction will find themselves beset on all sides by battle mages intent on destroying them. Needless to say, most battle mages are quite happy to study their magic and fight the battles for governments while leaving actual rulership to someone else.

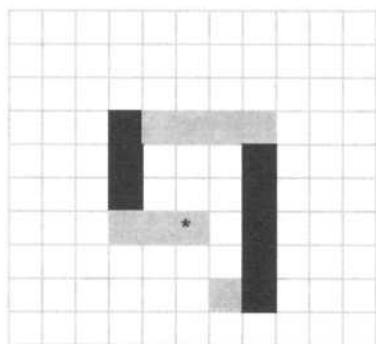
This chapter details the arcane contents of *The Book of War*, including the spells used by battle mages and the new types of magical effect they have created. Other aspects of the book will be discussed in later chapters, focusing on the actions of battle mages in adventuring companies and on the battlefield, as well as their relationships with guilds and the governments that hire them.

AREAS OF EFFECT

Battle mages are not content with the simple areas of effect so common in other types of arcane magic. In order to gain the maximum impact from their spells, they have created several new ways to deliver magical effects for some of their castings, detailed below.

Spirals

Spiral areas of effect are unique to battle magic and were devised to provide greater coverage of a battlefield without sacrificing a spell's effective potency. A spiral has one variable dimension, its length, but its basic shape is always the same. A spiral is targeted on one 5 ft. square when it is cast. On impact, the spiral effect fills the target square and then travels in a straight line for 10 feet, filling all the squares it passes through. At the beginning of the next round, the next leg of the spiral unfolds and the area of effect makes a 90-degree turn to the left or right (caster's choice of which) and continues on for 15 feet, again filling each square it passes through. Each round thereafter, a new leg of the spiral unfolds and the effect turns 90 degrees to the direction of the second leg and travels 5 feet further than it did previously. Note that all legs of the spiral remain in existence until the round after the final leg unfolds. See the diagram below, for an example of a spiral with a 75 ft. length.



In the above diagram, the asterisk represents the original target square of the spiral spell. Each leg is coloured in alternating black and grey and the spiral ends in the grey square, where its 75 ft. length runs out.

If a spiral spell runs into an obstruction, it immediately makes a 90-degree turn and continues normally for the rest of its length. This will often cause the spiral to cross over itself, which battle mages must be aware of to avoid unintended consequences. If the spiral runs into a dead end, it immediately stops and the spell ends. An obstruction must completely fill the square the effect is crossing through – a wall or door will block the effect, but a column or stalagmite will allow the spell effect to pass through unhindered.

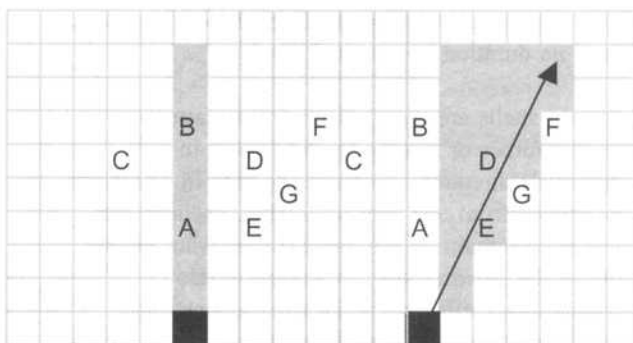
Battle mages can use a spiral to protect themselves or friendly units inside an expanding area of deadly magic. Precise targeting of this type of spell can be used to clear away forces harassing the battle mage or his allies and is very useful in constrained areas where obstructions limit the usefulness of a standard burst or emanation spell. The spiral area of effect also provides a significant surprise factor with its extended, unusual effect patterns and duration. Careful planning can also allow the spiral spell to bend around corners and pass through open doors to create a ricochet effect that is sure to keep enemies off guard.

Unless otherwise noted, each leg of a spiral is 20 ft. tall or as tall as the ceiling of the area in which it is cast. A spiral does not 'spread' across a ceiling if the ceiling is less than 20 ft. tall.

Stream

A stream area of effect is a straight line that originates with the caster and can be 'swept' across

an area during its duration. When cast, the stream extends from the caster out to the limit of its length in a straight line. On each following round, as a standard action, the caster can swing the far end of the stream up to 20' to the left or right, moving the area of effect to conform to the new location. Any target in the line of the stream's new position, or in a location the stream moved through on the way to its new location, suffers the spell's effect. See the diagrams below for an example of a 40' stream being swept through an area.



In the round that it is cast, the stream extends as shown in the first diagram, catching targets A and B within its area of effect. On the next round, the battle mage sweeps the stream to the right, as shown



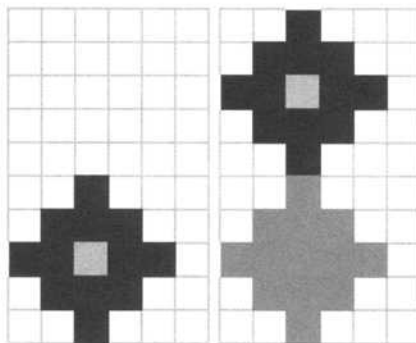
in the second diagram. The second diagram illustrates the area the spell swept through, and we can see that targets D and E were affected as the stream crossed through their squares.

When determining which squares are affected by a stream, simply laying a string or flexible ruler between the caster and the original target location works very well. When the spell is swung, move the string to the new location and the stream affects any square that the string passes through. All movement of the stream is assumed to occur during the caster's action and persists from round to round until its duration has expired.

Stream spells are most effective for scattering enemy forces or forcing them to move in a particular direction. Because the area of effect can be moved from one spot to another, enemies are forced to remain on the move if they want to stay out of the stream's way. A stream is also frighteningly effective when used against large numbers of relatively weak creatures; burning up a horde of kobolds is a snap when you have a stream of acid at your fingertips.

Mobile Emanation

Spells with this area of effect have an initial area that is the same as a normal emanation. However, each round after the first, the caster can move the centre of the emanation up to 30 ft. in any direction and the area of effect will move with it. This allows casters to cover a larger area with this spell than would otherwise be possible with a standard burst or emanation spell. An example of this type of effect and its movement is provided below.



In the first diagram, the grey square indicates the original centre of the emanation. The black squares show the surrounding area of effect. In the second diagram, the greyed-out area represents the original

location of the area of effect, while the black squares show the new location of the spell.

When a mobile emanation spell moves, the whole area of effect moves at once. The original area of effect fades away to be replaced a moment later by the new area of effect – the emanation does not ‘sweep’ through an area like a stream spell.

BATTLE MAGIC SPELLS

Unlike wizards and sorcerers, battle mages have a very select group of spells to draw from, all of which are contained within the pages of *The Book of War*. The spells in this chapter represent the current state of battle magic knowledge, in its entirety. All the spells that appear in *The Book of War* are listed below. Spells with an asterisk (*) are taken from *Core Rulebook I*. All others are new, and are described later in this chapter.

0 Level – *daze**, *disrupt undead**, *ray of frost**, *read magic**.

1st Level – *burning hands**, *concussive barrier*, *corrosive burst*, *chill touch**, *gelid stream*, *magic missile**, *shocking grasp**.

2nd Level – *flaming sphere**, *ghoul touch**, *hungry shadow*, *Leomund's trap**, *Melf's acid arrow**, *pyrotechnics**, *search light*, *shatter**, *spectral hand**.

3rd Level – *exploding bones*, *fireball**, *flame arrow**, *lightning bolt**, *painblast*, *razor trap*, *sleet storm**, *vampiric touch**, *vulnerability*.

4th Level – *acidic shield*, *disarmament*, *dragonfly*, *enervation**, *Evard's black tentacles**, *fire trap**, *ice storm**, *phantasmal killer**, *wall of fire**.

5th Level – *armour crypt*, *cloudkill**, *cone of cold**, *elemental rupture*, *magma pit*.

6th Level – *chain lightning**, *defencelessness*, *disintegrate**, *elemental parasite*, *fatal attraction*.

7th Level – *acid fog**, *blowback*, *delayed blast fireball**, *eldritch enemy*, *finger of death**, *lightning vice*, *power word stun**.

8th Level – *acid geysers*, *corpsefire*, *horrid wilting**, *incendiary cloud**, *lava wyrm*, *sunburst**.

9th Level – *engulfing doom*, *meteor swarm**, *power word kill**, *spears of oblivion*, *vorpel spray*, *wail of the banshee**.

CASTING A SPELL

A battle mage does not memorise or prepare spells like a wizard or cleric. All battle mages have an intuitive understanding of *The Book of War* and are able to cast any spells from its pages provided they are of appropriate level and have enough available spell levels (see *To Gird for Battle* for more information). They have no need to actually carry a physical copy of *The Book of War* into battle with them, and in most cases don't even own a copy – they will simply study their guild's copy for a week or so each time they gain the ability to cast a new level of spells. A battle mage must, however, have the appropriate spell components on hand to cast any of their spells. Extra runestones for a *mortis harness* are also often kept at hand. While a battle mage may not replace the stones until he has had a chance to rest, having them with him will prevent a trip back to the battle guild for repairs.

Like a wizard or sorcerer, the battle mage also requires verbal and somatic components for his spells. Where wizards and sorcerers rely on hand gestures to cast their spells, the battle mage makes adjustments to the runestones on his *mortis harnesses* to unleash the power of his spells.

Battle mages who have elected to retain the knowledge of some of the spells they knew before learning battle magic cast such spells just as though they were battle magic spells (and thus, do not need a spell book even if formerly a wizard). The one crucial difference is that casting a non-battle spell uses up two spell slots of the appropriate level, rather than one. Most battle guilds also frown on any use of a spell that is not found in *The Book of War*.



Acid Geysers

Conjuration (Acid)

Level: 8.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: One target per level per round.

Duration: One round per level.

Saving Throw: Reflex negates.

Spell Resistance: No.

At your direction, geysers of magical acid erupt from mystical portals created by this spell. When the spell is cast, you select a number of targets equal to your level that are within the spell's range. Any targeted creature that fails its Reflex save suffers

Battle Magic for Sorcerers and Wizards

It is possible, although generally ill-advised, for a sorcerer or wizard to learn a battle magic spell or two without becoming a battle mage or eldritch warrior. They cannot learn directly from *The Book of War* but, if they can somehow acquire a copy, they can attempt to adapt the spells in it to their own way of spellcasting. This works in exactly the same way as researching a completely new spell (see *Core Rulebook II*, chapter 3), except that attempting to adapt a battle magic spell is slightly easier than creating a new one (DC 15 rather than DC 20). At the Games Master's discretion, a spell adapted for sorcerous or wizardly use may be less powerful than its battle magic equivalent. The main drawback though is the battle guild, who guard their secrets with great diligence and *power word, kill* spells. A wizard or sorcerer who is known to have learned a battle magic spell will be treated as a renegade battle mage, and hunted down accordingly.

4d8 hit points of damage. The corrosive action of the acid also damages the creature's armour (either worn or natural) and reduces the protection it offers by 1d4 points of Armour Class. Natural armour that is degraded will remain so until any wounds caused by this spell have been healed. Any worn armour degraded by this spell must be repaired. Armour that is so badly degraded that it no longer offers any protection is considered destroyed. Magical armour gets a Fortitude save as usual (*Core Rulebook I*, chapter 8) to completely avoid any degradation. As a free action, the caster may choose new targets each round until the spell's duration expires. Note that no creature may be targeted by this spell in two consecutive rounds.

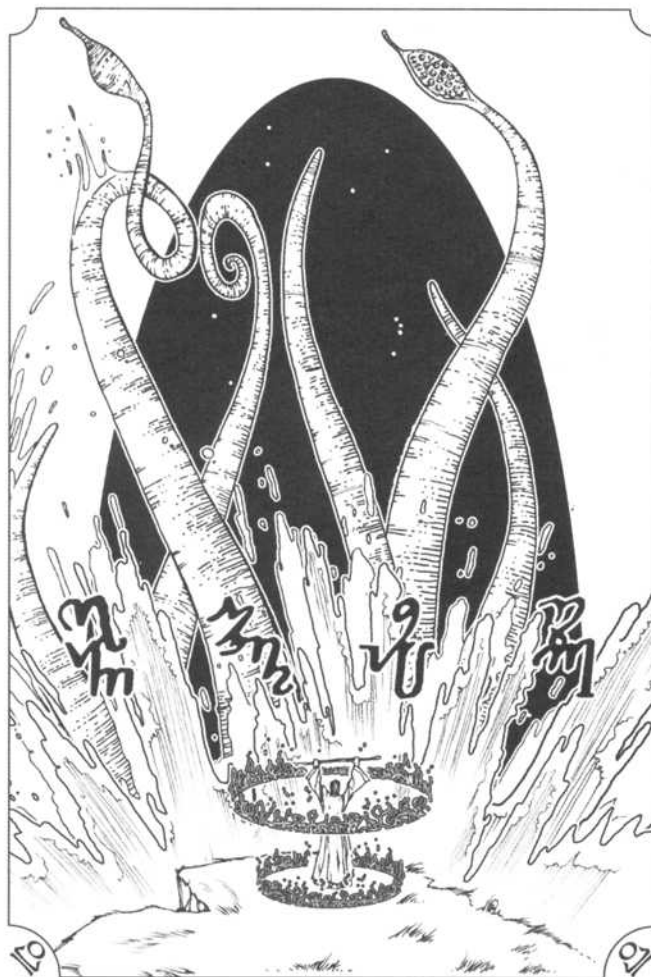
Material Components: A diamond vial (worth at least 800 gp) filled with acid.

Acidic Shield

Abjuration (Acid)

Level: 4.

Components: V, S, M.



Casting Time: 1 action.

Range: Personal (see below).

Target: Self.

Duration: 1 round/level.

Saving Throw: None.

Spell Resistance: No.

This spell causes a glimmering shield of magical acid to appear before you, providing three-quarters cover (+7 AC Bonus, +3 cover Reflex bonus) against melee, ranged and magical attacks. Any creature that attempts to attack you in melee suffers 2d6 points of damage from the *acidic shield*. In addition, you may, at any time during the spell's duration, detonate the shield and scatter burning acid in a 25 ft. burst pattern centred on you. All creatures caught in this blast radius, including yourself (unless you are an eldritch warrior), suffer 1d4 hit points of damage per level (10d4 maximum) with no save allowed.

This shield will also detonate on its own if you are ever reduced to 0 hit points or less. Battle mages should take heed of this, as a detonation in this instance will almost certainly kill you along with your opponents.

Material Component: A crystal shield filled with perfume and acid (150 gp value).

Armour Crypt

Transformation

Level: 5.

Components: V, S, M.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Area: Mobile Emanation (20 ft. area).

Duration: Concentration (up to 1 round/level)

Saving Throw: Fortitude half.

Spell Resistance: No.

Creatures caught in this spell's area of effect suffer continuing damage as their armour sprouts spikes on its interior. At the end of each round a target is in the area of effect, he suffers 1 hit point of damage per point of Armour Class that is provided from worn armour. Magical bonuses to Armour Class do not count, only the physical Armour Class of the original object is used to determine damage sustained. Thus, a suit of padded armour causes 1 point of damage per turn while a suit of banded mail causes 6 hit points of damage each turn, regardless of any

enchancements on either suit of armour. Note that Armour Class provided by shields does not contribute to this total for purposes of calculating damage.

A successful Fortitude save halves damage (to a minimum of 1 hit point of damage) for a single round but does not provide the creature with further immunity. A new save must be made each round a target is in the area of effect, regardless of how briefly.

When the spell expires, the spikes on the interior of the armour disappear and the armour may be worn normally.

Material Components: A steel spike wrapped in jagged golden wire (value 250 gp).

Blowback

Abjuration (Sonic)

Level: 7.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Effect: Spiral, 20 ft. long/level.

Duration: Based on spiral length, above.

Saving Throw: See below.

Spell Resistance: Yes.

A spiral wall of shrieking power whips out from the target location, throwing any non-prone creature caught in its area of effect or that attempts to cross its area of effect 1d6 x 10 ft. in a random direction. There is no saving throw to prevent this, except for creatures who have seen the spell in action before who may choose to make a Reflex save to throw themselves prone for the duration of the spell, if desired.

To determine the direction a creature is thrown, consult the Grenadelike Weapons diagram in Chapter 8 of *Core Rulebook I*. Creatures thrown in this way suffer 1d8 hit points of damage per 10 ft. thrown, unless they are thrown into a wall or other immovable object in which case they suffer 2d6 hit points of damage per 10 ft. thrown. If a creature is thrown into another creature, both suffer damage as if they had been thrown the same distance as the creature actually thrown. Any creatures affected by this spell must also make a Fortitude save on landing or fall prone, stunned for d3 rounds. Even those who succeed at the save will be prone on

landing, and may be advised to stay there, as the spell will not affect those who are prone.

Flying creatures caught by this spell, or who cross through the spell's area of effect, are allowed a Reflex save to avoid striking the ground. If successful, they suffer 1d6 hit points of subdual damage per 10 ft. they are thrown. They must then spend one round regaining their balance before they can begin flying normally. Creatures knocked unconscious by subdual damage fall to the earth and suffer normal damage upon impact.

Material Components: A bar of pure copper wrapped in rubber worth at least 400 gp.

Concussive Barrier

Evocation (Force)

Level: 1.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Area: A 15 ft. spiral/level.

Duration: As determined by spiral (see above).

Saving Throw: No (See below).

Spell Resistance: Yes.

At the time this spell is cast, you create a spiral of invisible walls. When any creature attempts to cross one of these walls, they are immediately hurled directly backwards 1d4 x 5 ft. and suffer 1d4 hit points of damage for every 5 ft. of distance they are thrown back. A Reflex save is required for those thrown back to land on their feet, otherwise they fall prone and drop anything they are holding.

Material Components: A silver mirror (10 gp).

Corpsefire

Necromancy

Level: 8.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: Mobile Emanation (see below).

Duration: Concentration (up to 1 round/level).

Saving Throw: Reflex for half (see below).

Spell Resistance: No.

When you cast this spell, a blue-grey haze floats out from your hand to fill the targeted area. Any corpses in this area immediately emit blue flames that fill an area 20 ft. in diameter centred on the dead body. Any creatures in the areas filled with



The rebels stood victorious on the battlefield; the king's men lay dead or dying all around them. Panting like winded wolves, the warriors picked their way around knots of corpses. Some stopped here and there, prying fine weapons from whitened fists or ripping gold and silver chains from around slit throats. 'Looks like we've seen the last of this battle, eh?'

Flickersnake chuckled at his younger companion's optimism. 'Don't count on it, little wolf. The king always has more men.'

'Ah, look. There's naught but an old man out there, waving his arms.' The grinning young warrior pointed at a distant figure.

'What?' Flickersnake felt the first trickle of cold panic sliding down his spine. 'Tregali's Hells, you stupid whelp, that's a mage!'

'Bah. His spells can't reach us all the way over here. He's five hundred paces from here, easily.'

Flickersnake was already running, his boots slipping and sliding on the gore-soaked grass. 'Corpsefire!' He shouted the words, but knew he was too late. All around him, bodies were beginning to smoulder. Some of the rebels started running at his warning, but more froze in place, unsure of what was happening.

Then the field was burning, each of the corpses suddenly bursting into brilliant clouds of blue flame that roasted the survivors where they stood. Moments later, when the smoke cleared, only the distant battle mage remained on his feet, a grim smile twisting his lips.

blue flame suffer 4d6 hit points of cold-based damage. A successful Reflex save reduces this damage by one-half.

Once a body has been ignited with corpsefire it may not be used to generate further flames. New bodies thrown into the haze emitted by this spell will burst into corpsefire flames as soon as they land within the affected area.

Material Components: A finely carved crystalline flame with a value of at least 800 gp.

Corrosive Burst

Evocation (Acid)

Level: 1.

Components: V, S, M.

Casting Time: 1 action.

Range: Long (400 ft. + 40ft./level).

Target: 10 ft. burst.

Duration: Instantaneous.

Saving Throw: Reflex negates.

Spell Resistance: Yes.

Your incantation creates an explosion of magical acid centred on the target you choose. Any creatures in the area of effect must make a Reflex save or suffer 1d8 hit points of damage, +1 hit point per caster level. The corrosive action of the acid also burns the eyes and skin, leaving living creatures

unable to defend themselves to the best of their ability. All living creatures that fail their Reflex save also suffer a -1 circumstance penalty to their Armour Class and Reflex Saves for the next d6 rounds.

Material Components: A flask of acid.

Defencelessness

Transmutation (Chaotic)

Level: 6.

Components: V, S, M.

Casting Time: 1 action.

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

Target: Spiral.

Duration: Spiral duration + 1d4 rounds.

Saving Throw: Will negates.

Spell Resistance: Yes.

This spell fills the targets with an inability to focus on their own defences. While the targets can attack normally, they are blind to any gaps in their protection and do nothing to protect themselves from incoming attacks. All targets that fail their save are treated as if they were flat-footed when they are attacked.

Material Components: A miniature ivory shield that is crushed underfoot when the spell is cast (300 gp value).

Disarmament*Teleportation (Chaotic)***Level:** 4.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Close (25 ft. + 5 ft./2 levels).**Area:** Stream.**Duration:** 1 round/4 levels of caster +1 level.**Saving Throw:** Reflex negates.**Spell Resistance:** No.

A violent stream or cone of magical energy blasts forth from your palm when this spell is cast, wresting the weapons away from those caught in its area of effect. If a creature fails its saving throw all weapons on its person are teleported away to land at the caster's feet.

Material Components: A small silver sword replica worth at least 100 gp.

Dragonfly*Conjuration (Chaotic)***Level:** 4.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Medium (100 ft. + 10 ft./level).**Target:** One or more creatures within range (see text).**Duration:** Concentration (up to 1 round/level).**Saving Throw:** No.**Spell Resistance:** No.

A dragonfly formed of chaotic energy bursts into life over your shoulder and streaks toward the target of your choice within range. The dragonfly causes 3d6 damage on a successful ranged touch attack. If a ranged touch attack succeeds, you may make another ranged touch attack in the same round against any target within 30 ft. of the last target. As long as each attack damages its target, you may continue making ranged touch attacks against targets (each of which must be within 30 ft. of the last damaged target) a number of times equal to your Intelligence bonus. You may only make one



attack against each target each round and if you miss with any of the ranged touch attacks the dragonfly immediately returns to your shoulder until the next round.

Material component: A tiny dragonfly (carved from any gemstone) worth 150 gp.

Eldritch Enemy*Abjuration (Force)***Level:** 7.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Long (400 ft. + 40 ft./level).**Target:** One creature within range.**Duration:** Concentration (up to 1 round/level).**Saving Throw:** Fort half.**Spell Resistance:** No.

This spell creates a band of force loosely circling the target. Whenever the target begins to cast a spell, the band contracts sharply, causing 7d6 hit points of damage and forcing a Concentration check in order to finish casting the spell. A successful Fort save halves the damage, although the target will still need to make a Concentration check.

Material Components: A platinum band worth at least 500 gp.

Elemental Parasite

Conjuration

Level: 6.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10ft/level).

Target: One creature.

Duration: 1 round/level.

Saving Throw: Fortitude negates.

Spell Resistance: Yes (see below).

This spell calls into being a tiny creature of elemental power that appears within the selected target and begins burrowing through their body with frenzied hunger. This parasite consumes the host from within and, after killing its first target, immediately leaps to another body to begin the process again. When the spell is first cast, the target(s) of the *elemental parasite* is allowed a Fortitude save. If successful the target rejects the infestation and suffers no further ill effects from the spell; the spell ends immediately. The same applies to spell resistance – if a target's spell resistance is not overcome, the target is not affected by the *elemental parasite* and if any target successfully resists the spell it ends immediately.

When a target is infested, he immediately suffers 1d4 points + 1 point per 3 caster levels of temporary Constitution damage. At the beginning of each round thereafter, the target suffers another 1d4 points of temporary Constitution damage. If killed by this damage, the target's body is utterly destroyed and only a *true resurrection* spell can return him to life.

On the round following a target's death, the creature created by the *elemental parasite* spell attempts to launch itself into a new, randomly selected host within 20' of the original target. The caster has no control over which host the infestation will choose after he selects the initial target. The new host is allowed a Fortitude save, but spell resistance is not effective against infestations once the elemental is already on this plane of existence. If the new target saves successfully, the

elemental is immediately returned to its home plane. If the target fails, however, he suffers 1d4 points of temporary Constitution damage immediately and an additional 1d4 points of temporary Constitution damage at the beginning of each round thereafter. If the new target dies from this damage, the *elemental parasite* will attempt to attack a new host, as detailed above.

Targets that are infested may take no action other than movement each round and suffer a –4 circumstance penalty to all skill checks due to the internal destruction taking place. Note that the elemental creatures summoned are not true elementals.

This spell continues until its duration expires or a target successfully resists infestation.

If a *dimensional anchor*, *lesser planar binding*, *planar binding* or *greater planar binding* spell is cast on the current target of the parasite, the creature will not be able to switch bodies when the current host dies. Instead, the spell will end and the creature will dissipate harmlessly. The *banishment* spell will end the effects of the *elemental parasite* spell immediately if cast upon the parasite's current host.

Material Components: A gemstone (400 gp value).

Elemental Rupture

Evocation (Varies, see below)

Level: 5.

Components: V, S, M.

Casting Time: 1 action.

Range: Long (400 ft. + 40 ft/level).

Area: 50 ft. radius spread.

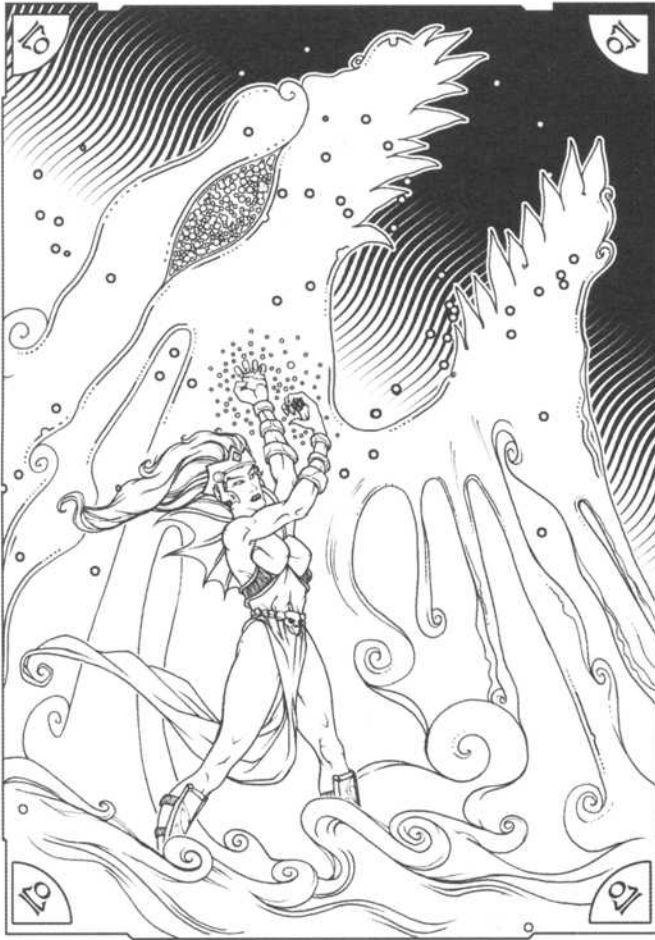
Duration: 1 round/3 levels.

Saving Throw: Reflex half.

Spell Resistance: Yes.

This spell causes a spreading cloud of damaging elemental energy to flood the area of effect. At the time the spell is cast, you may decide which descriptor to





Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: 20 ft. radius Emanation.

Duration: 1 round/spell casting level.

Saving Throw: Fortitude half.

Spell Resistance: Yes.

This spell summons forth a shrieking maelstrom of magical force that completely fills the target area to a height of 30 ft. Any creature caught in the initial burst suffers 5d6 hit points of damage, though a successful Fortitude save reduces this damage by one-half.

For each creature in the area of effect that is killed by the *engulfing doom*, the radius of the emanation increases by 5 ft. at the beginning of the following round and the damage caused increases by 1d6. If 3 targets are killed by the spell then, at the beginning of the next round, the radius increases by 15 ft. and the damage caused increases by 3d6 to cause a total of 8d6 hit points of damage to all creatures caught in the area of effect. The maximum damage this spell can cause in a given round is 25d6 hit points, but there is no maximum to the area of effect.

Material Components: A globe of obsidian wrapped in alternating bands of gold, silver and copper (1,000 gp value).

apply to the spell from this list: acid, cold, electricity, fire or sonic. Any creature caught in the elemental rupture suffers 1d8 points of damage per caster level (maximum 15d8); this damage is suffered again every round the creature remains in the area of effect and no saving throw is allowed to reduce damage in subsequent rounds.

Any creature that makes a successful Reflex save when the *elemental rupture* is first cast must, on their next action, take a full move out of the area of effect if possible. Creatures that cannot move, or are not able to move outside the area of effect, will suffer full damage on the following round.

Material Component: A small golden barrel, worth at least 200 gp, crushed during the casting of the spell.

Engulfing Doom

Evocation

Level: 9.

Components: V, S, M.

Exploding Bones

Transformation (Electricity)

Level: 3.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: One creature (see below).

Duration: Instantaneous.

Saving Throw: Fort negates.

Spell Resistance: Yes.

This spell infuses the target with a blast of electrical energy that causes its bones to explode out of its flesh, showering those nearby with flaming bits of gruesome shrapnel. If the target fails its saving throw, it suffers 10d6 damage as its bones explode from the power of the electrical current. All creatures within 15 ft. of the target must make a Reflex save (cover bonuses apply to this save) to avoid suffering one-half the damage taken by the original target as shards of sparking bone rip through the area.



The original target also suffers temporary Strength and Dexterity damage equal to half caster level due to the tremendous damage caused to his skeletal structure.

Material Components: A bone wrapped in 75 gp worth of copper wire.

Fatal Attraction

Transmutation (Teleportation)

Level: 6.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: Target creature or 5 ft. square.

Duration: 1 round per spellcasting level.

Saving Throw: Fortitude to resist for one round.

Spell Resistance: Yes.

The target designated by this spell becomes a vortex and inexorably draws creatures into its grasp. At the end of the round in which the spell is cast, all creatures within 20 ft. of the target who fail their

Fortitude save are instantly teleported 10 ft. closer to the target. At the end of the round after the spell is cast, all creatures within 30 ft. of the target (including those in the original area of effect) who fail their Fortitude save are instantly teleported 20 ft. closer to the target. At the end of every subsequent round, the affected area expands by 10 ft. and the distance teleported also increases by 10 ft. On the fourth round, all creatures within 50 ft. who fail their saving throw are teleported 40 ft. toward the target. If the original target of this spell was a creature, it may not move for the duration of the spell and suffers damage each round as noted below.

Any creature that is teleported to the target area immediately takes 5d6 hit points of damage and is then teleported 50 ft. in a random direction. Note that the target of this spell is never teleported, but suffers 1d6 hit points of damage each round. A successful Fortitude save will resist the damage for a single round and a save is allowed each round until the spell's duration expires.

Material Components: A magnet wrapped in gold-embroidered silk, value 300 gp.

Gelid Stream

Transmutation (Cold)

Level: 1.

Components: V, S, M.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Effect: Stream.

Duration: 1 round/ 2 levels.

Saving Throw: Reflex Negates.

Spell Resistance: Yes.

Your hand emanates a stream of chilling cold that reduces the mobility of any target it touches. A target that fails its Reflex save may only take a partial action each turn for the duration of the spell and suffers 1d3 hit points of damage every round for the duration of the spell.

Material Component: A small icicle carved from crystal (50 gp value).

**Hungry Shadow***Conjuration (evil)***Level:** 2.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Long (400 ft. + 40 ft./level).**Target:** One creature/round.**Duration:** Concentration (up to 1 round/level).**Saving Throw:** None.**Spell Resistance:** No.

A fanged, shadowy figure emerges from your mouth when this spell is cast (causing 1d4 hit points of damage to you as it does so). You may direct this shadow at any creature within range of the spell and order it to attack that target. The shadow must make a touch attack (using your Base Attack Bonus) in order to unleash its power. If the attack succeeds, the target suffers 2d4 hit points of damage and is wrapped in the body of the shadow. As long as the shadow continues to attack the target, the target also suffers a –1 penalty to all attack, save and damage rolls. Once the shadow latches onto a target with a successful attack, the target suffers 1d4 hit points of damage each round. The shadow will not attack again unless it is directed to attack another target.

The caster may, as a standard action, instruct the hungry shadow to attack another target. The shadow immediately moves to the new target and makes another attack, as noted above. The shadow can make only one attack each round, regardless of how many actions the caster has.

Material Components: A square of black silk worth 30 gp.

Lava Wurm*Conjuration (Fire)***Level:** 8.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Long (400 ft. + 40 ft./level).**Target:** One unoccupied 5 ft. square.**Duration:** Concentration (up to 1 round/level).**Saving Throw:** Reflex to avoid.**Spell Resistance:** No.

This spell creates a serpentine flow of lava emerging from the earth at a spot designated by the caster. The wurm has a facing of 5 ft. x 20 ft., with a flexible body. The wurm can be repositioned by the caster whenever it moves, but each segment of the body (save for the two ends) must be in squares adjacent to at least two other body segments at all times. Diagonal squares are considered adjacent when repositioning the lava wurm.

As a move equivalent action, the caster may direct the wurm to move up to 30 ft., measured from the wurm's head. At this time, the body may be repositioned in any form, as long as it adheres to the restrictions listed above. If any portion of the wurm's body passes through a square containing a creature, that creature suffers 10d6 hit points of fire damage unless a successful Reflex save is made.

The wurm may not move through a square containing any obstruction of Huge size or larger.

Material Component: Three small rubies strung along a golden wire (value of 600 gp).

**Lightning Vice***Conjuration (Electricity)***Level:** 7.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Medium (100 ft. + 10 ft./level).**Target:** 50 ft. spread.**Duration:** Concentration (up to 1 round/level).**Saving Throw:** See below.**Spell Resistance:** No.

Coruscating sheets of lightning blaze from your fingertips when this spell is cast, forming a cage of lightning around the target area. The 30 ft. tall wall hisses and pops ominously and peals of thunder intermittently blast forth from the flat ceiling. As long as any creatures within the wall do not move, they are perfectly safe. If a creature does move, however, a bolt of lightning licks out of the wall to strike him, causing 5d6 points of damage (a successful Reflex save negates this).

Targets within the cage are treated as if they had 100% cover from physical melee or ranged attacks of any kind. Magical attacks, including spell-like abilities such as breath weapons, pass freely through the cage to strike those within. If a spell moves a

target within the cage, including movement through teleportation, the target suffers damage for each round in which it is forced to move.

The caster may, at any time, choose to contract the lightning vice, reducing the area of effect by 10 ft. each round. Once the contraction process begins it cannot be halted (although the spell can still be ended or dispelled in the usual ways, including if the caster stops concentrating) until the spell has a 0 ft. radius at which point the spell's effect ends. During the contraction of the vice, any creature the walls of the cage pass over suffers 10d6 points of damage (no save). If the spell's duration ends without the caster having chosen to contract the vice, the spell simply ends rather than contracting.

Material Component: A tiny cage of golden wires with a value of at least 500 gp.

Magma Pit*Transmutation (Earth, Fire)***Level:** 5.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Long (400 ft. + 40 ft./level).**Effect:** Mobile Emanation, 20 ft. radius.**Duration:** 1 round/level.**Saving Throw:** Fortitude half.**Spell Resistance:** No.

The very earth boils in response to this spell, transforming into seething magma that sears flesh and can destroy flammable materials and metals with a low melting point (such as lead, gold, copper, silver, or bronze). Creatures in the area of effect suffer 2d6 hit points of damage plus an additional 1d6 per two caster levels (fortitude save for half damage), move at half normal speed, and may not run as their lower legs become mired in magma. Creatures of Huge size or larger do not suffer the reduction in speed or prohibition against running, but take damage as normal. Any creature of the cold type suffers double normal damage and must immediately begin moving out of the area of effect if possible. When the area of effect is moved, the ground immediately cools and any creatures caught in the original area of effect stop suffering damage. Creatures mired in magma are left unhindered when the area of effect is moved.

Material Components: A chunk of igneous rock rolled in ruby dust (200 gp value).



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Painblast*Conjuration (Force)***Level:** 3.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Medium (100 ft. + 10 ft./level).**Area:** A 10 ft. wide straight line.**Duration:** Instantaneous.**Saving Throw:** None.**Spell Resistance:** Yes.

A line of power erupts along the ground between you and the limit of the spell, creating a line of painful force that tosses anyone in its area of effect 5 ft. to either side (roll 1d4 for each moved target, on an even roll targets move right and on an odd roll targets move left). All creatures in the area of effect suffer 1d4 points of damage per caster level (maximum 15d4).

If a creature is knocked into another creature, each must make a Reflex save (DC 15) or be knocked prone.

Material Components: A hollow glass rod containing a glob of quicksilver (30 gp value).

Razor Trap*Conjuration (Force)***Level:** 3.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Long (400 ft. + 40 ft./level).**Target:** One 5 ft. square per level within range.**Duration:** 10 minutes/caster level or until triggered, whichever is soonest.**Saving Throw:** Reflex half.**Spell Resistance:** No.

This spell creates several eldritch traps that are triggered when a creature enters one of the affected squares. The caster indicates which areas are trapped when the spell is cast, with the following restrictions:

- † One 5' square may be trapped per caster level.
- † A *razor trap* may not be placed adjacent to another *razor trapped* square.
- † All squares must be within the spell's range, but the range is counted as a radius centred on the caster. Thus, a 10th level caster could put one trapped square 800 ft. ahead of him and another 800 ft. behind him without penalty.

When a creature steps into a trapped square, the *razor trap* is activated and causes 1d6 points of damage per level (maximum 10d6) to the unfortunate standing in the trapped square. This immediately halts the creature's movement, although if the creature made their Reflex save for half damage they may take an additional 5' step in any direction after the trap is triggered.

A *razor trapped* square can be detected with a successful Spot check (DC 20). When successfully spotted, a trapped square seems to glitter with a faint red light. A rogue that is able to disarm magical traps can disarm an individual *razor trapped* square (DC 28).

Material components: A silver razor blade and a length of silver wire (value 75 gp).



Search Light

Conjuration (Light)

Level: 2.

Components: V, S, M.

Casting Time: 1 action.

Range: Long (400 ft. + 40 ft./level).

Target: See text.

Duration: 1 round/level.

Saving Throw: None.

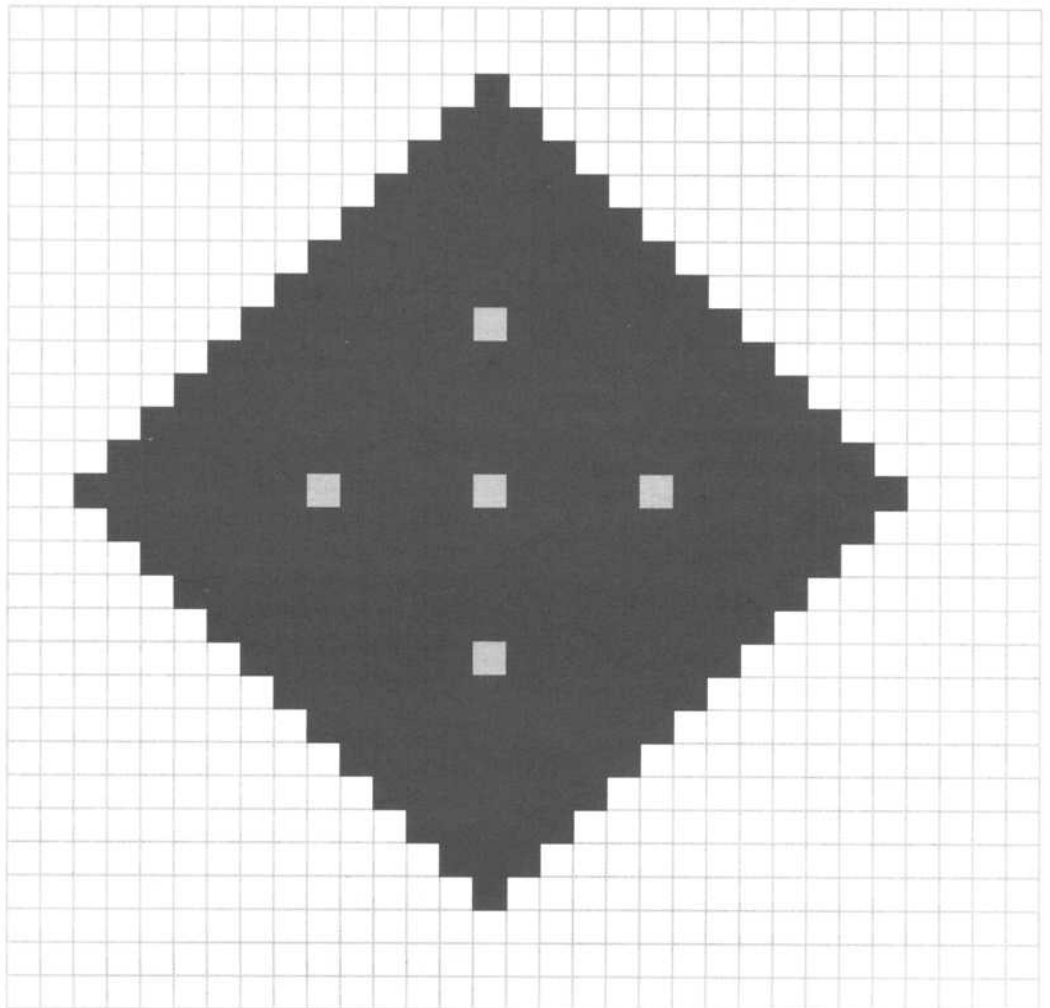
Spell Resistance: No.

Casting this spell launches a blazing globe white light skyward from your hand. The globe arcs up 100 ft. in the air over the target area where it bursts into four smaller globes that launch themselves out from the target area as shown in the diagram below. Each of these globes streaks to earth where it erupts in a geyser of light that illuminates a 75 ft. radius from its point of impact as if the area were bathed in sunlight.

Any creatures so unfortunate as to be in any of the areas of impact when the globes actually hit the earth suffer 1d4 points of damage and are blinded for 1d4 rounds. Creatures within the illuminated area are also deprived of any concealment bonus from darkness, fog or similar effects. Likewise, the *search light* spell instantly reveals any creature that is hiding in the shadows.

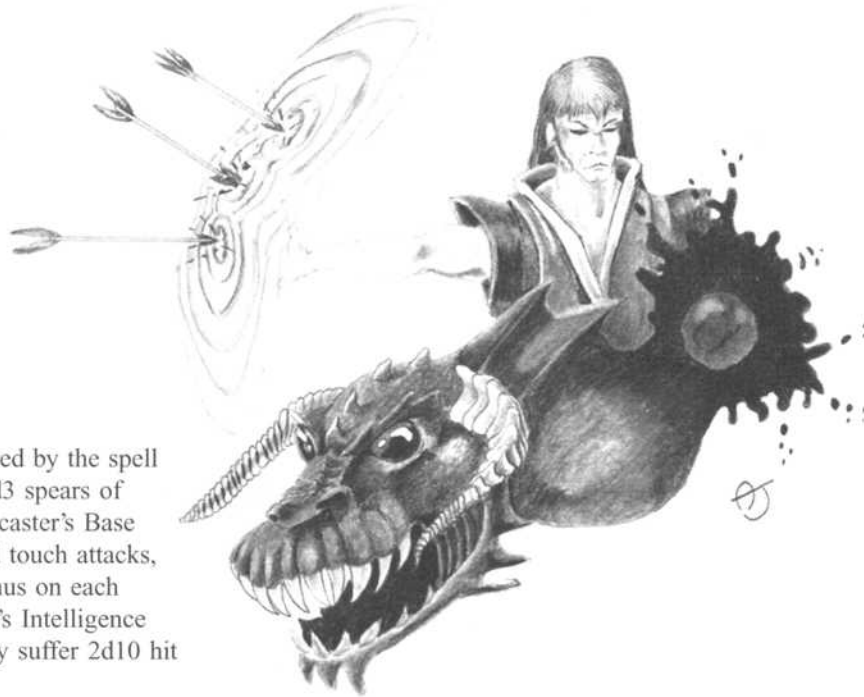
If there is not 100 ft. clearance in the area the spell is cast (such as if it is cast in a dungeon corridor or short cavern), then the spell is treated exactly as if a *light* spell had been cast with the ceiling directly above the *search light's* caster as the target.

Material Component: A flat golden disk (value 30 gp) enchanted with a *continual flame* spell.



Spears of Oblivion*Conjuration (Force)***Level:** 9.**Components:** V, S, M.**Casting Time:** 1 action.**Range:** Long (400 ft. + 40 ft./level).**Area:** 25 ft. mobile emanation.**Duration:** Concentration (maximum 1 round/level).**Saving Throw:** No.**Spell Resistance:** Yes.

Each person in the area affected by the spell is immediately attacked by 1d3 spears of oblivion. The spears use the caster's Base Attack Bonus to make ranged touch attacks, and receive a competence bonus on each attack roll equal to the caster's Intelligence modifier. Targets immediately suffer 2d10 hit



Tangrin bowed low before the king and his glittering robes pooled around him with a whispery hiss. The spellblade sheathed across his back gained prominence as the eldritch warrior inclined his head to combine a gesture of obeisance with the implicit threat represented by the weapon. 'I am glad that you could receive me this day, King Lotros.'

'You have limited time, Tangrin, get on with your pitch.' The young king, his eyes still sharp with the wolfish hunger of new power, motioned at the eldritch warrior impatiently.

'Of course, I would not take up more of your time than necessary.' Tangrin rose to his feet and smoothed his robes with the backs of his hands, banishing the creases with a simple brush down each leg. 'You are aware, I am sure, that the services of the Olgarin Guild have been requested by the Hill Lords?'

Lotros blew out a noisy gust of air and banged his fist off the arm of his throne. 'Of course I know; your point is?'

'Well, your majesty, we would like to offer you the chance to make a counter offer, if you are so inclined.'

'Counter offer? I have wizards of my own. Take whatever contracts you wish, it will do you know good when I am hanging your corpses from the war towers.'

'Ah, I see. Well, then, your majesty, I regret I must take my leave.' Tangrin backed away from the throne quickly, making for the exit with graceful haste. 'I have your answer and you will have mine, any moment now.'

The young king realised too late his mistake but his howls of outrage were drowned out by the sound of fireballs shrieking over the walls of his castle in lofty arcs. Tangrin turned and ran then, his robes bristling with magical energy to protect him from the debris that was sure to begin flying any second.

Behind him, the young king died on his throne, roasted alive with his guards inside his throne room while the eldritch warrior escaped into the mayhem of battle raging outside.



points of damage for each spear that strikes them. On subsequent rounds, any creature that spends any time in this spell's area of effect is attacked by 1d3 spears and suffers damage, as noted above, if hit.

Material Components: A miniature, gem-encrusted platinum spear worth at least 1,000 gp.

Vorpal Spray

Conjuration (Teleportation)

Level: 9.

Components: V, S, M.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Area: Stream.

Duration: 1 round/5 caster levels.

Saving Throw: Reflex reduces.

Spell Resistance: Yes.

A glittering stream of power erupts from your hand when this spell is cast and any creature so unfortunate as to be caught in its path may be slain instantly. Creatures that are touched by the stream and fail their Reflex save have their heads removed instantly; those who succeed suffer a loss of one-half of their current hit points and will lose 1d10 hit points each round thereafter until they receive first aid or magical healing of some type. Damage from this spell can be regenerated normally, though creatures that fail their Reflex save die instantly unless they can survive without their heads.

Vorpal Spray can affect a total of 60 HD worth of creatures.

The spell ends either at the expiry of the duration, or when affecting a further creature would take it above the 60 HD total, whichever happens sooner.

This spell actually functions by teleporting razor-thin slices out of the necks of affected targets to random locations around the battlefield. The aftermath of the spell can be quite gruesome, as strips of skin and fragments of bone rain down around the affected area in a bloody storm.

Material Components: A golden straight razor floating in quicksilver (1,000 gp value).

Vulnerability

Transmutation (Variable, see below)

Level: 3.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Area: Cone.

Duration: 1 round/level.

Saving Throw: Will negates.

Spell Resistance: Yes.

A cone of swirling light springs from your hand, leaving all in its path highly vulnerable to further magical attack. When the spell is cast, you must determine which of the spell descriptors (acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic or teleportation) to which the target will be vulnerable. Targets who fail their Will save suffer a -4 penalty to all saving throws against spells with that descriptor for the duration of the spell.

Material Component: An ornate crystal dagger (value 75 gp).



THE ARMOURY

While *The Book of War* is the core of battle magic, the weapons and other magical items created by battle mages over the years are powerful indeed. With their focus on destruction, these items were designed to be useful under specific circumstances of war and provide the means to unleash magical hell.

The best tool for any job is the one which kills your enemies quickest.

— *The Book of War*

Based on the knowledge held in *The Book of War*, battle mages create items that fall into one of two categories. The first contains single-use items designed to provide common soldiers with extra firepower. These items have a natural decay built in to them and most will not remain magically active for more than a week after their creation. Battle mages are very cautious with magical items that could potentially be used against them and do their best to provide tools which are useful for as short a time as possible.

Battle mages also create weapons of war which may only be used by other battle mages. While ludicrously expensive to create and maintain, these weapons of war are amongst the most impressive instruments of destruction ever assembled. *Mortis harnesses* play an important part in this type of magic item and most of the weapons created by battle mages for their own use are tightly integrated with the mortis harness itself.

The description of each magic item presented here contains information on the levels of battle mage or eldritch warrior a character must attain to create the item, along with other prerequisites and market

price. Battle mages can create the items detailed in this chapter for one-half the market price, provided they have access to a battle guild's workshop.

DISPOSABLE DEATH

The items found in this section are not intended for use by battle mages. While eldritch warriors can (and certainly do) make use of these items, they are most commonly found in the hands of fighters and rogues who are able to more effectively deliver them to the front lines of combat. These items, in most cases, do not require any special training to use.

Breach Sphere

Designed to break through barriers, the *breach sphere* must be pressed onto a flat wooden, earthen, or stone surface to activate (this is a full-round action). The round after its activation the *breach sphere* begins emitting tendrils of magical corrosive that quickly destroy the surfaces they play across. Each round, the *breach sphere* destroys a 5 ft. wide by 5 ft. high by 1 ft. thick section of the surface to which it is attached. As the surface breaks down, the sphere pulls itself inward, maintaining contact as it is broken down. A *breach sphere* will continue to cause damage for five rounds, or until the item it was placed into contact with is destroyed, whichever is first. *Breach spheres* remain potent for one week after their creation after which time they become magically inert.

Battle Mage Level: 5th level; *Prerequisites:* Craft Wondrous Item; *Cost:* 3,000 gp; *Weight:* 1lb.

Climbing Vines

Cracking against a vertical surface activates this egg-shaped item. The contents, glowing slime, immediately adheres to the wall and begins to expand upward at a rate of 10 ft. each round. The slime continues to climb for 10 rounds, after which it dries into criss-crossing vines able to support up to 2,000 pounds. These vines allow anyone to climb

Battle Mages and other Magical Items

Battle mages and eldritch warriors are able to create any type of magical item they possess the feats to craft. However, their limited number of spells greatly restricts the types of magical items they can create and use. Battle mages commonly craft arms and armour for their clients, following the rules found in *Core Rulebook II*.

When creating magical items that store spells (rods, staffs and wands, for example), battle mages and eldritch warriors may not use metamagic feats. They can, however, use metamagic feats on spells released from such storage items so long as they can pay the spell slot cost. This cost is the same as if the battle mage had cast the spell himself.



the surface at three-quarters normal movement if they have both hands free, or one-half normal movement rate if only one hand is free. *Climbing vines* remain potent for one week after their creation after which time they become magically inert, although once a vine is used it will remain adhered to the wall until somehow removed.

Battle Mage Level: 1st level; *Prerequisites:* Craft Wondrous Item; *Cost:* 500 gp; *Weight:* 2lb.

Dragon Dust

Stored in a clay vial, this dust bursts into flame at the end of the round in which it is released from its tube. Simply opening the tube causes the dust to burst from the container to form a 10 ft. radius cloud; whomever opens the tube intentionally can aim the cloud so its centre is 15 ft. in any direction from his current position. At the end of the round in which it is released, the dust bursts into flame causing 10d6 hit points of damage to all within the area of effect. Those within the cloud who make a successful Reflex saving throw suffer only one-half damage.



If the vial the dust is in is shattered, the dust immediately fills a 10 ft. radius sphere centred on the location of the vial when it broke. At the end of this round, the dust becomes a roiling cloud of flame, as noted above.

Battle Mage Level: 3rd level; *Prerequisites:* Craft Wondrous Item; *Cost:* 1,350 gp; *Weight:* -.

Focus Missile

This item comes in both arrow and crossbow bolt form. The battle mage who created the *focus missile* may, on the round after it is fired, cast any one area effect spell as if it were centred on the *focus missile*, so long as the missile is still on the same plane of existence. The distance between the battle mage and the *focus missile* is irrelevant; the energy of the spell is simply transferred to the missile at its current location. The missile is destroyed when a spell is cast through it or three rounds after it has been.

Battle Mage Level: 4th Level; *Prerequisites:* Craft Magic Arms and Armour; *Cost:* 1,000 gp; *Weight:* as bolt or arrow.

Murder Hedge Marble

Placing this one-inch diameter marble on a flat surface and uttering a command word activates the *murder hedge*. The hedge then expands to create a 40 ft. long and 10 ft. high barrier, extending 20 ft. to either side of the activation point. This barrier provides 90% cover to those behind it, and allows them to fire arrows or spells through it at no penalty. The barrier has a Hardness of 8, can only be damaged by magical weapons, and can absorb 100 hit points of damage before collapsing. The barrier provides no protection of any kind against spells. A *murder hedge marble* remains magically potent for one week after its creation.

Battle Mage Level: 2nd level; *Prerequisites:* Craft Wondrous Item; *Cost:* 1,000 gp; *Weight:* -.

WEAPONS OF WAR

When a common soldier thinks of battle magic, these are the fearsome tools which spring to mind. Cannons able to destroy entire units in sizzling blasts of power and eldritch rams that crush castle walls with massive heads studded with lightning-spitting spikes. These are the

tools of war the battle mages reserve for their own use and they are horrifying indeed.

To use any of the items in this section requires a great deal of specialised training available only within the battle guilds. While it is certainly possible for a non-battle mage to be instructed in the use of these massively destructive weapons, such occurrences are very unlikely. The battle guilds prefer to keep their weapons carefully guarded and their operation shrouded in the utmost secrecy. The most deadly of weapons require not only specialised training but also a powerful *mortis harness*. Through the harness a battle mage can merge a portion of his mind with his weapon, directing it with only a thought.

These weapons are also ludicrously expensive to produce and to use. Their power is undeniable but the cost is enough to bankrupt a small kingdom. When seen in use, the majority of these items will be on a battlefield in support of an army and are bankrolled by the wealthiest of nobles. Even then, many battle magic weapons are too expensive to use extensively and are called in to deal with especially thorny problems or heavily defended areas. In the following sections, both personal and battlefield items are explained. Unless otherwise stated, only battle mages and eldritch warriors are permitted to use these magical items. Though the term battle mage is used throughout, these rules apply equally to eldritch warriors.

PERSONAL MAGIC

Arcane Cannon

This weapon is useless at short ranges but devastating at distance. The cannon fires blasts of raw energy, which bounce wildly on impact, wreaking havoc around their impact sites.

An arcane cannon can be fired at ranges from 400 ft. to 2000 ft., provided line of sight is available. Most are mounted on tall hills or the slopes of mountains to provide the widest arc of fire and greatest visibility to the battle mage. To fire the cannon, the battle mage must use a full-round action. The target area is selected and then the deviation of the shot determined by rolling on the Grenadelike Weapons diagram found in Chapter 8 of *Core Rulebook I*. The shot deviates 1d10 ft. for every 100 ft. travelled. Each shot expends a gem of at least 100gp value.

When the actual impact site for the arcane cannon's shot is determined, the bolt deals 3d10 hit points of damage. This damage is reduced by one-half if the target makes a successful Reflex save (DC 20). Once damage for the initial target has been determined, the rest of the shot's bounces can be worked out.

For every 50 ft. of range, the arcane cannon's shot bounces 10 ft., not including the initial deviation. Determine the direction of the bounce using the same diagram in *Core Rulebook I*. Any target in any squares the bouncing shot passes through or lands in suffers 2d10 hit points of damage which, again, may be reduced by one-half with a Reflex save at DC20.

Battle Mage Level: 9th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 75,000 gp; *Cost per Shot:* 100 gp; *Weight:* 250lb.

Damage Buffers

One of these rods can be mounted on a *mortis harness* in place of a *focus rod*. Each buffer is able to absorb damage the battle mage would normally suffer. For every level of battle mage the creator of a *damage buffer* has attained, the buffer has 5 hit points which are fully restored at the beginning of each day. Whenever an attack or hostile spell would cause hit point damage to the battle mage, the hit points are first removed from the buffer. If a buffer is reduced to fewer than zero hit points, the battle mage must immediately make a Will save (DC 20 + number of excess hit points absorbed by the *damage buffer*). If the save fails, the damage buffer is destroyed by the attack. A successful save does not destroy a buffer but its total number of hit points is reduced by 5.

Battle Mage Level: 3rd level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 500 gp/battle mage level; *Weight:* 1lb.

Eldritch Chariot

Up to a dozen medium-sized creatures can be seated in this chariot and an additional six medium-sized creatures can ride on small platforms on the outside of the *eldritch chariot*. Those seated within are provided with 75% cover from attacks launched from outside the chariot, though any attack that misses a target inside the chariot due to cover causes damage to the chariot itself. Those riding on the outside of the chariot are provided with no protection from any attacks.



The chariot itself moves at 60 ft. per round and can fly at altitudes of up to 150 ft. with average manoeuvrability. The chariot has a Hardness of 10 and 250 hit points. It can fly until reduced to zero hit points, at which time it crashes to earth. To determine damage taken by those riding inside the chariot, add the chariot's altitude at the time its hit points were reduced to 0 or less to its current movement speed, treating this as the distance those inside the chariot fell when it crashed (dealing 1d6 damage per 10 ft. fallen). Those on the outside of the chariot suffer a great deal more than those inside as the wreckage of the chariot rolls over them and grinds them into the ground. Any creature riding on the outside of the chariot when it crashes suffers the falling damage as noted above and must make a successful Reflex save (DC 25) to avoid an additional 3d6 hit points of damage from being crushed by the chariot and cut up by flying debris.

An *eldritch chariot* requires a battle mage pilot, who must be riding inside the chariot at all times. The chariot requires one empty wand socket on the battle mage's *mortis harness* for operation. Each hour the chariot is in use, it needs 500gp worth of gold dust to function.

Battle Mage Level: 7th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 100,000 gp. *Operating Cost:* 500 gp/hour.

Eldritch Storage Stone

Crafted from gemstones mounted in precious metal fixtures, these items are screwed into wand sockets and allow battle mages to store a spell for instant release up to 24 hours later. The items are good for one use only, and cost 150 gp for each level of spell they are able to store. To place a spell into eldritch storage, the battle mage simply casts the spell and the energy is transferred into the gemstone. If any metamagic feats are desired, they must be applied to the spell when it is stored and each spell slot used to power these feats is deducted from the total storage capacity of the stone. The stored spell can then be released at any time as a free action by the battle mage. When a spell is released, the battle mage may make no adjustments to it other than selecting a target for the effect. At the moment the spell it contains is released, the *eldritch storage stone* is completely consumed by the liberated magical energies.



Battle Mage Level: 4th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 150 gp/level of storage capacity; *Weight:* -.

Focus Rod

When a battle mage casts a spell, he may use a *focus rod* to offset any additional spell levels accrued by applying metamagic feats to the spell. Only one *focus rod* may be used for each spell and the battle mage must state at the time the spell is cast which of his rods will be used. When created, a rod contains a number of spell levels equal to the levels of battle mage attained by the rod's creator. These levels are replenished each day when the battle mage rests. When using a metamagic feat on a spell would increase the spell's level, the battle mage may instead choose to remove the spell levels from one of his *focus rods* rather than from his available spell levels for the day.

Battle Mage Level: 5th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 100 gp/spell level contained; *Weight:* 1lb.

Mortis Harness

Mortis harnesses consist of elaborate straps of woven metal (copper, silver and gold being the most common elements) wrapped around the battle mage's torso and extending down his arms and legs to the elbows and knees. The surface of the harness is studded with dozens of runes, all mounted in swivelling settings which slide along the straps to form the specific patterns needed to unleash the power of battle magic.

The complicated formulae of battle magic are very difficult for even the most experienced practitioners to keep in mind at all times. The *mortis harness* helps the battle mage focus his thoughts and provides a mechanical representation of the formulae necessary to unleash battle magic spells. Set into the harness's surface are a number of runes and sigils fixed into dials that rotate and slide along grooves in the harness.

When a battle mage prepares a spell, manipulation of these symbols provides the somatic components of the spell. A battle mage deprived of his *mortis harness* is unable to cast any spells until he can regain the harness – it is simply too difficult to formulate the spells of battle magic without the eldritch calculations provided by the *mortis harness*.

The stress of focusing so much magical energy can wear out pieces of the harness, leading to 'blown runes' or 'burnt sigils.' The greatest danger to a *mortis harness* is overuse of a single level of spells. Each spell is channelled through a different series of runes but all spells of a given level must first travel through a rune that represents the overall power of the spell. While up to 4 spells of a given level can be channelled through a *mortis harness* each day without danger, attempting to cast more spells of each level (perhaps by using recurring spells, or receiving additional spells by the Transfer feat) runs the very real risk of burning out a magnitude rune.

When a battle mage casts more than four spells of the same level during a single day, he must immediately make a Will save (DC 25). After every subsequent spell casting of the same level during the same day, the battle mage must make another Will save (DC 25) with a cumulative -2 circumstance penalty. If the save fails, the rune for that spell level burns out. A rune can only be replaced by the *mortis harness*' owner after a full night's rest and requires a Spellcraft check (DC 20) to replace. A mortis stone costs 100 gp per level and requires a battle guild workshop to craft successfully. Most

battle mages carry several extra stones for their harnesses and craft new ones whenever they have return to their guilds for additional training.

Runes from a *mortis harness* burn out regularly and replacing at least one stone each day is not an uncommon occurrence if the battle mage is casting numerous spells. Wise battle mages do their best to limit the chances of this occurring by rotating through their available spells and not over-using spells from a given level. Research into regenerating harnesses is an ongoing project among all battle guilds for if such an item could be created, it would free battle mages from the few restraints they must operate under, radically increasing their power.

When a stone burns out, it shatters and emits a bright flash of light and a cloud stinking of burnt metal and stone. The more powerful the spell cast, the louder the noise and the brighter the light created when the stone is destroyed. For a first level spell, all within 10 ft. of the battle mage can hear the sound and those within 50 ft. can see the light. For each additional level of the spell being cast, the radius that the sound can be heard at and the light can be seen at increases by 10 feet.

Wearers heavily customise *mortis harnesses* and no two look much alike. While the general structure remains the same from harness to harness, the exact materials used in their construction, the appearance of the runes, and the types of ornamentation favoured vary from battle mage to battle mage. What does remain consistent, however, is the functionality of the harness, from the runes down to the focus sleeves and wand sockets.

Each harness is able to hold five *focus rods*, one on each arm, one on each leg, and one mounted in the centre of the chest. *Focus rods* are used to offset level increases from tuning a spell but burn out quickly and are extremely expensive.

A *mortis harness* can be fitted with up to ten wand sockets, though each socket requires 3,000 gp and the expenditure of 250 experience points to create. Once created, a socket can hold any wand simply by slotting the tip into the socket and fastening it into place with a strap. When one or more wands are socketed into a *mortis harness*, the battle mage wearing the harness can activate any one of the wands as a standard action, without provoking an attack of opportunity.



Mortis harnesses are also a requirement for using many of the magic items listed in this chapter. If an item does require a *mortis harness*, then it also requires one empty wand socket to hold the item's control mechanism. This completes the connection between the battle mage and the item in question. A rare few items require more than one empty wand socket (particularly the war golem) but the majority need only a single open socket.

A *mortis harness* counts as a robe, and so no other robe may be worn with it. Its encumbrance is 20lb.

Battle Mage Level: 1st level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 5,000 gp; *Weight:* 20lb.

Runeweave Robes

Eldritch warriors are well aware of their inherent frailty. As close-combat specialists, they need an edge to help them stand up to the rigors of their profession. The *runeweave robe* is their solution, a lightweight covering that does not deflect attacks as a suit of armour would, but instead absorbs the damage of those attacks to protect the warrior from

injury. Unfortunately, the *runeweave robe* is only able to absorb a finite amount of damage each day, tied directly to the spellcasting ability of the eldritch warrior. Combined with the spellblade, the *runeweave robe* consumes most of an eldritch warrior's available spell slots for a day, forcing them to rely on melee attacks more often than not.

Any time the wearer of a *runeweave robe* is injured by a melee attack, he may choose to have the robe absorb the resulting damage. This requires one spell level for every 5 hit points (or fraction thereof) the attack causes. The robe does not protect the eldritch warrior from damage caused by magical attacks or damage from other sources, such as falling, poison, or exposure to hostile elements.

The *runeweave robe* is also unable to absorb the damage caused by a critical hit. Such an impressive attack bypasses the protection offered by the robe, leaving the eldritch warrior dangerously exposed.

Battle Mage Level: 7th level; *Prerequisites:* Craft Wondrous Item; *Construction Cost:* 45,000 gp; *Weight:* 11b.

Spellblade

The weapon of choice for all eldritch warriors, the *spellblade* can be forged in the form of any bladed weapon. A *spellblade* can be wielded by anyone proficient with the weapon it is based on but only an eldritch warrior can make use of its special abilities. Once an eldritch warrior has bonded a *spellblade* it imposes a -1 circumstance penalty to attack rolls made with it by any other wielder. This penalty increases by 1 every time the eldritch warrior enhances the weapon. The blade knows its owner and resists any attempts by another to use it.

Spellblades are forged as part of every eldritch warrior's initiation. The *spellblade* is part of the eldritch warrior, more an extension of his arcane essence than a simple weapon. Because of this bond between the weapon and its eldritch warrior, the *spellblade* grows in power as its master gains levels. From increased accuracy to improved damage, the *spellblade*



becomes a powerful extension of the eldritch warrior's capabilities. Fuelled by magic, the *spellblade* can also be used to deliver spells as a touch attack, inflicting additional damage on top of the injuries caused by the blade itself.

To increase the power of a *spellblade*, the eldritch warrior must return to his battle guild and bring with him magical items, which are used to increase the

power of the *spellblade*. The type of item is unimportant and more than one item can be used for a single increase. To determine the value of item that must be sacrificed, consult the table below.

The table below illustrates the enhancements for the *spellblade* available at each level of eldritch warrior. If the eldritch warrior does not have the required value in magical items to sacrifice to enhance his

Spellblade Enhancements

Eldritch Warrior Level	Magical Enhancement	Item Value
1	+1 competence bonus to attack rolls	5,000 gp
1	+1 natural bonus to damage rolls	5,000 gp
1	+1 deflection bonus to Armour Class	5,000 gp
1	Drawing the <i>spellblade</i> is a free action	5,000 gp
2	+1 competence bonus to attack rolls (stacks with level 1 bonus)	5,500 gp
2	+1 natural bonus to damage rolls (stacks with level 1 bonus)	5,500 gp
2	+1 deflection bonus to Armour Class (stacks with level 1 bonus)	5,500 gp
2	+1 to the <i>spellblade's</i> threat range	5,500 gp
3	Reverse strike (see below)	6,000 gp
3	<i>Spellblade</i> can cause subdual damage at the wielder's discretion with no penalty to the attack roll.	6,000 gp
3	+1 to the <i>spellblade's</i> threat range (stacks with level 2 bonus)	6,000 gp
3	+1 competence bonus to initiative when <i>spellblade</i> is wielded	6,000 gp
4	+1 deflection bonus to Armour Class (stacks with level 1 and level 2 bonuses)	7,000 gp
4	+1d4 bonus damage on any successful attack	7,000 gp
4	+1 competence bonus to attack rolls (stacks with level 1 and level 2 bonuses)	7,000 gp
4	Heightened Defence (see below)	7,000 gp
5	Grappling Avoidance	8,000 gp
5	Parry Defence	8,000 gp
5	Ray Deflection	8,000 gp
5	Weaving Target	8,000 gp
6	+1 Competence bonus to attack rolls (stacks with 1 st , 2 nd , and 4 th level abilities)	9,000 gp
6	+1 deflection bonus to Armour Class (stacks with 1 st , 2 nd , and 4 th level abilities)	9,000 gp
6	+1 to threat range (stacks with 2 nd and 3 rd level abilities)	9,000 gp
6	+1d4 hit points damage (stacks with 4 th level ability)	9,000 gp
7	Second Strike	10,000 gp
7	Fluid Casting	10,000 gp
7	Defeat Shield	10,000 gp
7	Fate Strike	10,000 gp
8	Dazzling Assault	12,000 gp
8	Concussive Attack	12,000 gp
8	+1 competence bonus to attack rolls (stacks with 1 st , 2 nd , 4 th and 6 th level abilities)	12,000 gp
8	+1 deflection bonus to Armour Class (stacks with 1 st , 2 nd , 4 th and 6 th level abilities)	12,000 gp
9	+1 to threat range (stacks with 2 nd , 3 rd and 4 th level abilities)	14,000 gp
9	+1d4 hit points damage (stacks with 4 th and 6 th level abilities)	14,000 gp
9	Crippling Attack	14,000 gp
9	Blood Siphon	14,000 gp
10	Eldritch Venom	16,000 gp
10	Deathblow	16,000 gp
10	Grave Retribution	16,000 gp
10	Impenetrable Defence	16,000 gp



blade at the time he gains a level, he may postpone adding enhancements until such time as he acquires the necessary supply of magical items. There are several enhancements available at each level and the eldritch warrior may take as many of them as he can afford magical items to fuel them, but a particular enhancement can be taken only once each level and the eldritch warrior may only purchase new enhancements available at his current level.

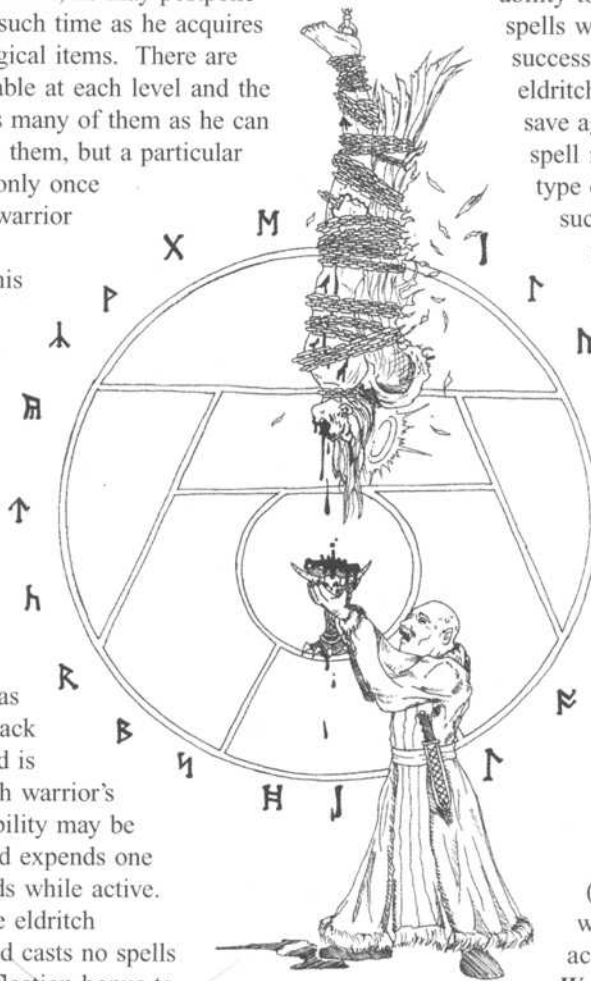
Reverse Strike: This ability allows the eldritch warrior to make a second attack immediately after his first attack. This attack must be made against the target of the first attack (as it represents a quick attempt to injure the original target as the eldritch warrior draws back into a defensive posture) and is made at one-half the eldritch warrior's Base Attack Bonus. This ability may be activated as a free action and expends one spell level every three rounds while active.

Heightened Defence: If the eldritch warrior makes no attacks and casts no spells this round, he receives a deflection bonus to his Armour Class equal to double his Base Attack Bonus. This bonus applies to all attacks, including touch attacks. This ability may be activated as a free action and expends one spell level every five rounds while active.

Grappling Avoidance: The eldritch warrior gains an enhancement bonus to his Armour Class equal to his Intelligence modifier. Any creature that does make a grappling attempt and fails to hit also suffers one hit point of damage as the eldritch warrior uses his weapon to fend off the attack. This ability may be activated as a free action and expends one spell level every four rounds while active.

Parry Defence: While wielding the *spellblade*, the eldritch warrior gains 1 point of Damage Reduction against all melee attacks made by attackers while he is not flat-footed. This Damage Reduction does not apply in any way to spells or spell-like abilities. This ability may be activated as a free action and expends one spell level every three rounds while active.

Ray Deflection: The eldritch warrior uses this



ability to deflect any touch-attack spells with his *spellblade*. To successfully deflect such a spell, the eldritch warrior is allowed a Reflex save against the spell (even if the spell normally requires another type of save). If this save is successful, the spell targets one random creature within 5 ft. of the eldritch warrior. If the eldritch warrior fails his Reflex save, he does not receive another save (even if the spell would allow a different type of save) and the spell affects him as normal. If there are no targets within 5 ft. of the warrior when he successfully deflects a touch-attack spell, the spell dissipates harmlessly. This ability requires a standard action to activate and expends one spell level each round (including the round in which it is activated) while active.

Weaving Dodge: By adjusting his position slightly, the eldritch

warrior is able to use his opponents as cover against attacks. For every attacker engaging the eldritch warrior in melee after the first, the warrior gains a +2 cover bonus to his Armour Class though this bonus may never exceed +6. This ability requires a standard action to activate and expends one spell level per round (including the round in which it is activated) while active.

Second Strike: You may make an additional attack (at +0 attack bonus) against any one target you have already attacked this round. This ability can be activated as a free action and expends one spell level every other round while active.

Fluid Casting: Casting spells no longer causes an attack of opportunity for you. By weaving your *spellblade* in the spellcasting procedure, you are able to maintain your defences even while preparing a spell. This ability can be activated as a free action and expends one spell level every round while active.

Defeat Shield: Shields provide only one-half their

normal cover bonus to Armour Class against your attacks. When this enhancement is gained, the *spellblade* becomes flexible and is able to actually bend slightly around the edges of shields to strike at covered opponents. This ability is activated as a free action and expends one spell level per attack made using the ability.

Fate Strike: You may choose to accept a strike from one opponent (which hits for full damage and ignores any Damage Reduction or other defences) in order to automatically strike the opponent in return. Your return strike causes the maximum possible damage for your weapon and an additional amount of damage equal to the damage you suffered from the initial attack. This ability is activated as a free action at the start of a round (before any attacks have been made) and expends three spell levels per use.

Dazzling Assault: You launch a relentless series of attacks against the same foe, slowly wearing down his defences through repeated strikes. For every attack after the first made against the same foe, any attacks directed at him in the following round gain a +1 circumstance bonus. This bonus is cumulative and persists until you miss an attack against this target. When you use this ability all of your attacks each round must be directed against this target until you choose to stop the dazzling assault. If you fail to make a melee attack against this target for any reason, including casting a spell, the assault ends immediately and the bonuses to attacks against the target end at the beginning of the following round. This ability requires a standard action to activate and expends two spell levels per use.

Concussive Attack: This enhancement causes the *spellblade* to deliver blows with crushing force, often knocking targets back several feet. While this ability is active, any target struck by you in melee must make a Fortitude save (DC 15 + damage caused by the attack) or be knocked straight back 1d10 feet. This ability may be activated as a free action and expends one spell level per attack made while it is active.

Crippling Attack: This enhancement permanently damages a target, draining them of strength and leaving them dazed and confused. When an attack causes damage while this ability is active, the target suffers an immediate loss of 1d6 permanent points of Strength and is stunned for 1d4 rounds. A successful Fortitude save (DC 10) halves the strength loss and reduces the duration of the stun to a single round. This ability requires a standard action to activate and expends four spell levels per attack made.

Blood Siphon: Any attack that hits and causes damage while this ability is active causes an additional 1d4 hit points of damage to the target and restores 1d4 hit points to the eldritch warrior.

Activating this ability is a free action and 2 spell levels are drained with each use of the ability.

Eldritch Venom: When this ability is active, any attack that causes damage also injects an eldritch poison into the target. The initial damage of the poison is 1d4 points of Intelligence and the secondary damage is 2d8 points of Intelligence. The save DC for the poison is 20. This ability requires a full-round action to activate and expends 5 spell levels per attack.

Deathblow: On a successful attack, this ability unleashes a powerful arcane blast into the target, disrupting their body. The target is immediately reduced to 0 hit points unless a Fortitude save (DC 20) is successful. Those who save against the deathblow lose one-half their remaining hit points. This ability requires a full-round action to activate and expends 10 spell levels per attack.

Grave Retribution: This ability is activated only if the eldritch warrior is slain. Immediately upon his death, the eldritch warrior's *spellblade* launches an attack on its master's killer, provided the killer is within 20 ft. of the eldritch warrior at the time of his death. The target of the attack must make a Will save (DC 20) or be slain instantly. If the target succeeds in this save, he is still reduced to 0 hit points. When a target fails to save against the Grave Retribution ability, the eldritch warrior is restored to 0 hit points immediately.

Impenetrable Defence: The eldritch warrior may use this ability to defend himself against all melee attacks while it is active. Any melee attack which would cause damage instead expends a number of spell levels equal to the hit points of damage the attack would have caused. This ability requires a full-round action to activate and expends spell levels as noted above.

Battle Mage Level: 1st level; *Prerequisites:* Craft Magic Weapons and Armour; *Construction Cost:* 45,000 gp; *Weight:* as per weapon.

Wall Crusher

These magical items are 5 ft. long by 5 ft. wide and roughly 20 ft. long. They appear as heavily ornamented battering rams supported on stout, wheeled legs. Unlike battering rams, however, the wall crusher does not have to be manned by a crew of heavily muscled warriors but, instead, is operated purely by magic.





The wall crusher moves at a ponderous 20 ft./round under its own power, so is often brought in close to the action through magical means. The wall crusher cannot defend itself in combat and is treated as an inanimate object with a Hardness of 20 and 300 hit points. A wall crusher can continue to operate until its hit points are reduced to 0, at which point it explodes in a coruscating ball of eldritch flame with a 10 ft. radius. All caught within the blast suffer 2d10 hit points of damage, though a Reflex save reduces the damage caused to a target by one-half.

When attacking a wall or other barrier, the wall crusher can destroy a 10 ft. cube of stone in five rounds, a wooden door in one round, or an iron door in 2 rounds. It requires a combined Strength of 100 to move the wall crusher against its will and a combined Strength of 200 to keep it from moving each round.

This item can only be controlled by a battle mage and requires one open wand socket on the battle mage's *mortis harness*.

Battle Mage Level: 6th level;
Prerequisites: Craft Wondrous Item; *Construction Cost:* 30,000 gp; *Operating Cost:* 500 gp/hour.

War Golems

One of the most carefully held secrets possessed by the battle guilds is the engineering of war golems. These constructs are much more powerful than a typical golem but also require significant maintenance expenses. Those golems with projectile weapons or other special attacks must also be refuelled or their ammunition restocked on a regular basis, which can lead to great expense. More importantly, a war golem will often need a battle mage operator for more elaborate operations. These operators are often at risk when the golem suffers damage as the connection between operator and war golem allows some of the damage suffered by the golem to filter through to the operator.

Constructing a War Golem

The creation of a war golem is a major undertaking and involves numerous battle mages. While a battle guild will never fail in the creation of a war golem (the process is far too well-documented and understood for a total failure to occur), there is always the chance the project will run over cost. When construction of a golem begins, one battle mage in the guild is nominated as the lead engineer and will make all skill checks or other rolls necessary during the process.

To create a war golem, the battle guild first selects a type of golem to construct from the list provided below. These golems provide a base from which to make modifications or additions, but many battle guilds find them suitable for their use without any additional engineering.

Golem, Soldier

Medium-size Construct

Hit Dice: 2d10 (11 hp)

Initiative: 0

Speed: 40 ft.

Armour Class: 20 (+10 natural)

Attacks: 2 slams +2 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft.

Special Attacks: Spellcasting*

Special Qualities: Construct, magic immunity, damage reduction 10/+1

Saves: Fort +1, Ref +0, Will +0 (or as caster, see below)

Abilities: Str 12, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate Terrain: Any land or underground

Organisation: Solitary or in units (2 – 5)

Challenge Rating: 3 + ¼ controller's level

Treasure: None

Alignment: Always neutral

Advancement: None, see *War Golem*

Enhancements

Golem, Assault

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: 0

Speed: 30 ft.

Armour Class: 19 (+10 natural, -1 Size)

Attacks: 2 slams +8 melee

Damage: Slam 1d8+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spellcasting*

Special Qualities: Construct, magic immunity, damage reduction 15/+1

Saves: Fort +6, Ref +1, Will +1 (or as caster, see below)

Abilities: Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate Terrain: Any land or underground

Organisation: Solitary or in units (2 – 5)

Challenge Rating: 5 + ¼ controller's level

Treasure: None

Alignment: Always neutral

Advancement: None, see *War Golem*

Enhancements

Golem, Juggernaut

Huge Construct

Hit Dice: 12d10 (66 hp)

Initiative: -1 (Dex)

Speed: 25 ft.

Armour Class: 17 (+10 natural, -2 size, -1 Dex)

Attacks: 2 slams +18 melee

Damage: Slam 2d6+9

Face/Reach: 10 ft. by 10 ft./15ft.

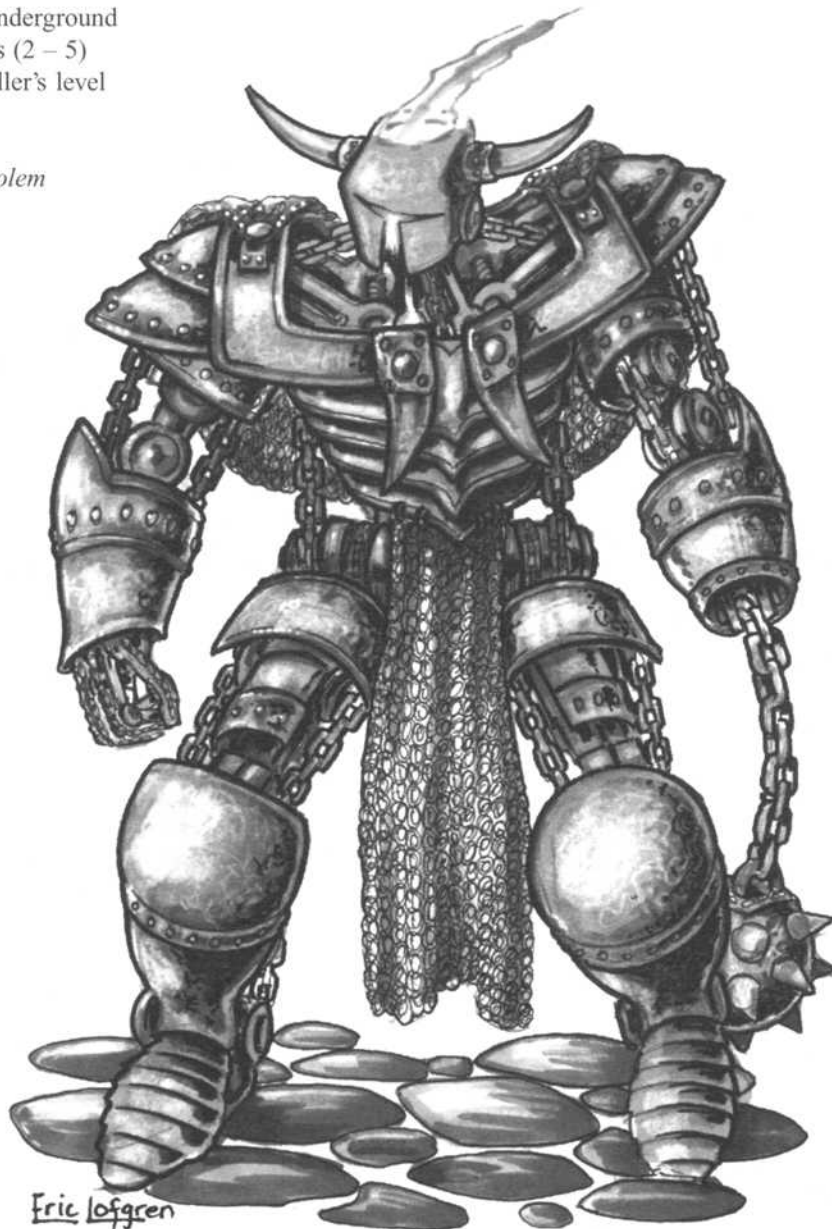
Special Attacks: Spellcasting*

Special Qualities: Construct, magic immunity, damage reduction 20/+1

Saves: Fort +13, Ref +3, Will +4

Abilities: Str 28, Dex 9, Con -, Int -, Wis 11, Cha 1

Climate Terrain: Any land or underground



Eric Lofgren



Using Encyclopaedia Arcane - Constructs

Encyclopaedia Arcane - Constructs describes a system for construct creation that allows you to create any sort of construct that your mind can think of. This is the necessary information to adapt the war golems for the system presented in that book.

War Golem

Caster Level: 6th

Skill Required: Craft (armoursmithing) or Craft (weaponsmithing)

Special Ability Slots: 1

Attacks: 2 slams.

Magic Immunity (Ex): War golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. An acid effect reduces the golem's Damage Resistance by 1 point for every 5 points of damage the golem suffers from the attack (that is, damage in excess of the golem's current Damage Resistance). All battle magic spells affect war golems normally.

Flaw: Dependency (Su). For any task more complex than straightforward combat within line of sight, a war golem needs the guidance of a battle mage of at least 6th level and possessing the Craft Magical Arms and Armour feat. Additionally, for every 4 hit dice of the base golem, the spellcaster needs the assistance of another battle mage in the construction phase.

War Golem Construction Table

Type	Size	CP	BR	Skill Checks DC
Soldier	Medium	40	30	20
Assault	Large	64	40	20
Juggernaut	Huge	120	80	20

War Golem Statistics Block

Type	Size	HD	Init	Speed	AC	Damage	Str	Dex	DR	CR Modifier
Soldier	Medium	2d10	0	40 ft.	20 (+10 natural)	1d6+1	12	10	10/+1	+3
Assault	Large	4d10	0	30 ft.	19 (-1 size, +10 natural)	1d8+5	20	10	15/+1	+4
Juggernaut	Huge	12d10	-1	25 ft.	17 (-1 Dex, -2 size, +10 natural)	2d6+9	28	9	20/+1	+7

Eldritch Crossbow

Caster Level: 7th.

Special: Ammunition costs 10 gp/shot.

Construction Points: 20.

CR Value: 1.

Applies to Body Rating: Yes.

Additional Hit Dice

Caster Level: 7th.

Construction Points: 8 per HD.

CR Value: ½ per HD.

Applies to Body Rating: Yes.

Increased Strength

Caster Level: 8th.

Construction Points: 16 per point.

CR Value: ½ per point.

Applies to Body Rating: Yes.

Enhanced Dexterity**Caster Level:** 10th.**Construction Points:** 24 per point.**CR Value:** ½ per point.**Applies to Body Rating:** Yes.**Increased Damage Reduction****Caster Level:** 8th.**Construction Points:** 28 per point.**CR Value:** 1/3 per point.**Applies to Body Rating:** No.**Construct Special Abilities**

Spellcasting (Sp) [Special Attack]: A war golem controlled by a battle mage can serve as a conduit for the battle mage's spells. The battle mage may cast any spell through the war golem just as if the battle mage were standing at the war golem's position. A controlled war golem is significantly more powerful than one running under its own volition; see below for more information.

Applicable To: All constructs.**Spell Components:** *Limited wish.***Slots:** 1.**Organisation:** Solitary**Challenge Rating:** 12 + ¼ controller's level**Treasure:** None**Alignment:** Always neutral**Advancement:** None see *War Golem Enhancements*

Construction: War golems can only be built inside a battle guild workshop. Each golem is crafted according to a stringent set of requirements laid out by the battle guild's leadership. While each golem is functionally very similar, regardless of which guild built it, war golems have a very distinctive look that allows knowledgeable observers to tell where a particular golem was built. Ornamental spikes, oddly angled armour plating, even precious metal wires wound around the limbs of the golem are all ways in which a battle guild creates a particular 'look' for their war golems.

The base cost of a war golem is as follows:

Golem, Soldier: 50,000 gp

Golem, Assault: 80,000 gp

Golem, Juggernaut: 150,000 gp

When the lead engineer begins creating the body of the golem, he must make a craft (armoursmithing or weaponsmithing) check (DC 20). If the check succeeds, the body of the golem is created at the base cost. A failure, however, raises the base cost by 1d10 x 1000 gp. The lead engineer can continue

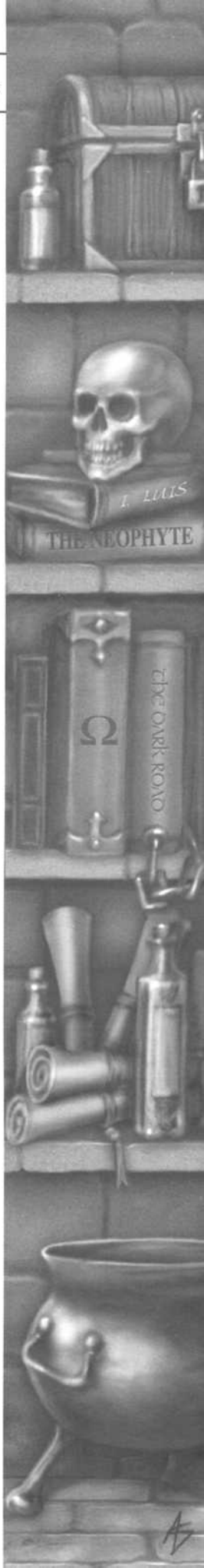
making attempts until he succeeds at the skill check, though each failed check increases the cost as noted above.

The first attempt requires one month of steady work, but subsequent attempts require only one week of effort per attempt. A golem requires 500 pounds of raw iron per hit die of the base body and a wide variety of other metals, gems and magical components to complete. The entire process is completed according to the very detailed plans laid out in *The Book of War*.

A war golem can only be constructed under the leadership of a battle mage of at least 6th level who is assisted by another battle mage for every 4 hit dice of the base golem. The lead engineer handles all enhancements on his own, as detailed below. The lead engineer must possess the Craft Arms and Armour feat in addition to any other requirements.

Combat

War golems, when undirected, will attack any member of the enemy force within 20 ft. of their location. The golem can also be instructed to attack distant targets, as long as those targets are visible when the orders are given. For missions with a longer range, the war golem is operated by a battle mage who can direct it toward targets as needed.



In battle, the war golem will make two slam attacks each round as its primary attack and will then launch assaults with its secondary weapons if a target presents itself. If uncontrolled, a war golem will do its best to cause as much damage as possible in as short an amount of time as possible. Those with ranged weapons will fire them relentlessly at targets as they close and those equipped with area of effect weapons use them early and often in battle. War golems controlled by battle mages, of course, use their weapons only as directed by the battle mage.

Magic Immunity (Ex): War golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. An acid effect reduces the golem's Damage Resistance by 1 point for every 5 points of damage the golem suffers from the attack (that is, damage in excess of the golem's current Damage Resistance). All battle magic spells affect war golems normally.

Spellcasting (Sp): A war golem controlled by a battle mage can serve as a conduit for the battle mage's spells. The battle mage may cast any spell through the war golem just as if the battle mage were standing at the war golem's position. A controlled war golem is significantly more powerful than one running under its own volition; see below for more information.

Enhancing the War Golem

While the war golems outlined above are impressive in action, they are also ridiculously expensive. Rather than build large numbers of these war machines to do their bidding, battle mages tend to load each golem with a number of enhancements to improve its performance. For much less than the cost of a second war golem, a skilled battle mage engineer can instead add powerful improvements to an existing war golem. This allows war golems to be outfitted with equipment specific to their current mission so new golems do not need to be created just to fill a particular role.

The following enhancements are available for each war golem. The requirements for each enhancement are listed below the descriptions and detail the battle mage level, cost and ammunition or fuel cost, where applicable.

Eldritch Crossbow

This weapon fires a bolt of magical energy with a range of 300 ft. The bolt causes 2d10 hit points of damage and any attack made with this weapon is treated as a ranged touch attack. The crossbow can be loaded with enough ammunition for 20 shots. Reloading the crossbow requires ten minutes and a battle mage's attention. If this weapon is loaded and ready for use, it adds 1 to the Challenge Rating of the golem it is installed on. Crafting and initially installing the crossbow on a golem requires one week.

Battle Mage Level: 6; *Cost:* 25,000 gp;
Ammunition Cost: 10 gp/shot.

Additional Hit Dice

Increasing the density of the support structure for a golem and incorporating ablative plates on its exterior are methods used by battle mages to increase the hit dice of their golems. There is a limit to the amount of additional hit dice that may be purchased for a war golem as shown below:

Soldier Golem: Up to 4 additional hit dice (for a total of 6 HD) can be added to golems of this size.

Assault Golem: Up to 8 additional hit dice (for a total of 18 HD) can be added to golems of this size.

Juggernaut Golem: Up to 12 additional hit dice (for a total of 26 HD) can be added to the golems of this size.

It requires three days to install each additional hit die on an existing war golem. If the hit dice are added during the golem's construction, no additional time is required. Each additional hit die added to the golem increases its Challenge Rating by ½ point.

Battle Mage Level: 7; *Cost:* 10,000 gp/hit die.

Increased Strength

It is possible to increase the strength of a war golem by using more powerful springs and sturdier gears in its construction, but the cost can quickly become prohibitive. A golem may have its Strength increased by up to 10 points at any time during or after its creation. If strength is added to the golem during its initial construction, there is no additional time required. For each strength point added after the golem is constructed, though, the battle mage must spend 2 days replacing springs and gears. Each

point of Strength added to a golem increases its Challenge Rating by ½ point.

Battle Mage Level: 8; *Cost:* 20,000 gp/point.

Enhanced Dexterity

Fine-tuning a golem's primitive nerve structure can add to its dexterity. Unfortunately, the cost to do so borders on the ridiculous and only the wealthiest of battle guilds can make use of this enhancement. The benefits, however, can be most impressive when what appears to be a lumbering juggernaut is revealed to be an agile golem capable of dodging attacks with startling nimbleness. Any golem may have its Dexterity increased by up to 5 points, at the cost listed below. If Dexterity is increased at the time of the golem's creation, it does not add to the time needed to build the golem. A Dexterity enhancement after the golem is built, however, requires 5 days to complete. Each point of Dexterity added to a golem increases its Challenge Rating by ½ point.

Battle mage Level: 10; *Cost:* 30,000 gp/point.

Increased Damage Reduction

War golems are very expensive to repair, which leads to many battle guilds increasing their ability to resist damage to ridiculous levels. Unfortunately, the more resistant the golem becomes to damage, the slower it moves and the more vulnerable it is to being overrun by large numbers of weaker foes. Still, the advantage of being able to shrug off attacks from most hand-held weapons cannot be underestimated and most golems undergo at least some 'toughening' via this enhancement.

A golem can have its natural Damage Reduction increased by up to 6 points, either during its creation or at any point thereafter. No additional time is required to apply this enhancement during the initial creation of the war golem, but if Damage Reduction is increased after the golem has been built, each additional point requires 3 days to

install. Each point of Increased Damage Reduction applied to a golem increases its CR by 1/3.

Battle Mage Level: 8; *Cost:* 35,000 gp/point.

Repairing the War Golem

It costs 1,000 gp/hit point to repair a war golem. Up to six battle mages can work on a war golem in a given day and each can repair a 10 + their Intelligence modifier in hit points each day, provided they have the raw materials to do the job.

Outside of a battle guild, each mage can only repair one-half this amount and the cost per hit point repaired increases to 1,500 gp.



BATTLE GUILDS

There is no single organisation more important to a battle mage or eldritch warrior than his battle guild. The guild provides initiation rites, research laboratories and workshops found nowhere else. More importantly, the guild provides protection, employment and a steady flow of information that can lead to adventure. The guild is the centre of any battle mage's, or eldritch warrior's, life.

This section provides information on every aspect of guild life, from initiation to advancement to working for the movers and shakers of the campaign world. Games Masters are encouraged to read this section carefully to determine how to best fit battle magic into their existing game.

JOINING THE GUILD

Battle magic is a demanding course of study and not one to undertake lightly. The battle guilds are very careful in their admissions and will take only those who can prove they are willing to commit to the study of battle magic. For this reason, gaining entry into a battle guild is a difficult, costly process.

THE PRICE OF ADMISSION

After meeting the requirements for the battle mage (or eldritch warrior) prestige class, the aspiring character must pay an interview fee to the battle guild of his choice. This fee is equal to 1,000 gp per character level and is non-refundable. Even if the character fails to be admitted, this money is not returned.

No two battle guilds have exactly the same test structure but the following tests are often used to get a feeling for the character's arcane capabilities and his general level of knowledge.

Spellcasting. The applicant must cast a 5th level spell. The most frequently requested spell is a *cone of cold*.

Spell Identification. Five battle mages will each cast a single 9th level battle magic spell and the

applicant must successfully identify the spells as they are cast.

Mock Melee. The character must successfully cast at least three spells of 3rd level or higher while being 'attacked' by war golems. To succeed, the applicant must take the Cast Defensively action each round until three spells of the appropriate level are cast. The character has seven rounds to complete the task.

While other tests may be administered by a battle guild, all are designed to prove the would-be battle mage's coolness under fire and ability to master the arcane principles underlying battle magic.

Applicants who succeed in their test are inducted into the battle guild within one week. Those who fail are allowed to re-apply in one year, or may apply to another battle guild after one month. Battle guilds communicate with one another extensively (see below), so attempting to shorten the application period by approaching another guild before the required month has expired automatically bars the applicant from ever joining a guild. There are rumours of battle guilds with less stringent application requirements (see *Renegades*, below), but these are very carefully concealed and difficult to find.

THE INDUCTION

For some, death is the price of knowledge.
— *The Book of War*

While the test required to enter a battle guild is difficult, the induction itself can be dangerous. Because battle magic requires attuning the *mortis harness* and 're-educating' the new battle mage in regard to arcane principles, there are occasional accidents resulting in injury, mutilation and, sometimes, death. Battle mages write these mishaps off as the cost of doing business – after all, if an applicant dies during the process, he probably wasn't strong enough to succeed in this line of work, anyway.

The first step in the induction process is the fashioning of the *mortis harness*. Because each harness must incorporate some portion of the battle mage who will wear it, this can be a particularly painful step. Ritual knives are used to remove sections of skin from the applicant's back and

thighs. These scraps of flesh are treated with a variety of alchemical compounds to preserve and reinforce them. The strips are then braided carefully with strips of precious metal and fashioned into the chest straps of a *mortis harness*. This procedure inflicts 1d12 hit points of damage on the applicant and requires roughly an hour to complete. The applicant may reduce this damage by one-half if he can make a successful Fortitude save (DC 20). The rest of the process of constructing the *mortis harness* simply requires a Craft roll (DC 20), as with creating any other item.

The second step of the induction involves re-educating the character so his mind can absorb the information presented to him. Battle magic is not the same as other arcane arts and its practitioners require a unique view of the eldritch world in order to survive. During this process, the applicant is stripped of any spells he may have learned as a member of a previous class – the arcane patterns ingrained into his psyche are ripped away and discarded, leaving his mind fresh and open to suggestion (it is at this point that the character may resist the process slightly if desired, attempting to retain spells from his old class). Unfortunately, this hours-long ritual can sometimes cause significant mental damage to an applicant. At the conclusion of this phase of the induction, the applicant must make a successful Will save (DC 15) or suffer 1d6 points of temporary Intelligence damage. If the character chooses to attempt to retain any spells from his previous class, the Will save increases by 1 per level of spell retained.

During the third phase of the induction ceremony, the *mortis harness* is tuned to recognise its new master. This process is virtually painless – the trainee battle mage is strapped into his new gear and the harness spends a few moments adjusting to its wearer. At this time, the applicant is considered a battle mage and is given over to his new instructors.

LEARNING THE NEW WAYS

The new battle mage still requires training before he will be of any use to the guild or his adventuring companions. Training eats up a month of time, during which the character is instructed in the methods and philosophies of battle magic, including the operation of the *mortis harness* and imprinting of *The Book of War*. There is no personal time

during this training period and the battle mage is left weak and drained after each day's lessons.

The most difficult part of the training revolves around *The Book of War*. Most arcane spellcasters have developed their own style and way of doing things before they choose to become a battle mage. These bad habits and inefficient practices must be stamped out before the battle mage can truly understand how to cast battle magic. Some battle mages steal away from their guild during this time and become renegades, unfortunate outcasts who tend to go insane or suffer debilitating mental breakdowns when they discover they can no longer cast spells at all. More information on renegades can be found in the following sections.

After their training period has passed, battle mages emerge from their guild with the techniques and spells to perform battle magic firmly ingrained into their psyches.



Eldritch warriors go through a similar training process, with the focus not so much on spells as the power of their *spellblade* and how the weapon can be used to perform amazing attacks and impenetrable defensive manoeuvres. This shift in focus bonds the eldritch warrior more closely to his weapon and teaches him how to survive in combat situations that would destroy other mages. Their training, too, takes about a month. At the end of their course of study, the eldritch warrior enters a new life, very different to his old ways.

THE NEEDS OF THE MANY

Battle magic is a community effort. Guilds freely trade new spells with one another and, in turn, the guilds distribute these new spells to their members. Guilds also share the wealth from their contracts, in the form of better research facilities and service bonuses for those battle mages who perform required duties. In return, the battle guild demands at least two weeks of service from each of its members per year. The nature of the required service varies, based on the needs of the guild, but common duties include:

Research. Battle guilds constantly search for new spells to fit within the battle magic paradigm. Because they do not rely on standard arcane formulae to create spells, this research process requires a vast amount of time and manpower. Eldritch warriors are sometimes given a research service but, in their case, this usually involves the theft of magical texts or items from a spellcaster hostile to the battle guild.

Engineering. Creating or repairing battle magic items is an ongoing process and battle guilds struggle to keep up with these tasks. Because it is much easier to destroy a war golem, for example, than it is to build one, battle guilds must constantly race to repair their damaged weapons so they can be ready for the next contract. The more successful a battle guild is, then, the more likely it is to have a large number of weapons in the workshop at any one time.

Training. Successful battle guilds have an ongoing recruitment program that requires a steady supply of trainers to get the applicants ready to assume their roles within the guild. Only the most experienced battle mages are entrusted with this task, as it can have a great impact on the future of the guild. Poor training leads to poor battle mages who are a great liability to any battle guild. Eldritch warriors

receive training services often, simply because this training is so difficult. While a single battle mage can train five, sometimes ten, other battle mages, eldritch warriors require much more personalised hands-on training so one eldritch warrior can rarely train more than three apprentice warriors.

Field Work. Battle guilds survive by laying waste to their employers' enemies. Battle mages are thus called up for duty from time to time and given assignments which mesh well with their skills and experience. A battle mage character can expect to take part in a serious combat on behalf of his guild at least once every six months and sometimes as often as once every three months. Again, the more successful battle guilds keep their battle mages on a heavier combat rotation than guilds with fewer contracts. Eldritch warriors receive this type of assignment more often than any other.

Advisement. Before a battle guild accepts a contract, it sends one or more battle mages out to speak with the potential employer and study the situation. Battle guilds require a very clear statement of work from their employers and will stick to the contract exactly as written. Because of this, they prefer to only accept work where there are clear-cut battle lines and a very definite 'winning' condition to a given war. Advisors must research the situation and come to a conclusion, which they then present to the guild as a whole. The role of an advisor is important to the guild's success and those who show good judgement on these assignments will be used again and again when new contracts must be investigated.

Treasure Hunting. Battle guilds are no different from any other powerful group – they know money and power are the only two constants of any importance in the world. If a suitably large or impressive treasure is hinted at in their research, the guild will often dispatch a battle mage and his companions to investigate the area and claim the treasure for the guild if it is discovered. Treasure hunters can bring in a great deal of money for the guild and are rewarded admirably for their efforts. Still, this type of job is very difficult and leads to more fatalities than any other guild assignment.

Target Elimination. When a battle guild picks up an enemy who it feels it can safely dispatch, a battle mage or eldritch warrior will generally be sent out to deal with the problem in as expedition manner as possible. Eldritch warriors tend to receive this kind of job more often than a battle mage, simply because they can be more discreet in their attack than a battle mage. It's easy enough to cover up evidence of a simple assassination but considerably

more difficult to conceal the sort of carnage left behind by a battle mage. **Support.** Eldritch warriors and battle mages are expected to assist one another in times of need. If one battle guild finds itself set upon by enemies, the call goes out for help and other battle guilds are expected to send whatever forces they can to help the guild. If a guild falls under attack it can be certain of receiving at least a few battle mages and eldritch warriors from every guild which hears the call. This solidarity keeps all but the most desperate or insane from attacking the battle guilds, but the threat of someone strong enough, crazy enough, or hungry enough to do such a thing always exists.



Since its discovery and subsequent codification, battle magic has cemented itself into civilised kingdoms. While most cities cannot afford a battle guild of their own, groups of cities are often able to pool their resources to pay for the protection provided by a battle guild. Others have foregone more traditional defences to pay for the services of battle mages within the city, trusting completely in the power of battle magic to protect them from external threats.

The Battle Guild and the World

Battle magic, as noted before, did not come into being out of the blue. There was a need for a way to cause more damage to your enemy than he could do to you – battle magic just rose to fill the void. While other types of spellcasting could do this to some extent, none were as efficient as battle magic and so it rose to fill its niche.

The following sections describe how battle magic can exist in a typical fantasy campaign and what effect it will have on the surrounding area.

ALL THE KING'S MEN

This is the most profitable role for a battle guild. Assuming the kingdom is not teetering on the brink of collapse, a battle guild working directly for the ruler will rarely have monetary difficulties. Stationed in the capital of the kingdom, the battle guild is ready and able to respond to any demands the ruler may place on them. The very public presence of the battle guild provides security through intimidation, as few armies are willing to march into

spell's reach of even one battle mage, much less a whole guild of them.

But a battle guild operating in close proximity to a ruler places itself in danger if it is too effective. If a king believes his battle guild is growing too powerful, he'll certainly have no second thoughts about cutting back their funding or finding other ways to reduce their base of power. In extreme circumstances, a king may even come to believe the battle guild is plotting against him and hire a few assassins to infiltrate the place and do away with the most troublesome members of the guild. This almost always ends up badly for all involved. The battle guild loses a few of its leaders, but the king may very well lose his life by provoking the battle mages to protect themselves.

To avoid many of the more common misunderstandings between the guild and the rulers they serve, battle guilds often provide advisors to explain to the king exactly what the guild does and where its loyalties lie. In return, the king has a direct conduit into the guild, which allows him to express any concerns or questions he may have. Battle guilds with any sense at all do their best to cultivate the relationship with their king, sparing no effort to prove their loyalty. To do otherwise will, at least, jeopardize their funding and support from the kingdom.

THE FRONTIERSMEN

Some battle guilds have discovered that there is a great deal of money to be made on the frontiers of





BATTLE GUILDS

any kingdom. Ancient ruins can often be found out in the hinterlands, many of which hold powerful secrets and forgotten relics that can be used by the battle mages or sold to provide funding. Battle mages can also prey on the 'barbarian' races found on the frontier – from orcs and goblins to giants and other, more powerful, creatures.

Battle guilds built on the frontier are often on the outside of any kingdom or other recognised border to preserve their independence and avoid stirring up any trouble with powerful neighbours. As long as the battle guild keeps its attention turned away from civilisation, few will complain. The battle guild is, after all, protecting others from any number of monstrous races that would otherwise be free to begin encroaching on those less able to defend themselves.

The most dangerous part of having a group of battle mages living just across the border is their need for steady infusions of cash. If the monstrous treasure sources start running dry, the battle guild just might turn its attention to less honourable means of making money, even if this means a potential conflict with an organised army. Battle guilds are well-known for their risk-taking and thirst for battle, both of which are aspects universally admired within the guilds themselves. When times get lean, there are few foes more dangerous than a battle guild on the lookout for places to loot and pillage.

Frontier battle guilds may also civilise an area on their own. This can lead to problems with local rulers as villagers defect to the newly tamed lands. While a battle guild may have no intentions of creating a kingdom of their own (few guilds have the patience for the bureaucracy involved), most nobles are too insecure to take the chance. This can, of course, lead to some rather nasty problems between the guild and those nearby. The best case in this scenario is that the battle guild hires itself out to the threatened kingdom and life goes on much as before. The worst case involves the battle guild and its neighbour embroiled in a bitter war leading to destruction all around.

DEFENDERS OF THE CITY

Mercantile cities are often very rich and in need of strong defences to protect them from organised groups of bandits or the threatening advances of enemy nations. Because of the need to facilitate

trade and encourage traders to travel to and from the city, standard defences (such as gates and walls) can be detrimental to the city's bottom line. As well, a large force of standing troops can be very expensive and leads to the presence of many bored, off-duty soldiers lounging around the seedier parts of town looking for excitement and/or trouble.

By convincing a battle guild to move in, a city can protect itself without the problems listed above. If the city has any naturally defensible positions, such as a river which needs to be crossed, a relatively small group of battle mages on a regular rotation can protect the city indefinitely.

The only problem with this is how expensive a battle guild becomes if it actually has to start fighting. An individual battle mage, supposing he casts all the spells he possibly can in a day, can easily burn up a few thousand gold pieces each day just in spell components. If he burns out any stones on his mortar harness, the cost only goes up. Most cities with a permanent battle guild tout the power and glory of their battle mages long and loud in the hopes they will never have to actually send them to fight.

If two rival cities employ battle guilds on a full-time basis, things can get very ugly as each city attempts to force the other into activating its battle mages. The idea is not to provoke an all-out war, but to increase battle mage activity in your enemy's camp so as to bankrupt him with spell component expenses. This almost never ends well, as eldritch warriors get called out to perform assassinations on enemy leaders in order to cut the conflict short and save a little gold for one side or the other.

TRAVELLERS

It is possible for a battle guild to make a living on the road. While it is very difficult to keep the money coming in, there is a substantial income to be earned just fighting off brigands or hunting down wanted criminals for cities or kingdoms they pass through. A small battle guild could even make ends meet by attacking 'evil' spellcasters for 'good' employers.

The rigors of life on the road will certainly wear on a battle guild. Without the ability to craft magical weapons so popular with the employers of battle mages, the guild will be forced to take on more dangerous jobs with lower payments than would otherwise be possible.

Travelling battle guilds are desperate and hungry. No country wants to see them coming, but few have the power to warn them off. This rugged existence can lead a battle guild to fall from the true path of battle magic and become renegades, hated by their own tradition and hunted by eldritch warriors.

ORGANISATION

Battle guilds have very specific roles within their organisations and each battle mage or eldritch warrior knows his place in the arcane order. Those who attempt to rise above their station must be prepared for the consequences.

Offices

The head of any battle guild is known as the Preceptor. Responsible for the overall functioning of the battle guild, the Preceptor also manages relationships with other battle guilds. The Preceptor is the ruler of the battle guild and his word is law within the guildhall. Openly defying the Preceptor is tantamount to rebellion against the tradition itself, and may be punished harshly (see Punishment, below). A Preceptor is a battle mage of at least 9th level, making them quite powerful even if the resources of their guild are not taken into account. The Preceptor is not elected but is appointed by the Council of Wars.

Below the Preceptor are the Lictors. There are always at least two Lictors in any battle guild and at least one for every five Proctors. The Lictors carry out the orders of the Preceptor and oversee their execution. While the Preceptor is, ostensibly, supposed to make all decisions related to the guild's functioning, most of the day-to-day operations of the guild are handled by the Lictors. A battle mage may apply to become a Lictor once he has reached 8th level, but there are rarely openings in this position. Each Lictor is hand-selected by a Preceptor and serve until they die or are removed by the Council of Wars.

For each guildhall, there is a Lictor in charge of battle mages and one who oversees the deployment and provisioning of eldritch warriors. They are, theoretically, on equal footing but the Lictor who manages the eldritch warriors is actually somewhat lower on the totem pole. Though the warriors are an integral part of each guild, they are not as cost-effective or visible in the daily activities of the guild as the battle mages. This has led to some hard feelings between the two groups, which are best



smoothed over quickly by the Preceptor to avoid any unnecessary fighting between warriors and mages within the guild.

Proctors are the only officers of the guild who regularly interact with the majority of battle mages. They are the teachers of the inductees and make sure the rank-and-file members of the guild are carrying out their assignments properly. Proctors are also responsible for weeding through the applications and oversee the tests for new applicants with the assistance of the Lictors. For every 10 battle mages who belong to a guild, there is at least one Proctor to keep them in line. The exact number of Proctors may shift within a guild, depending on the number of inductees seeking instruction and the number of applicants to be processed. Any battle mage of at least 5th level may apply to become a Proctor, but it is a demanding job few are qualified to take. Characters who become Proctors must spend at least half their time at the guildhall teaching lessons or dealing with new applicants. All Proctors are chosen by Lictors as the need arises. If a Proctor is no longer needed at the guildhall, he is



released from duty and allowed to pursue other interests.

Above the offices of the individual guilds sits the Council of War. This body of battle mages is elected each year by all Preceptors on a given continent. The number of seats on the Council of War varies, based on the number of active guilds – there is one seat for every three guilds operating on the continent. The Council members meet once each quarter to discuss current events and resolve any problems arising within the guilds under their control.

The Council is a law-making organisation, but they rarely go to the effort of issuing any official edicts. Instead, they do their best to settle any problems or issues as quickly and equitably as possible. They know all too well the power at the disposal of a battle guild and do not wish to see their membership drawn into a destructive, wasteful battle that will do nothing but deplete their numbers and enrage political powers across the land.

New battle guilds can only be formed with the express permission of the Council of War. The extreme cost of maintaining a guild means there are a finite number of guilds able to profitably operate in a given region. As a rule of thumb, a guild requires a population of at least 200,000 to maintain its operations without unduly impacting the quality of life in a region. This means most kingdoms of any size can support one battle guild, perhaps two, but rarely more. Very wealthy regions (such as mercantile centres) might be able to support a guild of their own, but kings and queens are not terribly impressed with city leaders who hire battle guilds on their own. That way lies the seed of rebellion.

The Council does its best to keep the guilds spread throughout the lands, as well, to prevent one kingdom from acquiring a disproportionate number of guilds in its employ. While the battle guilds have no real political aspirations of their own by tradition, they do have an interest in keeping conflict going in the world. If peace were allowed to gain too strong a foothold in any given region, the services of the battle guilds would not be necessary. By ensuring no one kingdom is able to bring all the battle guilds in its area onto its payroll, the Council ensures all the guilds will have work and are not poaching patrons from each other.

BATTLE GUILD CONTRACTS

No gold, no blood.
— *The Book of War*

A battle guild does not begin dispatching eldritch warriors or battle mages until it has a contract in hand. At the very least, a contract gives the battle mages something to fall back on in the event their patron decides to withdraw from the agreement. Though it may not be legally binding when dealing with a king or emperor, the contract provides moral justification to outsiders should the guild find it necessary to get their money the hard way.

A contract with a battle guild must clearly state what is expected of the guild and the length of the service the guild will provide. A typical contract spells out an objective to be destroyed or protected (such as a fortress or particularly thorny portion of a battlefield) and the amount of time it is expected to take for the goal to be reached. In all cases, the amount the guild will receive for its services is spelled out, up front, in the contract itself.

A guild always charges up front for the components for its spells and often demands that the components themselves be provided as needed. These charges are estimated in the contract as 5,000 gp per battle mage per day of service. If the charges exceed this amount, the client is expected to pay the difference and, should the component cost be less, the battle guild will refund the difference.

Guild advisors determine the number of battle mages and eldritch warriors who will be needed for any given contract and structure the price of the contract accordingly. For each battle mage retained through the contract, the guild will charge the client 10,000 gp per day, payable upon completion of the contract's terms. Eldritch warriors are billed at the rate of 7,500 gp per day, though this rate may be higher if the contract specifies assassination as its goals. The dangers to an eldritch warrior rise considerably if he is given an assassination contract, raising the fee to 12,500 gp per day of service. Flat fees may be negotiated for such tasks, but are rare due to the unpredictable nature of assassination contracts.

Each battle mage who works on a contract receives 500 gp per level of the battle mage per day of service. Eldritch warriors receive 400 gp per level of eldritch warrior per day of service.

If magical items become necessary, the client pays for all operating expenses for the item in question as well as any ammunition costs. In addition to operating and ammunition expenses, the client will pay 10% of the items creation cost (including any alterations added later for war golems) per day the item is in use.

BATTLE GUILDS IN OPERATION

The only sound defence is an obliterating assault; if you strike an enemy, strike to destroy.

— *The Book of War*

Once a guild has a contract signed and in hand, preparations for war begin. Eldritch warriors are dispatched to the battlefield ahead of battle mages and are expected to secure a location well to the rear of the front-lines for the battle mages to occupy. Any magical items needed are then delivered to the site and stored for later use. Battle mages arrive last and station themselves in the prepared positions. One battle mage is assigned as the leader of the operation and he receives reports from the commanding officers of the soldiers involved in the battle.

The first day battle mages are on the scene is spent gathering information and preparing a battle plan. The battle mages co-ordinate very closely with the mundane soldiers so as not to lay waste to their client's forces. If necessary, units are instructed in the proper use of the magical items they will be using or working with – nothing is more irritating to a battle mage than wasting a perfectly good magical item just because some grunt couldn't figure out which end to point at the enemy.

Battle mages believe in stretching their contracts out for as long as possible. Their planning reflects this mercenary attitude and will often take days to complete. Once the battle mages have agreed upon a plan, however, it is executed with alarming speed.

The Book of War instructs battle mages to shower enemies with an overwhelming display of force to

cow the foe and shatter his resolve. In practice, battle mages will co-ordinate their attacks to deliver the maximum impact against leadership units where possible, hoping to remove the head of the enemy forces. If this is impractical, battle magic is used to tear apart enemy formations and open them to attack by eldritch warriors or allied soldiers.

Spirals are particularly effective in this regard, especially those incorporating a movement element. By setting off a spiral spell in the middle of a unit, the battle mage can scatter the individual soldiers and break their defensive lines quite easily. Combined with co-ordinated archery attacks, this can devastate an enemy force.

Battle mages are also experts at breaking charges, preferring to use large area effect spells to shatter incoming forces. A *fireball* detonating in the centre of a charging orc horde is enough to turn an otherwise dangerous assault into a scattered group of flaming enemy soldiers looking for cover.

When battle mages enter warfare, they want to kill as many of the enemy as possible and then get out. The longer a confrontation lasts, the more likely it is someone will come looking for the battle mage who keeps raining fire down on his head every day. This leads battle guilds to send more battle mages than are absolutely necessary for any contract, hoping to end the actual fighting before the enemy gets time to launch an effective attack against the magical artillery.



FEATS OF BATTLE

Any metamagic feats known to wizards and sorcerers are also known to battle mages. Like spells, the battle mages have created a few metamagic feats all their own. Where these feats may be altered to work for traditional magic, this is noted in the feat's description.

Suffering is sometimes necessary to destroy your enemies. Do not hesitate to bleed if it means the death of those who oppose you.

— *The Book of War*

Arcane Buffer (General)

You are not as affected by damage to a war golem as other operators might be.

Prerequisites: *Mortis harness.*

Benefit: You suffer only one point of damage for every 10 points inflicted on a war golem you are operating. You are still subject to losing consciousness if the war golem suffers a catastrophic injury, but receive a +2 natural bonus to the Will save.

Normal: War golem operators suffer 1 hit point of damage for every 5 hit points of damage caused to a war golem they are operating.

Bloodcasting (Metamagic)

You are able to exceed your daily allotment of spells by sacrificing your Constitution.

Prerequisites: The ability to cast arcane or battle magic spells of at least 3rd level.

Benefit: You are able to cast one more spell of up to the highest level you know. This spell does not have to be prepared (if you are a wizard). Immediately after casting this spell, you suffer 1d4 temporary points of Constitution damage. This feat may be used as many times a day as you wish but the Constitution damage is suffered with each use.

Compressed Spell (Metamagic)

You are able to reduce the area of effect of a spell in order to increase its damage.

Prerequisites: The ability to cast battle magic spells.

Benefit: You are able to reduce the radius of a spell's area of effect by 5ft to increase its damage by 2 dice. Spells affected by this feat require two additional spell slots to cast. Only spells with a radius listed in the area of effect can benefit from this spell.

Eldritch Knot (Metamagic)

You have learned to braid spells from different schools of magic.

Prerequisites: The ability to braid spells.

Benefit: You can now add any spell you know, from any school of magic, to a braid. The spell must still conform to the other requirements for the braid (such as maximum spell level). For each additional school of magic in the braid after the first school, saving throws for all the spells in the braid have a +1 bonus, and the caster's attack rolls with all the spells in the braid suffer a -1 penalty.

Normal: A character without this feat can only include spells from the same school in a single braid.



Filkin squatted on his haunches near the top of the ridge, eyes half-closed. His fingers moved rapidly in front of his face, trailing many-coloured lines of magical energy. First he wove together the flickering reds and charred blacks of a *fireball* and a *wall of fire*, intending to aim his attack at the back of the cloud giant unit. There were only a couple of dozen of them but Filkin's employer, Baron Steinberg, had not anticipated their presence at all – he had expected the mining town of Blackcrag to be easy enough pickings for his army, with only the militia and a handful of mercenaries to deal with. Those two spells should soften the giants up and separate them from the rest of the Blackcrag forces, preventing them from getting healed and leaving them easy prey for the Baron's cavalry.

Quickly he plaited the thick, shimmering yellow-brown strand of a *magma pit* into the weave. With this he might finish off any particularly lucky or tough giants. He strained with the effort of knotting the disparate threads together, into the shape of something new and strange. Finally the braid was complete, and Filkin allowed himself a touch of pride as he stood up, about to unleash devastation.

The first thing he saw over the ridge was the swordsman. The sabre sliced down at Filkin. The battle mage took the blow, confident in his damage buffers, already sighting ahead for the giants. A moment too late he realized just who – and what – had hit him, as the eldritch warrior's own spells froze and battered him. His knot was gone, unravelling from his fingers, and his last thought was the bitter satisfaction of taking his killer with him to death as his own spells exploded around them both.

Enhanced Linkage (Metamagic)

Your linked spells series are faster than normal.

Prerequisites: The ability to cast linked spells.

Benefit: When casting a linked spell series, you are able to cast two spells each round. Each spell in the linked series requires an additional spell slot to cast, however.

Normal: A linked spell series normally allows a battle mage to cast three spells every two rounds.

Farcasting (Metamagic)

You have mastered the art of casting spells at extreme ranges.

Prerequisites: Enlarge spell.

Benefit: You are able to increase the range of any spell that you can cast by 100' by expending an additional spell slot at the time the spell is cast. This feat may be used more than once per casting as long as the additional spell slot is expended for each use. Its effects are cumulative with those of Enlarge Spell, if used.

Lightning Activation (Metamagic)

You are able to activate your eldritch warrior abilities faster than normal.

Prerequisites: You must be an eldritch warrior.

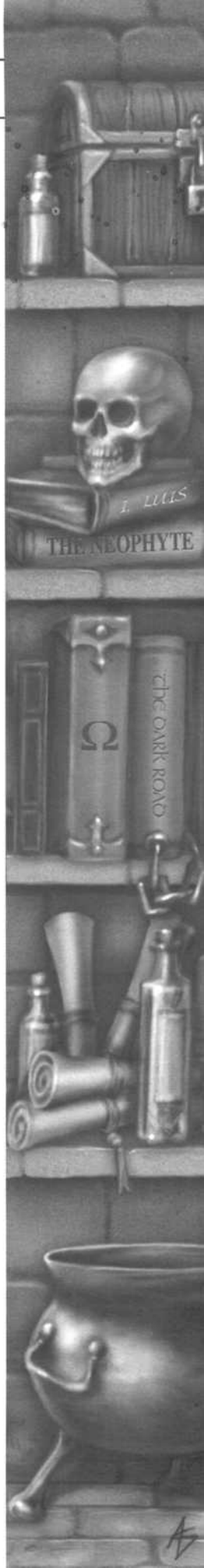
Benefit: You can activate any eldritch warrior ability that normally requires a standard action as a move-equivalent action, instead.

Transfer (General)

You are able to transfer your own spell slots to another battle mage within 300 ft.

Prerequisite: Both the sender and receiver of the spell slots must be wearing an operational *mortis harness*.

Benefit: As a standard action, you can expend a spell slot of any level between 1st and 9th, transferring its energy to another battle mage within 300 ft. The recipient gains a spell slot one level lower than the one you expended.



HELP FOR GAMES MASTERS

Battle magic adds a powerful new weapon to your players' arsenal. While the thought of all the damage they can cause might be a bit daunting, at first, remember that it comes with a serious cost – a cost that allows you to tailor the use of battle magic in your campaign.

POWER

A battle mage has roughly 30% more damage output available at any given time than a wizard or sorcerer. He has a great deal more flexibility in how this power is used, as well, which allows a battle mage to tailor his spells to the situation at hand with more precision than other casters. The battle mage also has the ability to apply metamagic to his spells more freely than other casters, which gives his spells a bit more punch in the pinch than a wizard or sorcerer. All things considered, a battle mage can probably cause about half-again as much damage in a single battle as a wizard or sorcerer of the same level.

Battle mages also have access to some impressive magical items that you just will not find laying around in a wizard's tower. The war golem, especially, can be a powerful addition to the battlefield. Fortunately for his enemies, a battle mage has some very real limits, too. As a Games Master, it is important that you remember these limits and enforce them.

PRICE

Battle magic spells require spell components that are extremely expensive. It is crucial that you require the players of battle mage characters to keep track of their available components carefully. A record sheet has been provided for your use at the end of this book – make sure you use it! The cost of his spells is one of the balancing factors of the battle mage so failing to make him accountable for this cost can create a serious imbalance in the game.

A less tangible price to be paid is the need for a battle mage to tie himself to a guildhall. It is simply

impossible to learn battle magic (or the arts of an eldritch warrior) without a battle guild, and their instruction is not cheap. The required service can be used to rein in battle mages who get a little out of control and is an excellent way to jumpstart adventures. Want to send the adventurers into a wartime scenario? The battle guild provides a perfect avenue to introduce the characters into the conflict.

As the Games Master, remember that you have complete control over how much battle magic gets used in your campaign. By reducing the amount of treasure available to a battle mage, you also reduce his ability to cast spells. The system is designed so that a battle mage must use roughly 30% of the loot he gains each level on casting the spells that allow him to gain the next level, assuming the adventurers are gaining treasure as outlined in *Core Rulebook II*. Adjusting the amount of treasure gained is the simplest way to control the use of battle magic in your game – poor battle mages simply cannot afford components and will begin hoarding their spells for really dire situations.

It is also possible to indirectly increase the cost of battle magic by decreasing the amount of experience gained in each encounter, because the system is designed on the assumption that most adventurers will gain a level every 13 to 15 encounters. If it requires more encounters to gain a level, the battle mage will be spending proportionately more gold on casting spells during that level.

These two aspects of a campaign – the amount of treasure gained per level and the number of encounters required to advance a level – will have a great impact on the ability of a battle mage. Games Masters are encouraged to make slight adjustments to both of these variables if they are unhappy with the way battle magic is working in their game. For most campaigns, however, the system as presented will keep the battle mages roughly equivalent to other spell casters in overall utility.

This is another point that cannot be stressed enough – battle mages can cast almost no spells that are not directly related to combat. This hampers them off the battlefield, where a wizard or sorcerer can really shine through creative use of non-combat spells. A battle mage has focused greatly on the destructive aspects of magic, but has gaping blind spots when it comes to other uses for the arcane arts. This extends to their use of magical items as well, since the battle

mage or eldritch warrior will be unable to use *any* spell trigger items if he does not have those spells on his limited spell list. For the battle mage, most magical treasure that is gained will need to be converted to gold that can then be used to purchase spell components for his own magic.

BATTLE MAGIC IN THE CAMPAIGN

Battle magic can be easily slotted into an existing campaign. Because it is simply an altered version of more traditional arcane arts, its appearance is not as disruptive to a game world as a totally new and unrelated type of magic. Characters could hear rumours of a battle guild in a foreign kingdom or might even face battle magic in the midst of a war. If any spellcasters in a game are addicted to fighting, they will certainly want to find out just what the hell are those spells they have just seen in action.

AS ALLIES

Games Masters might also introduce a battle guild to provide a base of operations for otherwise rootless characters. While only arcane spellcasters can learn the art of battle magic, a battle guild can certainly find a use for other types of character. Clerics are useful for patching up the wounded, and a battle guild might even go so far as to add divine magic to the services it offers its clients. A rogue or two can do wonders to pave the way to an eldritch warrior's target, allowing the mystical fighter to preserve his own abilities for when they are needed most. Warriors are useful on the battlefield against mundane threats, so there's no reason that a battle guild would not employ a few standard bodyguards for its valued personnel. Rangers, druids, and barbarians can all find work leading battle mages through hazardous terrain or tracking down their enemies. Bards make useful propaganda artists and any new battle guild is sure to hire two or three to spread the word.

Any non-battle mage, non-eldritch warrior character can probably find work with the battle guild. While not as highly prized as battle mages, these characters can earn about 100 gp/level per month of service and up to five times that amount if they are asked to help a battle guild to fulfil a contract. Wizards and sorcerers may find short-term assignments with a guild, but will rarely receive

more than 100 gp/level per week of service and their contracts will never last more than a month. The two types of arcane magic simply don't mesh well, and the egos will quickly get out of hand in these relationships.

THE ENEMY

If a battle guild becomes the enemy of a campaign's main group of characters, life will certainly get very interesting. Battle guilds have powerful friends in addition to their own impressive array of spells and skills. An extended series of adventures could easily be built around the conflict between the characters and a battle guild, culminating with an explosive encounter between the guild's Preceptor and the characters.

Battle guilds can be subtle when it's called for, which is how they will attempt to deal with their enemies at first. As long as the characters do not directly attack the battle guild, the guild will simply use a small amount of its local influence to inconvenience the characters whenever possible. Merchants may refuse to sell spell components to the party wizard and warriors might be unable to find anyone willing to sell them arms and equipment. Even innkeepers can be in on the conspiracy, barring characters from finding a comfortable place to rest in a particular area.

If the characters do something that really gets the battle guild upset, though, the gloves come off. The characters may be framed for crimes (with the collusion of local guards and law enforcement officials) or accused of treasonous activity. At this stage of the game, the battle guild is willing to call in serious favors to have the characters arrested, executed, or simply shipped out of the area in a box.

Characters who survive the second level of conflict with a battle guild are in for a fight. Eldritch warriors and other heavy hitters will be dispatched in an attempt to assassinate the characters quietly. If that fails, the guild will haul out the big guns, assaulting the characters with war golems and the full fury of battle magic. The only hope that characters have at this point is to escape beyond the influence of the battle guild or succeed in destroying the guild's Preceptors and Lictors. Characters with some influence of their own may be able to lean on the Council of War to resolve the issue, but may not be given the chance to state their side if they *have* committed crimes against the guild.



RENEGADES

Battle mages are not all part of one happy family. Battle guilds sometimes come into conflict with each other over patron-poaching or other slights, waging quiet wars behind the scenes and using their political influence to inconvenience their rivals. There are times when real fights break out between two guilds, but the Council of War does its best to stifle these battles before they can destroy both guilds.

When a lone battle mage gets out of line, though, things can go very poorly for him. Battle mages who refuse to accept a service for the guild or habitually ignore the orders given to them by their superiors within the guild hierarchy are in for some serious punishment.

The first punishment is typically a revocation of guild privileges for a month. The character can no longer use the library or purchase components within the guild. His quarters are barred from him and any personal belongings are locked away until his month of punishment has ended.

The second offence generally calls for a heavy fine and the revocation of privileges listed above. Punished characters are expected to cough up 1,000 gp/level of their battle mage prestige class before their punishment will be rescinded. Those who cannot afford to pay the fine up front will be given the opportunity to work it off with additional services if they can convince the Lictors of the local guild that they are worthy of such a second chance.

Characters who are particularly flagrant in their violations will find themselves tossed out on their ear. While they can still cast battle magic spells, they will no longer have the support of their guild. If the battle mage meekly accepts his punishment and goes his own way, he will have no more trouble with his old guild.

Few battle mages, however, have the good sense or humility to turn the other cheek in response to this kind of punishment. Known as renegades, these loners go out of their way to cause problems for their former guild and any other guild they come across. By underbidding guilds on contracts, the renegade deprives other battle mages of their needed revenue streams and ingratiates himself with a wealthy, powerful patron in the process. Protected by his new client, the renegade has little to fear from

the battle guild, which must now come up with replacement income or engage in a bidding war that sets an unfortunate precedent for their future dealings in the area.

More dangerous to everyone, though, are renegades using their battle magic skills for evil. These renegades turn to banditry, attacking caravans or merchant ships and looting their cargoes. This leads to bad publicity for battle magic in general, a situation that just cannot be tolerated.

In the very worst case, a group of battle magic renegades will band together to pool their resources. These groups almost always seek revenge against the battle guilds that expelled them and their bloody attacks are terrifying even to seasoned battle mages and eldritch warriors. The subtler renegades will do their best to undermine the support for battle magic in an area by disrupting trade and weakening the local defenses with hit-and-run strikes designed for maximum damage with minimal exposure.

To combat these rebellious mages, the battle guilds offer substantial rewards to anyone able to provide proof of their apprehension or destruction. These bounties are normally worth 2,000 gp per level per battle mage renegade. While extremely hazardous to collect, the bounties will bring adventurers out of the woodwork and provide a good springboard to adventure. Battle guilds look very favorably on those able to remove the problem in a discrete manner and are often willing to offer services worth more than the reward itself. A few disposable magical items are certainly not out of the question in exchange for dealing with problematic renegades.

The only certainty of war is death.
— *The Book of War*

DESIGNER'S NOTES

Much of the information in this book has been kicking around my head for a long time. Some was originally intended as a replacement for the sorcerer class but fits much better in this book. War Golems have seen use in virtually every fantasy campaign I have ever run and I was glad to finally get a project where they could be worked in without major modifications.

Most of all, though, is my idea of a whole group of wizards and sorcerers that just got fed up with all the ways they used magic to make life easier and started working on ways to cash in on the pain and suffering they could cause. Battle mages are not nice guys but they are certainly good at what they do and deliver the goods when it comes to smashing up their enemies.

THE COST

If you have read this far, then you know that battle magic is expensive, with a capital 'That Is A Lot Of Gold!' Relax, it is not as bad as it first seems. Casting battle magic spells should eat up roughly a third of a battle mage or arcane warrior's income at any level. This assumes roughly 15 encounters per level any four of which completely drain the battle mage of his spell slots for the day. It seems like a lot, but when you really want to kill those bad guys, it is well worth the cost.

Eldritch warriors get off a little easier than battle mages but only because they will not cast nearly as many spells. Eldritch warriors *do* need to burn up some of their treasure to improve their spellblades, but this is a zero-sum operation: the warrior gets rid of an item and gains a nice boost in power for his weapon. It could be argued that eldritch warriors actually gain a great deal as they can transform otherwise worthless items into useful enhancements to a weapon they always use. While this is true, to a certain extent, eldritch warriors tend to overpay for these enhancements when compared to standard magical items. In the end, it all balances out.

THE CAMPAIGN

Battle magic is balanced internally but it really should have a big effect on any game world where it is common. The great thing about this is that it brings the focus back onto the player characters. If battle mages are involved, the only *good* way to deal with them is to send in a crack group of player character commandos to split their skulls for them. Player characters also make excellent bodyguards on the other side of the equation, giving adventurers an important part to play in any battle. Whether trying to get rid of a great threat or trying to protect their secret weapon, adventurers will have a lot more to do on the fantasy battlefield with the introduction of battle magic.

This is at the heart of what I like most about books like this one – it is my chance to give people something else to do in their campaigns. Yes, there are some neat prestige classes and cool feats in here, but the real value is in how this all fits into your existing game. Battle magic gives players fuel for their characters and Games Masters some great building blocks for their campaign. As long as people keep finding cool things to do with the d20 toolkit, I will keep throwing tools into the box.

Sam Witt



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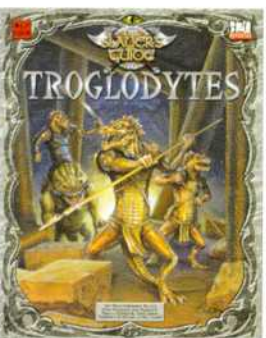
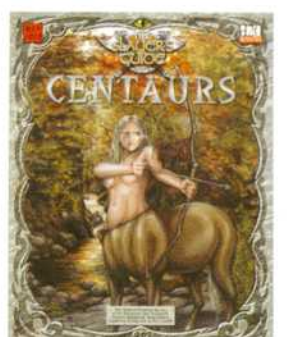
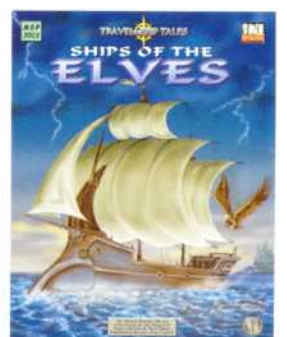
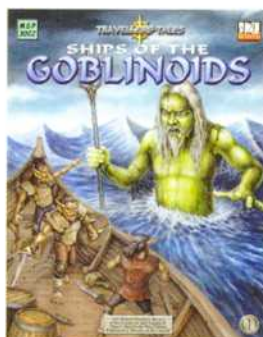
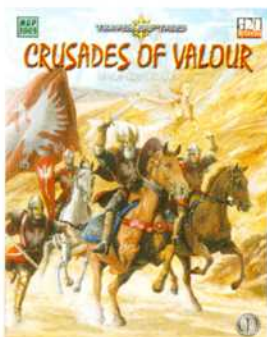
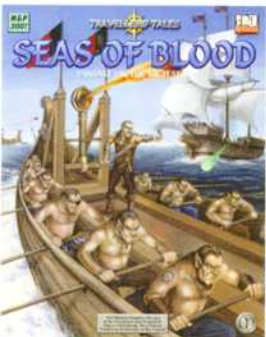
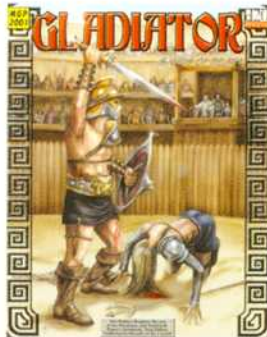
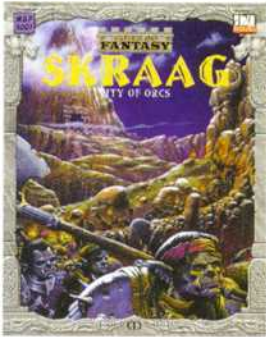
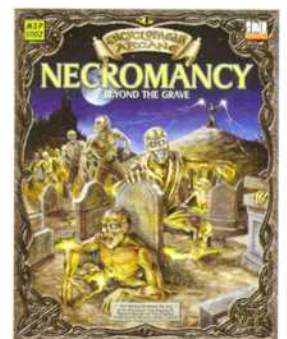
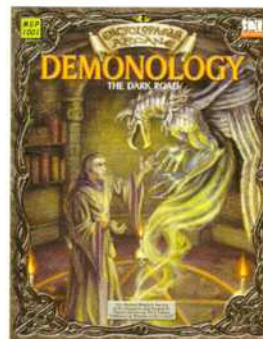
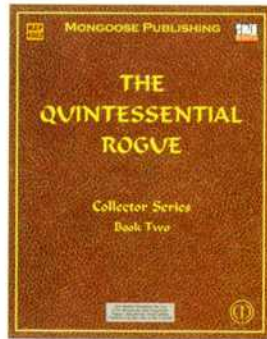
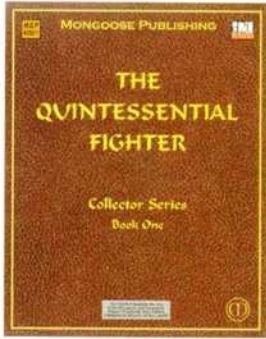
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BATTLE MAGIC

THE ELDRITCH STORM

Ultimate Power

Battle magic is about pushing magic to its absolute destructive limits, turning each arcane phrase into a death sentence and every claw-fingered gesture into a deadly magical assault. Make no mistake – battle magic is about mayhem and death, ensuring your opponents are made to pay for their presumption to challenge your arcane might. Whether you wish to deliver death from afar, firing off massive spells that streak through the sky and blast massive holes in the enemy lines, or want to see the look of fear in your foes' eyes as you come screaming for their blood with your runeweave robes and spellblade, battle magic is for you.

In this book, you will find no information on how to craft intricate illusions or research spells that help your fellow adventurers see in the dark or span a yawning chasm - you will discover new spells devoted solely to destruction, new feats that boost your character's ability to wreak havoc on enemy forces, and prestige classes to add new fear and respect for spellcasters in your games. This book is for players and Games Masters who believe the highest purpose of magic is to rain death and destruction down upon their enemies.

Inside you will find:

To Gird for Battle: Meet the greatest threats ever to stalk the battlefields of fantasy. The Battle Mage studies spells of massive destruction, pulsing waves of fire that set entire battalions screaming and running like schoolgirls. When you are ready for a little guerrilla warfare, just sign up the Eldritch Warrior - a magical close combat specialist.

The Book of War: Page after page of new spells focusing on pure destruction. Learn the secrets of *elemental rupture* and how to direct a *lava wyrm* toward your foes.

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Battle Guilds: Research is expensive and fighting dangerous. These simple facts of life lead wise mages to join a Battle Guild, where research expenses are subsidised and there is always someone to watch your back.

Feats of Battle: No guidebook to Battle Magic would be complete without a selection of offensive feats to increase your killing power. Do not enter the dungeon without them.

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