

TABLE 5–11: THE RUNESMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rune magic	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Stonecraft expertise	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3	Share runes	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+4	Permanent rune	+1 level of existing arcane spellcasting class

casting time remains the same, and it is just as effective as a spell cast by the runesmith himself. The spell's level is increased by two, much as if a metamagic feat had been applied to it.

For example, a 5th-level wizard/4th-level runesmith could prepare a shared rune of the *fly* spell. This rune would be treated as a 5th-level spell, would require a standard action to cast, and would function as if he had cast the spell himself for the purpose of duration, caster level, and the like.

A runesmith can prepare a maximum number of shareable runes each day equal to his Constitution modifier (minimum 1). Each time this ability is used to prepare a sharable rune, that rune takes up one of the runesmith's available spell slots for that day. So in the example above, the *fly* rune prepared by the runesmith would take up one of his 5th-level spell slots.

Permanent Rune (Ex): A 5th-level runesmith knows the secret of inscribing a permanent rune of a single chosen spell into his flesh. To inscribe a permanent rune, a runesmith must permanently sacrifice an arcane spell slot of one level higher than the spell to be inscribed as a permanent rune, and spend 24 hours inscribing the rune. If the spell has a costly material component, he must expend resources equal to 20 times the gp cost of the material component. If it has a costly focus, he must expend resources equal to the cost of the focus. If the spell has an XP cost, he must spend XP as if he had cast the spell normally.

Once he has inscribed a spell as a permanent rune, a runesmith can activate the chosen spell as a spell-like ability (using his arcane caster level as the caster level) twice per day.

SAMPLE RUNESMITH

Bazrid Harkenth the Runesmith: Male dwarf wizard 5/runesmith 2; CR 7; Medium humanoid; HD 5d4+10 plus 2d6+4; hp 35; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, masterwork quarterstaff) or +4 ranged (1d10/19–20, heavy crossbow); Full Atk +6 melee (1d6+2, masterwork quarterstaff) or +4 ranged (1d10/19–20, heavy crossbow); SA —; SQ darkvision 60 ft., dwarf traits, rune magic, stonecraft expertise; AL N; SV Fort +6* (+8 against poison), Ref +4*, Will +7*; Str 14, Dex 12, Con 15, Int 16, Wis 10, Cha 6.

Skills and Feats: Appraise +3 (+5 metal related, +7 armor related, +9 stone related), Concentration +12, Craft (armor-smithing) +15, Craft (stoneworking) +17, Jump –9, Knowledge (arcana) +7, Spellcraft +13; Armor Proficiency (heavy), Craft Magic Arms and Armor^B, Lightning Reflexes, Scribe Scroll^B, Spell Penetration.

Dwarf Traits: Dwarves have stonemasonry, which grants them a +2 racial bonus on Search checks to notice unusual

stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Rune Magic (Ex): Bazrid can prepare his arcane spells using rune magic, replacing the somatic components of any spells with runes, which are material components. This ability allows him to cast spells that have somatic components with no chance of arcane spell failure.

Stonecraft Expertise (Ex): Bazrid has a +2 bonus on Appraise and Craft checks related to objects made of stone (these bonuses are factored into the statistics above).

Wizard Spells Prepared (4/5/4/3/1; save DC 13 + spell level): 0—*detect magic*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*expeditious retreat*, *feather fall*, *grease*, *magic missile* (2); 2nd—*mirror image*, *resist energy*, *scorching ray*, *web*; 3rd—*dispel magic*, *fireball*, *haste*; 4th—*charm monster*.

Spellbook: 0—all; 1st—*charm person*, *color spray*, *expeditious retreat*, *feather fall*, *grease*, *magic missile*, *shield*; 2nd—*mirror image*, *resist energy*, *scorching ray*, *web*; 3rd—*dispel magic*, *fireball*, *haste*, *slow*; 4th—*charm monster*, *Evard's black tentacles*.

Possessions: +1 full plate, masterwork quarterstaff, heavy crossbow, 10 bolts, *cloak of resistance* +1, *ring of protection* +1, scroll of *dispel magic*, scroll of *fireball*, scroll of *slow*, scroll of *web*, 40 pp.

SHADOWCRAFT MAGE

Illusionist is one of the most popular spellcasting classes among gnomes due to their natural affinity for illusions. Some gnomes have an even greater affinity for illusions than the average representative of their race, resulting in the prestige class known as the shadowcraft mage.

Gnome society has a great call for individuals who can make one thing look like another for the purpose of decorating, costuming, or playing pranks on people. Shadowcraft mages have a more practical attitude about illusion and focus on the daily application of their powers.

Wizards and sorcerers are natural fits for the shadowcraft mage prestige class. Bards also find it a natural extension of their magical leanings, making for diverse backgrounds among those with this profession.

In general, an NPC shadowcraft mage only reveals herself when she wants to be found—even then, she rarely shows her true form. Dealing with a shadowcraft mage means peering through layer after layer of misdirection and decep-

tion. Among the most powerful shadowcraft mages, illusion becomes an effective substitute for reality, with shadowcraft conjurations and evocations functioning almost as well as their standard counterparts.

Adaptation: A cabal of nongnome illusionists could certainly use this prestige class; simply replace the racial requirement with a requirement that shadowcraft mages be members of the cabal. The requirement for a 4th-level spell from the shadow subschool restricts this class to arcane spellcasters. If not for that requirement, clerics with the Trickery domain could qualify more easily than wizards and sorcerers.

Hit Die: d4.

Requirements

To qualify to become a shadowcraft mage, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Bluff 4 ranks, Hide 4 ranks.

Feats: Spell Focus (illusion).

Spells: Able to cast at least three illusion spells, including at least one shadow spell of 4th level or higher.

Bardal Silverwhisper, a shadowcraft mage

Class Skills

The shadowcraft mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Move Silently (Dex), Perform (Cha), Search (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Shadowcraft mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a shadowcraft mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If she had more than one spellcasting class before becoming a shadowcraft mage, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Cloak of Shadow (Su): A shadowcraft mage can cloak her form in shifting shadows. This ability provides her with a variable amount of concealment depending on her level. While her cloak of shadow is active, attacks against a shadowcraft mage have a miss chance equal to 15% + 5% per class level (to a maximum of 40% at 5th level).

Darkvision and low-light vision offer no help in piercing the cloak of shadow, although any creature that can see in magical darkness can ignore the miss chance, as can a creature with *true seeing*. A shadowcraft mage can dismiss or resume this effect as a free action. While her cloak of shadow is active, a shadowcraft mage can make Hide checks as if she had concealment.

Cloak of shadow doesn't function in daylight, and it is the equivalent of a 3rd-level *darkness* effect for the purpose of interacting with light spells.

Silent Illusion (Ex): After a shadowcraft mage reaches 2nd level, all spells from the illusion school that she casts no longer require a verbal component, as if the Silent Spell feat had been applied to them. The levels and casting times of these illusion spells don't change, however. If a shadowcraft mage casts illusion spells that can't be affected by the Silent Spell feat (for instance, if the character casts bard spells), this ability has no effect on those spells.

TABLE 5–12: THE SHADOWCRAFT MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cloak of shadow	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Silent illusion	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Shadow illusion	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Extended illusion	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Powerful shadow magic	+1 level of existing spellcasting class

Shadow Illusion (Su): Beginning at 3rd level, a shadowcraft mage is able to infuse some of her figments (see the list below) with material from the Plane of Shadow, making them partially real. The subschool of these spells changes from figment to shadow. A shadowcraft mage can use the altered spell to mimic any sorcerer or wizard conjuration (summoning), conjuration (creation), or evocation spell at least one level lower than the illusion spell. The altered spell functions identically to the *shadow conjuration* or *shadow evocation* spell, except that the spell's strength equals 10% per level of the figment spell used.

For example, a shadowcraft mage who uses *silent image* to create an *acid splash* would deal 10% of the normal damage to a creature that succeeds on its Will save to disbelieve the shadow. If she used *programmed image* to mimic *summon monster V*, the creature would have 60% of the hit points of a normal creature of its kind, and its damage would be 60% normal against a creature that succeeds on its Will save to disbelieve.

A shadowcraft mage can apply shadow illusion to any of the following figment spells: *silent image*, *minor image*, *major image*, *persistent image*, and *programmed image*.

Extended Illusion (Ex): After a shadowcraft mage reaches 4th level, the duration of any illusion spell she casts or and spell-like ability from the illusion school that she uses is doubled, as if the Extend Spell feat had been applied to it. The levels and casting times of these spells and spell-like abilities don't change, however. This ability stacks with the effect of the Extend Spell feat, which still changes the spell's effective level.

Powerful Shadow Magic (Su): When a shadowcraft mage reaches 5th level, the strength of the effects created by her *shadow conjuration*, *shadow evocation*, *greater shadow conjuration*, *greater shadow evocation*, and *shades* spells increases by 20%. That is, these spells are an additional 20% likely to affect disbelieving creatures and deal 20% more damage.

This bonus also applies to figment spells transformed into shadow spells via the shadow illusion power (see above).

SAMPLE SHADOWCRAFT MAGE

Bardal Silverwhisper the Shadowcraft Mage: Male gnome sorcerer 8/shadowcraft mage 2; CR 10; Small humanoid; HD 8d4+24 plus 2d4+6; hp 56; Init +2; Spd 20 ft.; AC 17, touch 14, flat-footed 15; Base Atk +5; Grp -1; Atk +5 melee (1d3-2, masterwork dagger) or +9 ranged (1d6/19-20, masterwork light crossbow); Full Atk +5 melee (1d3-2, masterwork dagger) or +9 ranged (1d6/19-20, masterwork light crossbow); SA spell-like abilities; SQ cloak of shadow, gnome traits, low-light vision, silent illusion; AL CG; SV Fort +7, Ref +4, Will +9; Str 6, Dex 14, Con 16, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +9, Concentration +16, Diplomacy +6, Disguise +4 (+6 to act in character), Hide +12, Intimidate +6, Jump -8, Listen +2, Move Silently +7, Spellcraft +7; Great Fortitude, Greater Spell Focus (illusion), Spell Focus (illusion), Spell Penetration.

Spell-Like Abilities: 1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals* (burrowing mammal only, duration 1 minute).

Cloak of Shadow (Su): A cloak of shifting shadows surrounds Bardal, granting him a certain amount of conceal-

ment. Attacks against Bardal have a 25% miss chance. Any creature that can see in magical darkness is immune to the effect, but while the ability is active, Bardal can make Hide checks as if he had concealment. The ability doesn't function in daylight and is considered a 3rd-level *darkness* effect for the purpose of interacting with light spells.

Bardal can dismiss or resume the cloak of shadows as a free action.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Silent Illusion (Ex): Any illusion spell cast by Bardal is treated as if it were silent (using the Silent Spell feat). However, the spell's level and casting time remain unchanged.

Sorcerer Spells Known (6/7/7/7/6/3; save DC 14 + spell level, 17 + spell level for illusion spells): 0—*acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*; 1st—*magic missile*, *ray of enfeeblement*, *shield*, *silent image*, *ventriloquism*; 2nd—*blindness/deafness*, *minor image*, *mirror image*, *scorching ray*; 3rd—*dispel magic*, *fireball*, *major image*; 4th—*phantasmal killer*, *shadow conjuration*; 5th—*shadow evocation*.

Possessions: Masterwork dagger, masterwork light crossbow with 20 bolts, *cloak of Charisma* +2, *amulet of natural armor* +1, *bracers of armor* +2, *ring of protection* +1, *wand of magic missile* (5th level, 50 charges), 250 gp.

STONEBLESSED

A stoneblessed bonds to the stone of the mountains, blending into a dwarf, gnome, or goliath community and making it her home. A stoneblessed character usually lives with her chosen race for several years, learning customs and building solid bonds of friendship and trust. At the end of this period, the potential stoneblessed is invited into the tribe, clan, or community and is forever after considered a member of her chosen people. Once this ceremony is finished, the members of the adopted community expect the stoneblessed to put her interests above even those of the individual's native race—they consider their home to be the stoneblessed's home, and they expect the stoneblessed to feel the same.

Although members of other races comprise the vast majority of the stoneblessed, dwarves, gnomes, and goliaths occasionally become stoneblessed as well. An individual usually makes this choice because she feels strongly drawn to one of the other races of stone. For example, those goliaths brave enough to venture into the deep caverns to trade with dwarves occasionally decide to stay; after a few years, they might join the dwarf community permanently.

An NPC stoneblessed is usually easy to spot because she sticks out like a sore thumb. The centaur living in the extra-large gnome burrow, the exiled drow who teaches magic to the dwarves, and the hill giant towering above even the goliaths—all are obviously not like their fellows. Yet no matter how odd they appear, stoneblessed are fully integrated into their adopted cultures. In fact, many stoneblessed are more mindful of their adopted cultural traditions than native